





for every  $x$







1.  $\frac{d}{dx} \left( x^2 + 1 \right) = 2x$





ABRABRA

W E I A S E I W



ABBA BABBA

FOR A B E



1948-1949

WE ARE THE WE ARE





$x \in A \Rightarrow x \in B$   $x \in A \Rightarrow x \in B$





ABBA ABBA

ABBA ABBA ABBA

for a B and for a B







ABBA ABBA

*Handwritten:*  $MDV = f(x) \in \mathbb{R}^d$



$x \in f^{-1}(A) \Rightarrow x \in f^{-1}(B)$

1991-1991

$$x \in f^{-1}(B \cap G) \Rightarrow x \in f^{-1}(B) \cap f^{-1}(G) \Rightarrow x \in f^{-1}(B) \cap f^{-1}(G)$$

[illegible]



1991-1991

$$\Rightarrow G \cap H \Rightarrow f^{-1}(G \cap H) \Rightarrow f^{-1}(G) \cap f^{-1}(H) \Rightarrow f^{-1}(G) \cap f^{-1}(H)$$



[illegible]

1992-1993

100% 100% 100%

*xE-100* *xE-100*

2021-09-20



1999-2000  
1999-2000



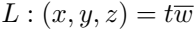


$$\begin{cases} x = 1 + \lambda \\ y = -2 + 4\lambda \\ z = 1 + 7\lambda \end{cases}$$

$$\begin{cases} x = 4 + \mu \\ y = 1 + 2\mu \\ z = -1 + 5\mu \end{cases}$$



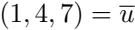
1234567890+\*







$$\begin{cases} x = 4 + \mu \\ y = 1 + 2 + 4\mu \\ z = -1 + 5\mu \end{cases}$$



Q1 = Q2



$$\begin{cases} x = \lambda u_1 + a \\ y = \lambda u_2 + b \\ z = \lambda u_3 + c \end{cases}$$

12345678

W = w x w = 20, 20



*Vivamus, Vivamus, Vivamus*

$$\begin{cases} x = 6t \\ y = 2t \\ z = -2t \end{cases}$$

$$\lim_{(x,y) \rightarrow (0,0)} \frac{\sqrt[3]{xy^2}}{x+y^3}$$



$$\sqrt{xx^2}$$

$$x + x^2$$

$$=$$

$$x^2/x$$

$$x + x^2$$



$$\frac{v^3}{v^3 + v^3}$$

$$=$$

$$\frac{v^3}{2v^3}$$

$$=$$

$$\frac{1}{2}$$







$$\frac{\sqrt{t^2}}{t-t^3} = \frac{t^4}{t-t^3} = \frac{t^3}{t^3} = \frac{t}{t^3-1}$$





$$\sqrt{x}, \sqrt{y}, \sqrt{z} = \sqrt{x^2 + y^2 - z^2} - 1$$



$$(x, y, z)^2 + (x, y, z)^2 - 1 = 0$$















2 + 2 = 4

2 + 0 | 2 | 2 = 0 + 1 0

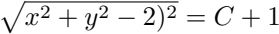






2 + 2 = 2 + 1





A pixelated, black and white graphic of the equation  $x^2 + 2x - 2 = 0 + 1$ . The equation is rendered in a stylized, blocky font. The numbers and symbols are composed of various shades of gray and black pixels, giving it a retro, digital appearance. The equation is centered horizontally and spans most of the width of the image. A thin, dark horizontal line is visible at the top of the image, above the equation.

$$x^2 + x^2 - 4\sqrt{x^2 + 4} = 0 + 1$$

Wieder Wieder

Wavelengths are

WELCOME TO THE



Waggle





1990

overload

WAVELENGTHS OF THE SPECTRUM

1990-2000





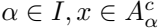
1990-1991

WAVE 1 A C WAVE 1 A C

overlaid

WORLDWIDE

1990-1991



WORLDWIDE

WORLDWIDE

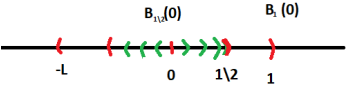


WAVE DO WE



WORLDWIDE

NOBBLE FOR NOB



OPEN 11:00 AM

01114001







W

e

1  
e

W

E

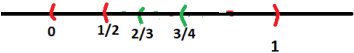
W!











BRISQ





BEVERLY

A pixelated, black and white graphic of the text "100% 100% 100%". The characters are rendered in a blocky, digital font style. The first "100%" is on the left, the second is in the middle, and the third is on the right. The entire graphic is set against a white background.

2019-10-19

we are the 1st

1-23-2020



Q. V. G. I. R. I. R.



















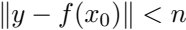






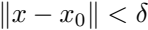
1000





1999-2000







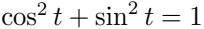


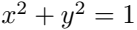
1990-1991



COPIES OF THE  
ORIGINALS OF THE  
MANUSCRIPTS OF THE  
BIBLICAL HISTORY OF THE  
JEWISH PEOPLE

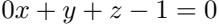
$$\begin{cases} x = \cos t \\ y = \sin t \\ z = 1 - \sin t \end{cases}$$



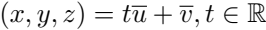


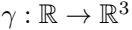


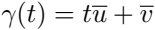


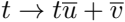


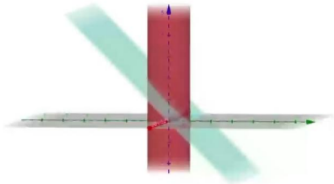
0115

















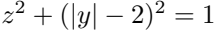




$$2 + \sqrt{2} + \sqrt{2} - 1 = -1$$

$$x^2 + \sqrt{x^2 + x^2} - 2 = 0$$





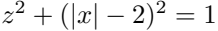




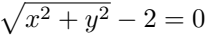


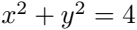
A pixelated, black and white graphic of the text "1020202020". The characters are rendered in a thick, blocky, and slightly irregular font, reminiscent of early digital art or video game text. The digits are arranged horizontally, with each digit being a distinct, pixelated shape. The overall aesthetic is retro and digital.





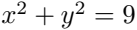
A pixelated, black and white representation of the quadratic equation  $x^2 + 2x - 2 = 0$ . The equation is displayed horizontally, with each term and operator rendered in a blocky, digital font. The variables 'x' and the coefficients '2' are clearly visible. The equation is set against a plain white background.





$$\sqrt{x^2 + y^2} = 1$$







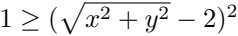
$$x^2 + \sqrt{x^2 + x^2} - 1$$

$$x^2 = \sqrt{x^2 + 2} - 2 + 1$$

$$z = \pm \sqrt{1 - (\sqrt{x^2 + y^2} - 2)}$$



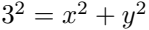
$$1 - \sqrt{x^2 + y^2} = 0$$

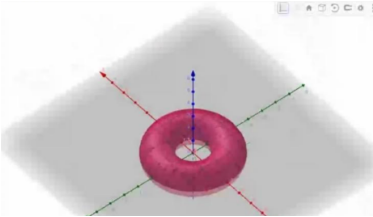




A pixelated, black and white representation of the mathematical equation  $1 = \sqrt{x^2 + y^2}$ . The equation is rendered in a low-resolution, dithered style, with each character and symbol composed of individual pixels. The equals sign is represented by two horizontal bars. The square root symbol is a large, stylized 'V' shape. The variables x and y are in a simple, blocky font. The plus and minus signs are also pixelated. The entire equation is centered horizontally on a white background.

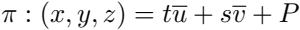
$$1 = \sqrt{x^2 + y^2}$$





$$\begin{cases} x = -1 + 2\lambda + 3\mu \\ y = 4\lambda - \mu \\ z = 2 - 3\lambda + 2\mu \end{cases}$$

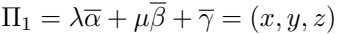
2020-02-20



W X Y Z [ ] \_ ` a b c d e f g h i j k l m n o p q r s t u v w x y z







$$x^2 + 4x - 3) + x^2 + 1x - 2) + 1x - 2)$$

