

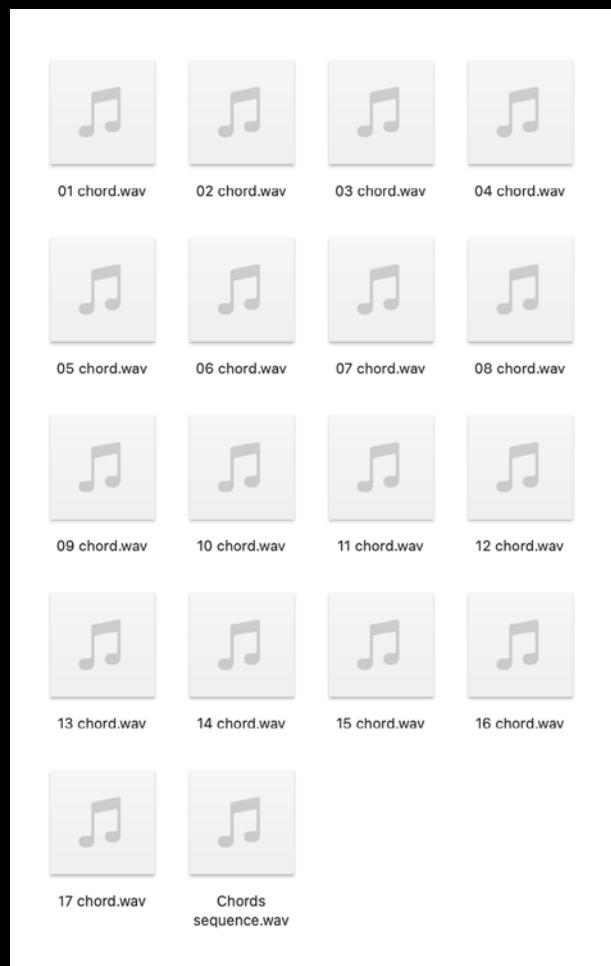
module.....: / ARCHIVE.....
index.....: part 03 / 04...
type.....: [OUTPUT].....

year.....: 2023 - 2024....
course.....: BA 2.....
content.....: final renders...

linked_node..: [PROCESS_LOG]
linked_module: / MEMORY.....

- | | | |
|-------|---|---------|
| Nº 27 | “ the crazy
scientists
laboratory ” | [436] |
| Nº 28 | “ experimental
notation ” | [460] |
| Nº 29 | “ happy
accidents ” | [508] |
| Nº 30 | “ forbes education
magazine cover ” | [520] |
| Nº 31 | “ typophoto ” | [534] |
| Nº 32 | “ stop / go ” | [546] |
| Nº 33 | “ mood swings ” | [552] |
| Nº 34 | “ make
a portfolio! ” | [573] |
| Nº 35 | “ it's a match! ” | [596] |
| Nº 36 | “ contemporary
interpretation
of xix century
fashion ” | [604] |
| Nº 37 | “ treasure
seekers ” | [624] |
| Nº 38 | “ fine art
graduation
catalogue ” | [640] |
| Nº 39 | “ dynamic
letterforms ” | [664] |
| Nº 40 | “ internship ” | [686] |

Nº 27.
" THE CRAZY
SCIENTISTS
LABORATORY "



abstract

This project aims to investigate the behavior of raindrops and their potential contribution to music creation.

The study begins by examining various sequences of raindrops to elucidate their pattern formation, with a specific emphasis on the correlation between raindrop placement and piano keys. Subsequently, these patterns are translated into piano chords, marking the subsequent development in the project. This project reaches its peak with the creation of a full music album. The album consists of 19 different chords, which were derived from raindrop patterns and translated into piano chords. These chords are then played using a wide range of instruments to showcase the infinite diversity that can be found within a single sound.



listen + the full album



1. introduction

To conduct this research, I recorded a 6-second video of raindrops on the water. From this video, I captured 32 screenshots, then applied a piano keyboard to each image and tracked the position of each raindrop. Each photo with a unique position raindrops became a chord. In total, I tracked 82 raindrops.

I proceeded to play all 32 chords on the piano and selected the 19 best ones. To explore the sound changes when played by different instruments, I applied 37 different instruments to each chord. Finally, I exported each sound separately, resulting in a file with a duration of 3 seconds, suitable for use as a ringtone. Altogether, I obtained 702 sounds (19 chords * 37 instruments = 703 sounds).

2. the subject

3. the music

4. ringtones

Valeria Voevodina, "Drop".

"The Crazy Scientists laboratory" project.
BiSAD BA Graphic design, Level 5, Year 3.
Semester A. (2023-2024)

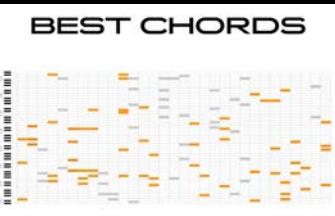
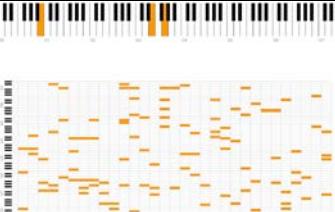
ABSTRACT
This project aims to investigate the behavior of raindrops and their potential contribution to music creation. The study begins by examining various sequences of raindrops to elucidate their pattern formation, with a specific emphasis on the correlation between raindrop placement and piano keys. Subsequently, these patterns are translated into piano chords, marking the subsequent development in the project.

2. the subject
3. the music
4. ringtones

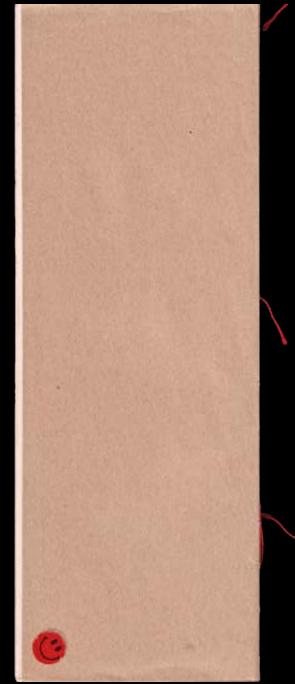
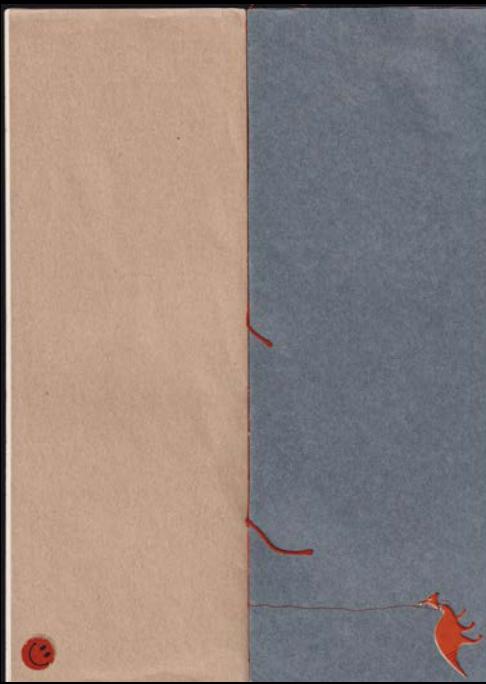
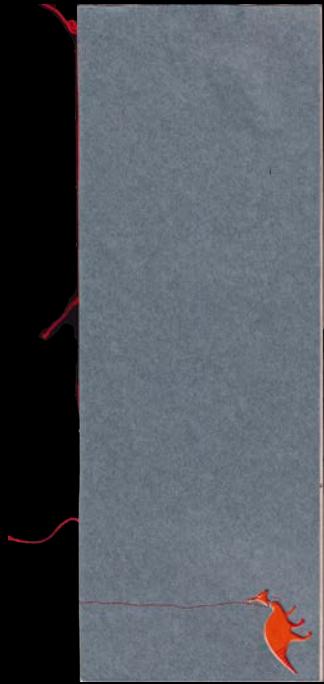
THE SUBJECT

BEST CHORDS

LISTEN



DOWNLOAD EVERY THING
SET UP AS NOTIFICATIONS



- ⇒ Everything is about an object
- ⇒ Action that you like and love seeing. Something you enjoy being around.
- ⇒ Flipbook - poster made of frames, with pane with the process, "inorganic", scheme
- ⇒ Translate video into another format (Find the contact first)

	Motion	Static	Motion	Static
camera				
Object				
Light				
camera	Object	Object	camera	Object

Motion → Static

- M-motion S-static L-light ⇒ The object itself can produce light or the light can come from another source
- $sC + mO + mL = \text{still image}$
 $sC + mO + sL = \text{usual video}$
 $mC + eO + sL = \text{static usual video}$
 $\odot mC + sO + mL = \text{still images from light}$
 $\odot sC + mD + mL = \text{stop motion}$
 $\odot sC + sO + mL = \text{light patterns}$

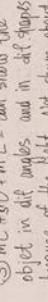
Mouse I related to find something smaller for actions but flashing lights can create an illusion of smaller framerate.

- * the key point of this brief turned out to be translation of the video into another format. It gives me clearer understanding of the task or without task frames

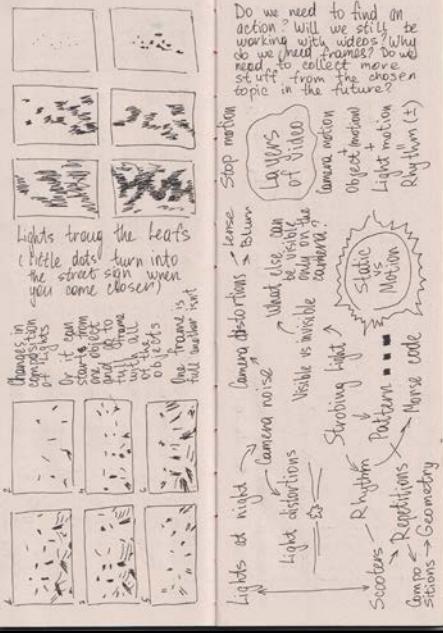
- ② $sC + mO + mL = \text{stop motion video}$
 In other words it's a usual video but visually with lower framerate.
 It's already looks like photos and may be used in the flipbook format with or without task frames

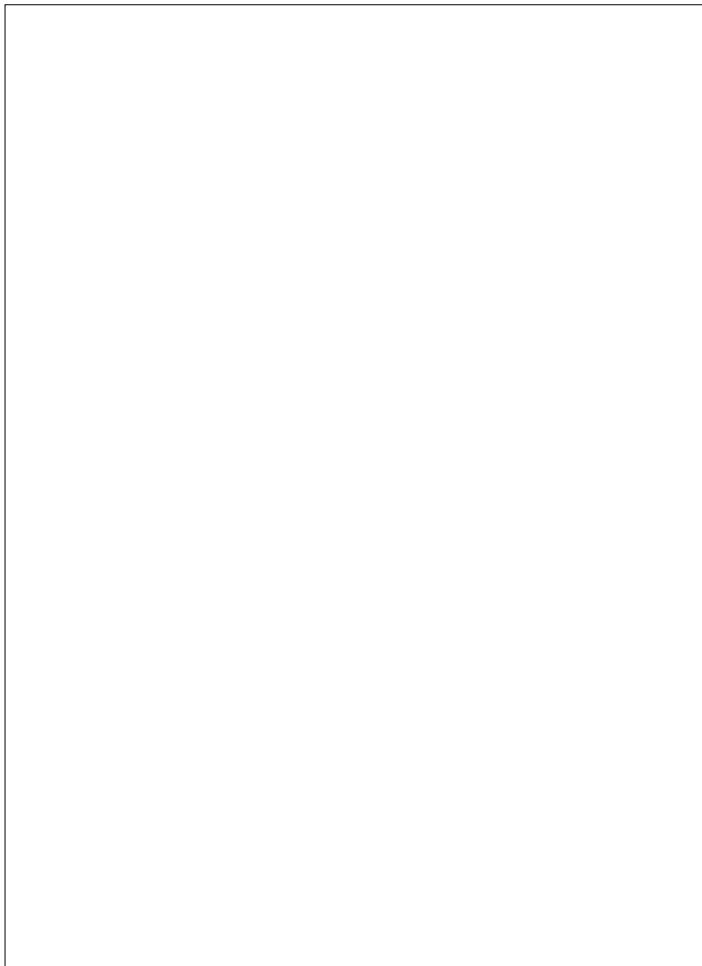
⇒ I can track smooth. ⇒ Are you focused on time, visibility or what?

- ① $sC + sO + mL = \text{dt compositions}$ from the same point with the same obj. If it's gonna be a pattern of obj, it can be translated into the poster made of screenshots or drawings of the geometry or patterns from the source!
- \odot 

- There is a place for camera distortions but it depends on the format of the animation appearance
- \odot 

The outcome: flipbook + your option





[DATA]

446

[DETAIL] FOUND RAINDROPS

447

[FILE] NOTATION MADE OF RAINDROPS IN VIDEO

450

[NOTE]

451

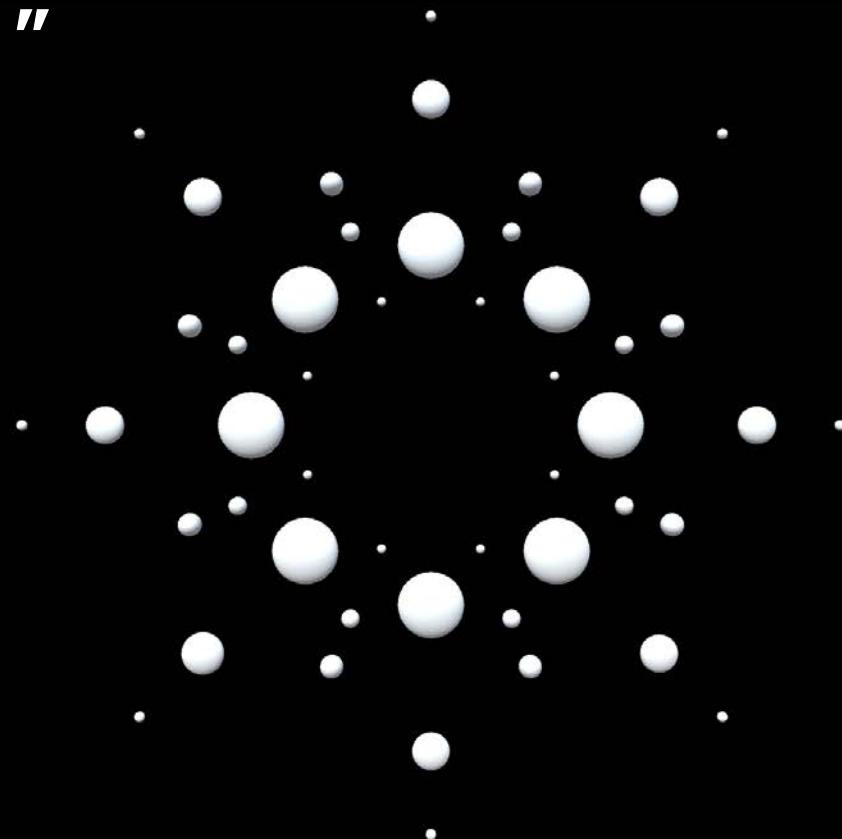
[NOTE]

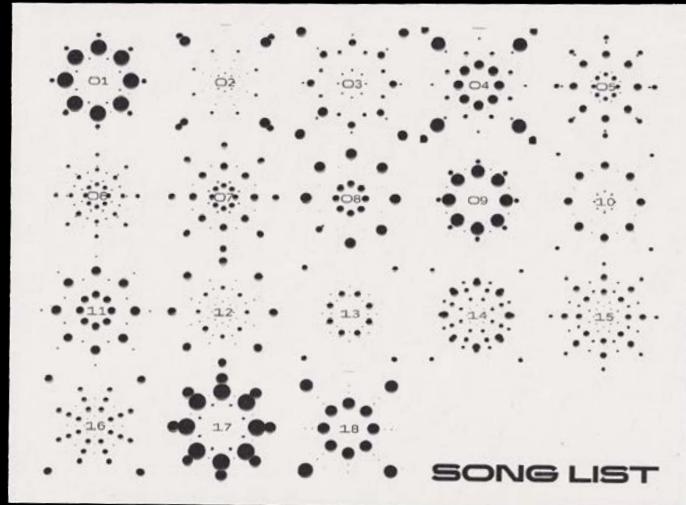
452

[LINKED FILE] LISTEN THE ALBUM

453

Nº 28.
“ EXPERIMENTAL
NOTATION ”



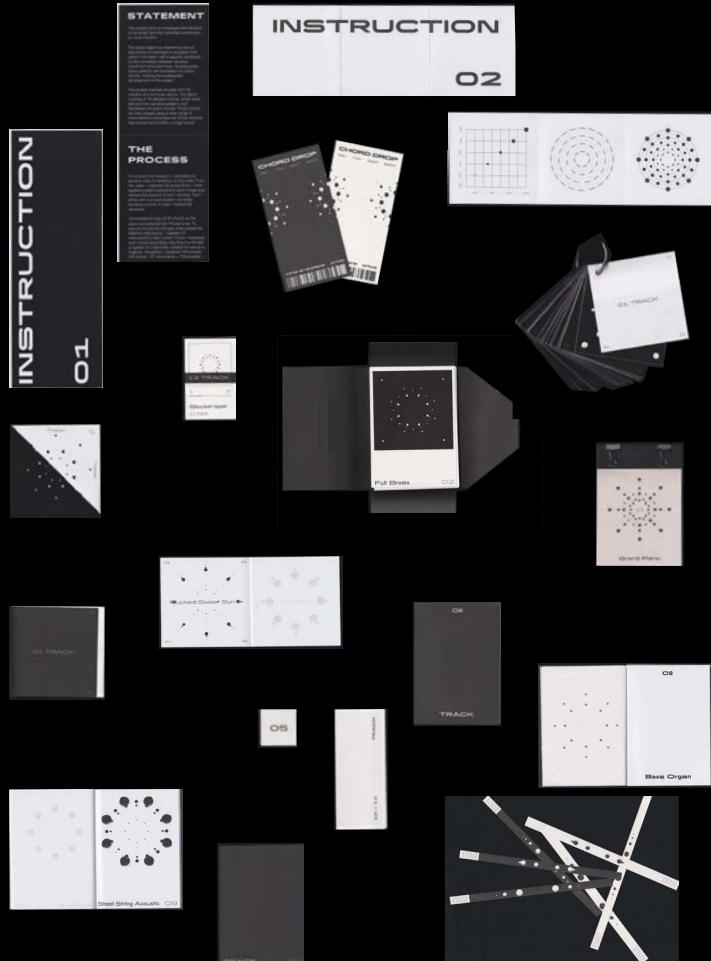


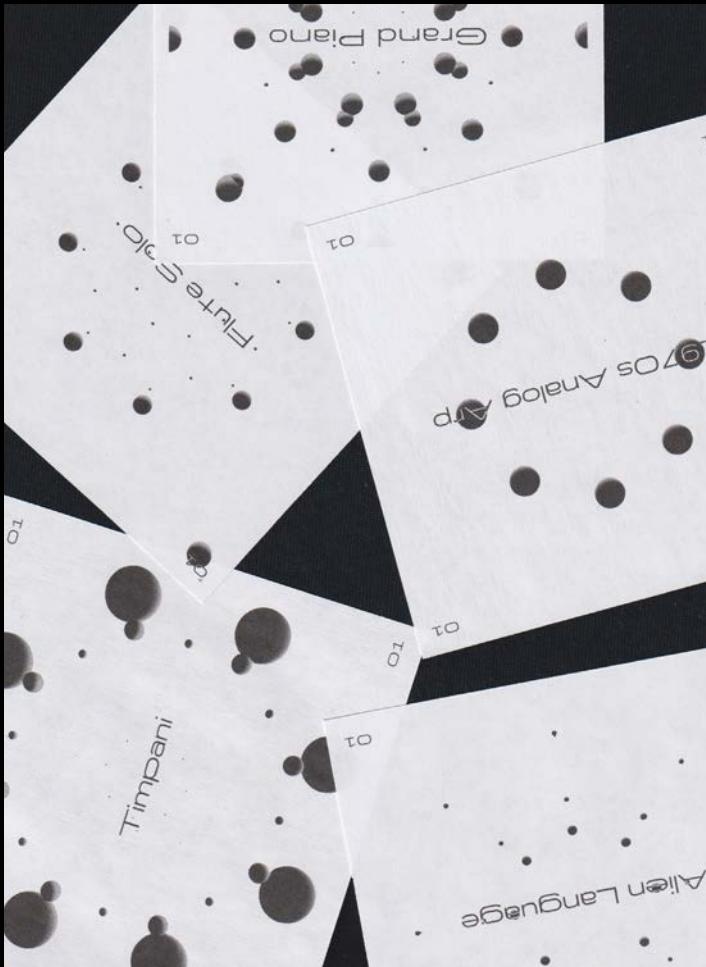
INSTRUCTION TO

STATEMENT
The studio began by examining the musicality of the dots and how they could be used to create a dynamic composition. The studio then developed a process for creating a unique track for each dot, resulting in a collection of 18 tracks. The studio's goal was to create a cohesive collection of tracks that could be enjoyed individually or together.

THE PROCESS

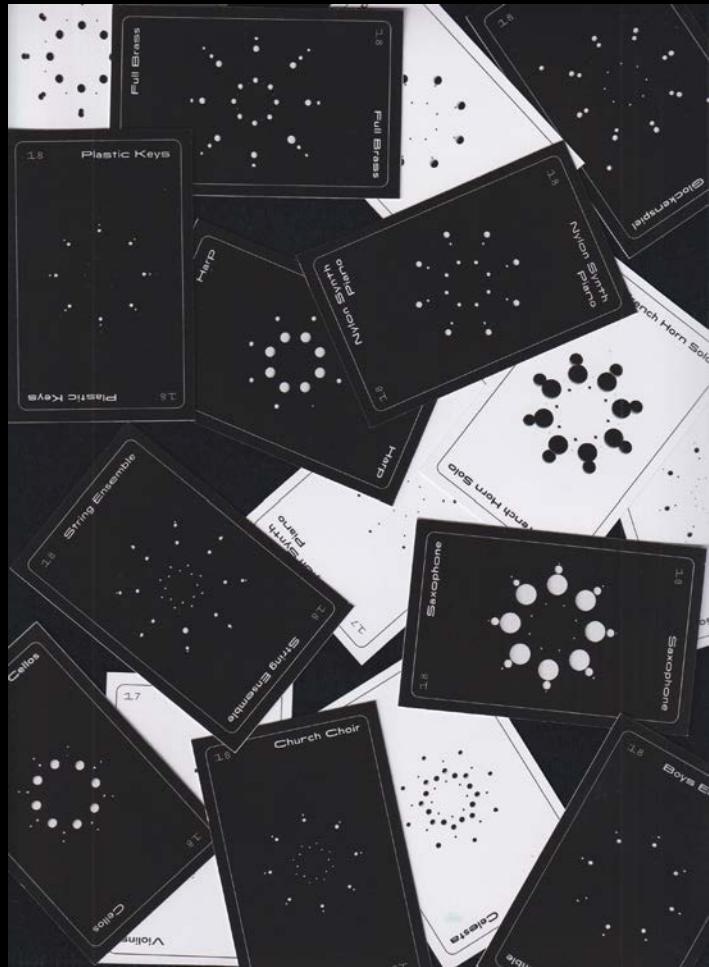
INSTRUCTION 02





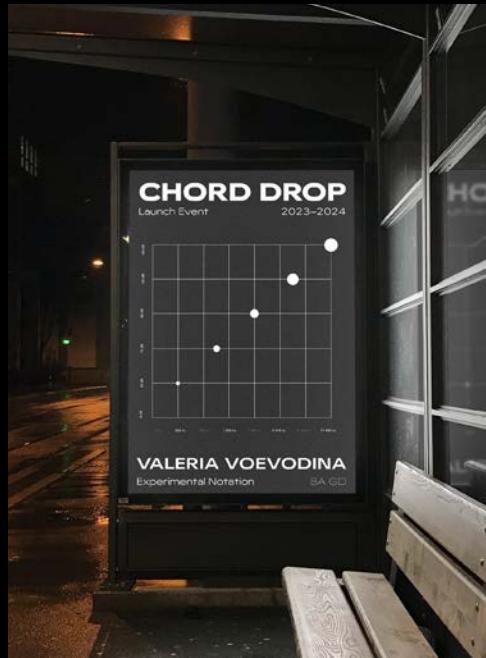
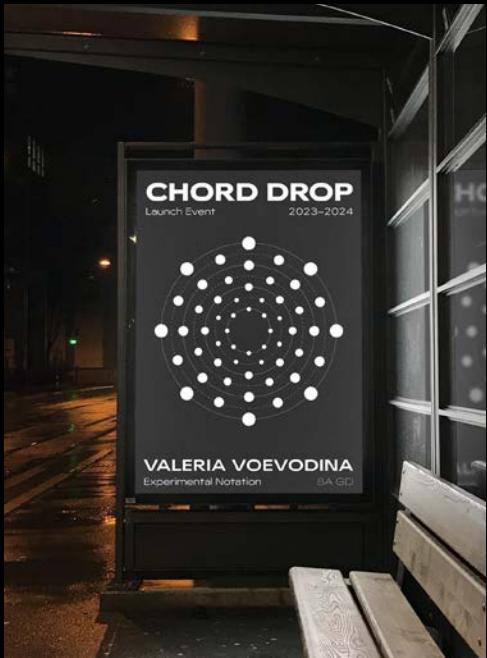
[PRINTED MATTER] THE 1 TRACK PUBLICATION CLOSE UP

464



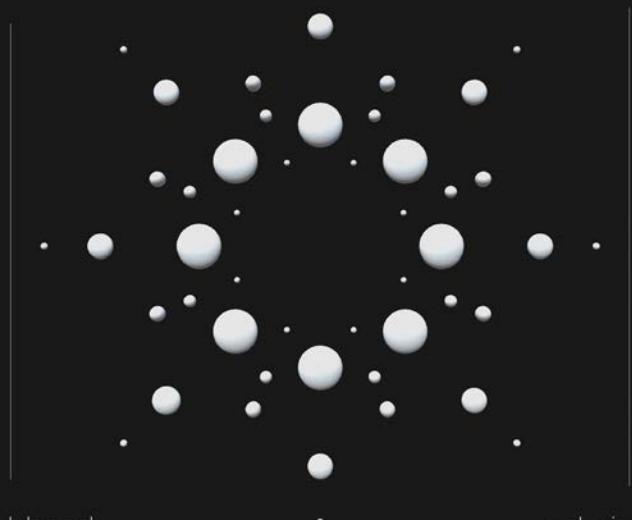
[PRINTED MATTER] THE 1 TRACK PUBLICATION CLOSE UP

465



CHORD DROP

experimental
notation

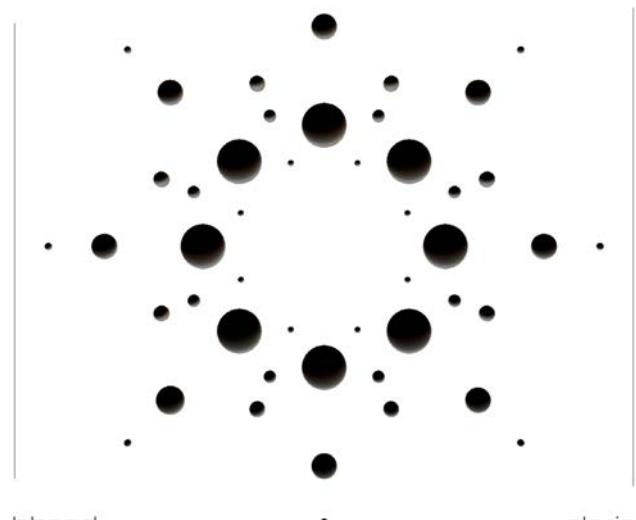


bhsad
graphic design

valeria
voevodina

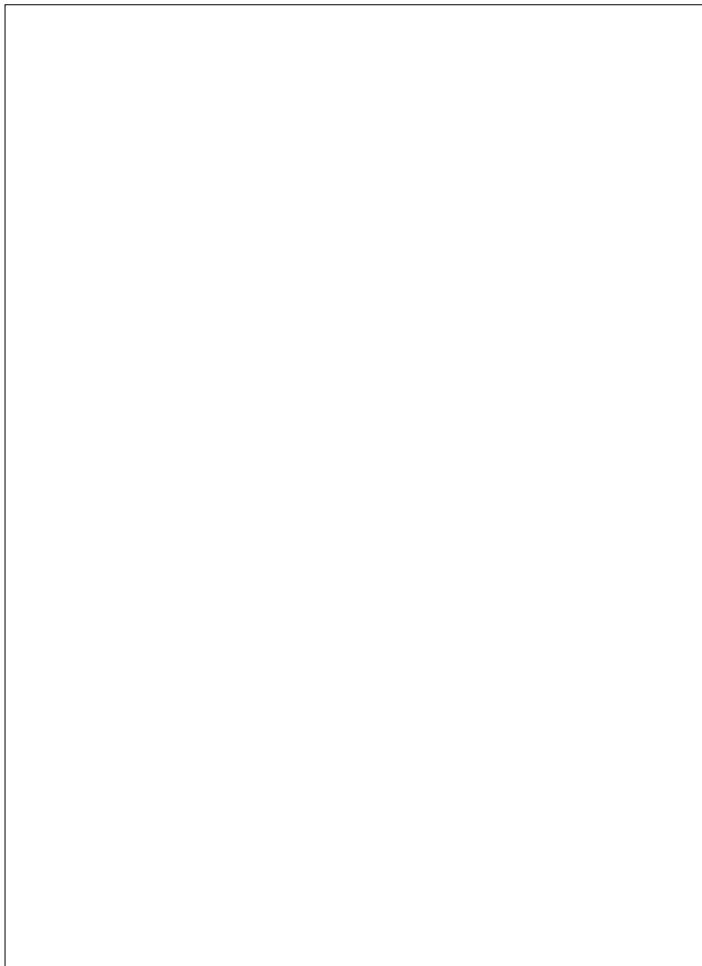
CHORD DROP

experimental
notation



bhsad
graphic design

valeria
voevodina



[DATA]

472

[FILE] MY BRIEF

473

[NOTE] READ CAREFULLY

474

[DATA] SOUND EXPLANATION

475

[DATA]

480

[SPOOL]

481

it works as it (almost) should!

[SHOT] PAPER TESTS. TUESDAY. 26 DECEMBER 2023. 02:32 500

501

[SHOT] POST-CRAFT EXHAUSTION MOMENT

502

[DETAIL] TRACING PAPER LAYERS

503

[DETAIL]

504

[SHOT] WEDNESDAY. 10 JANUARY 2024. 20:51

505

[OUTCOME] SUCCESSFUL DESPITE ALL LOGIC

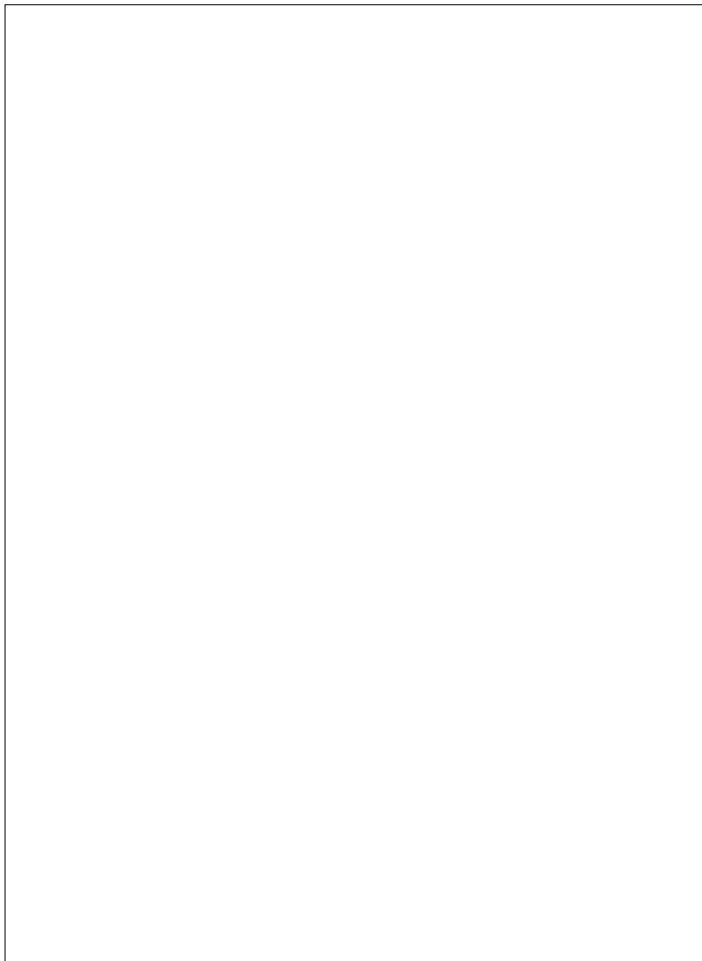
506

[LINKED FILE] SEE PROCESS DOC

507

Nº 29.
" HAPPY ACCIDENTS "





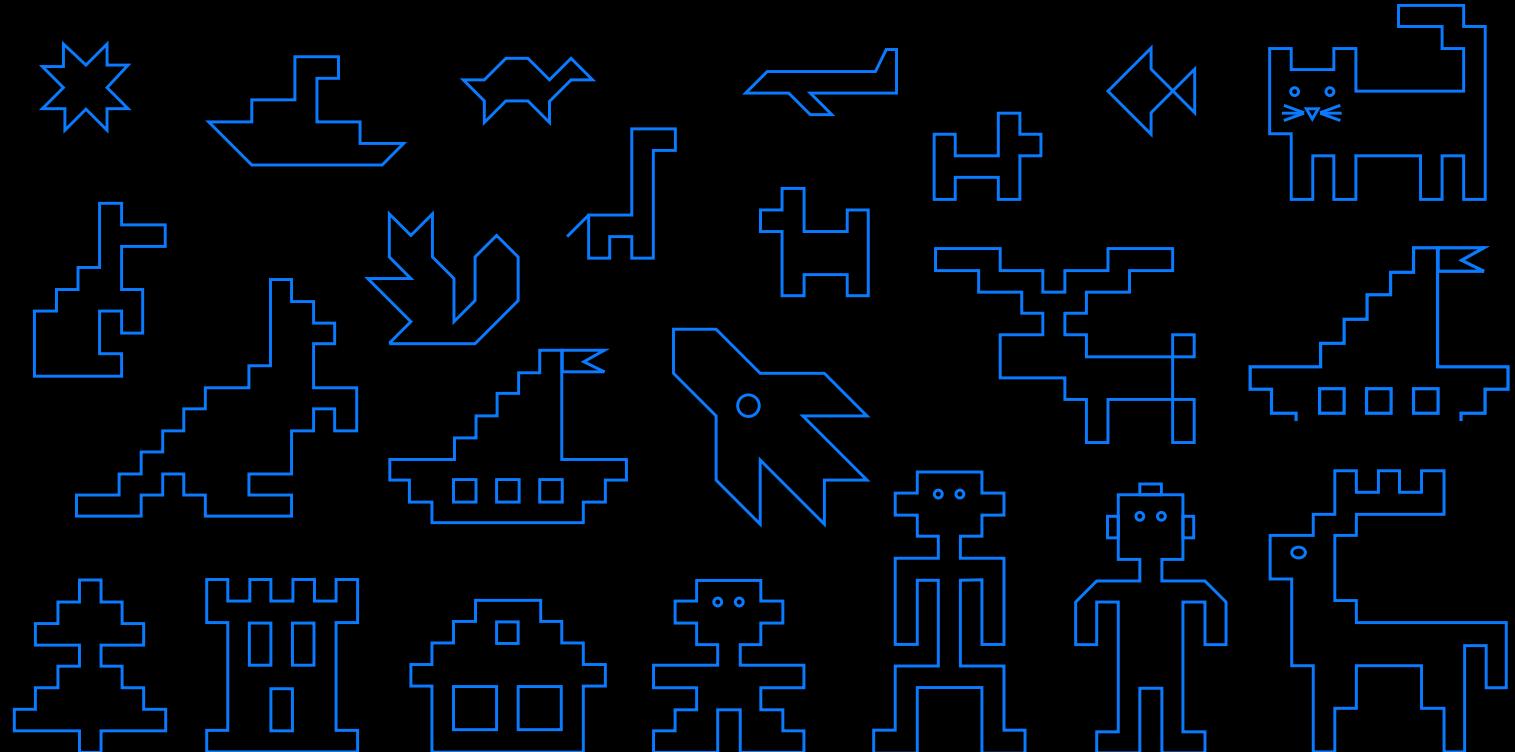
[SHOT] ME AND MY GIRLS

514

515

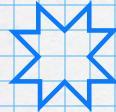
Nº 30.

" FORBES EDUCATION MAGAZINE COVER "

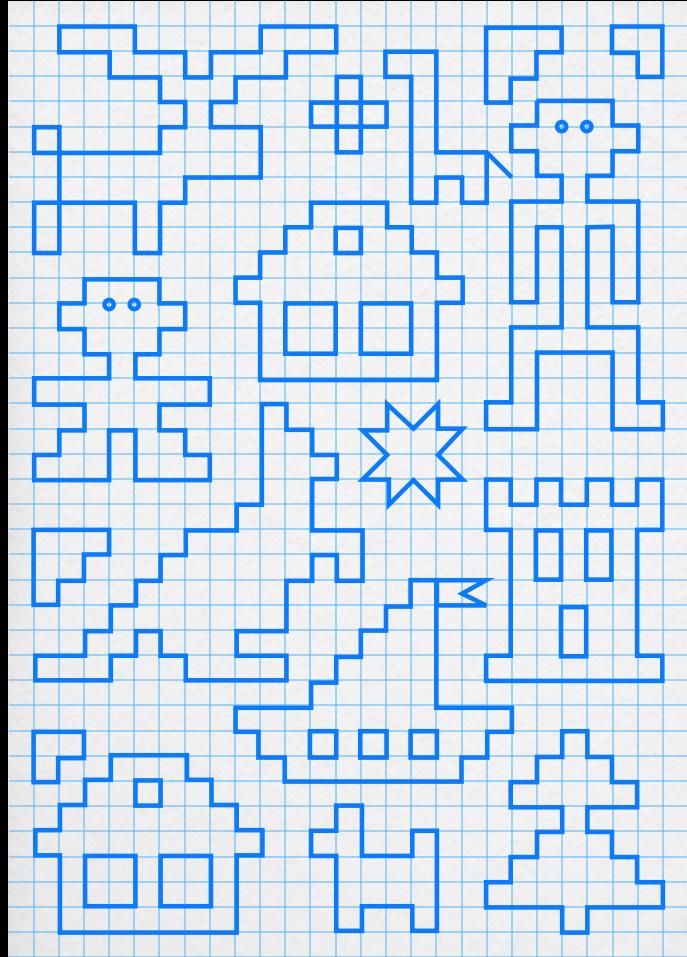
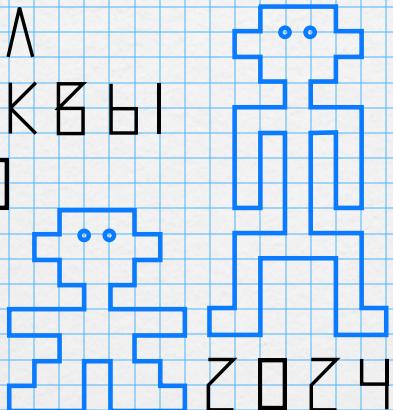


Forbes Education

РЕНКИНГ 35
ЛУЧШИХ



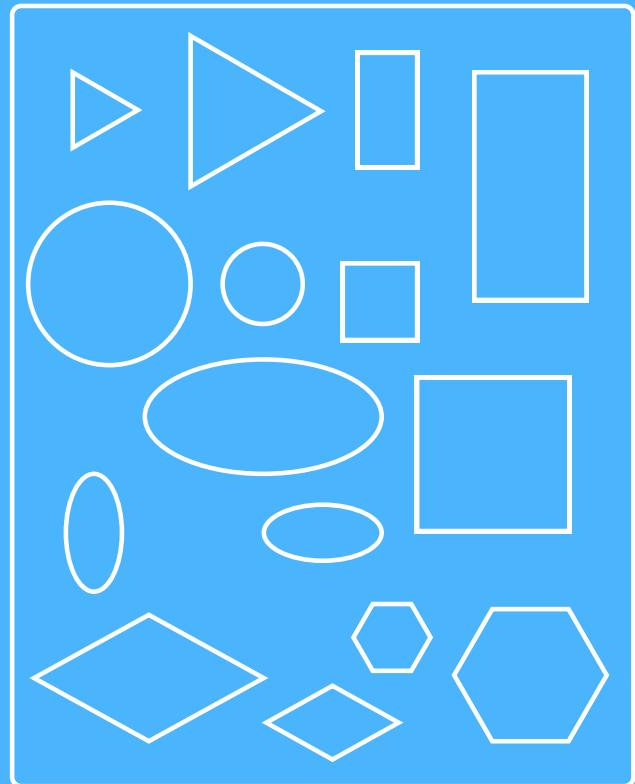
ЧАСТНЫХ
ШКОЛ
МОСКОВЬЯ
И МО



Russia

Forbes Education

Рэнкинг 35 лучших частных школ Москвы и МО

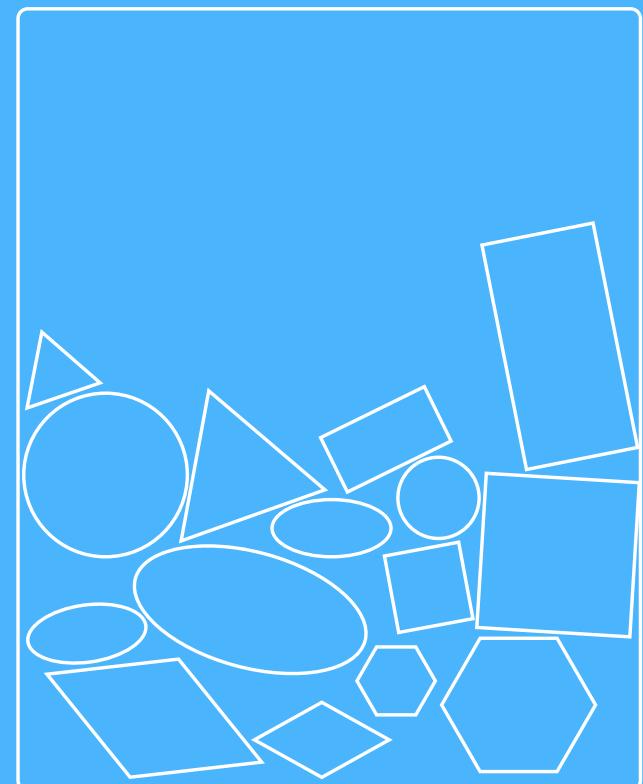


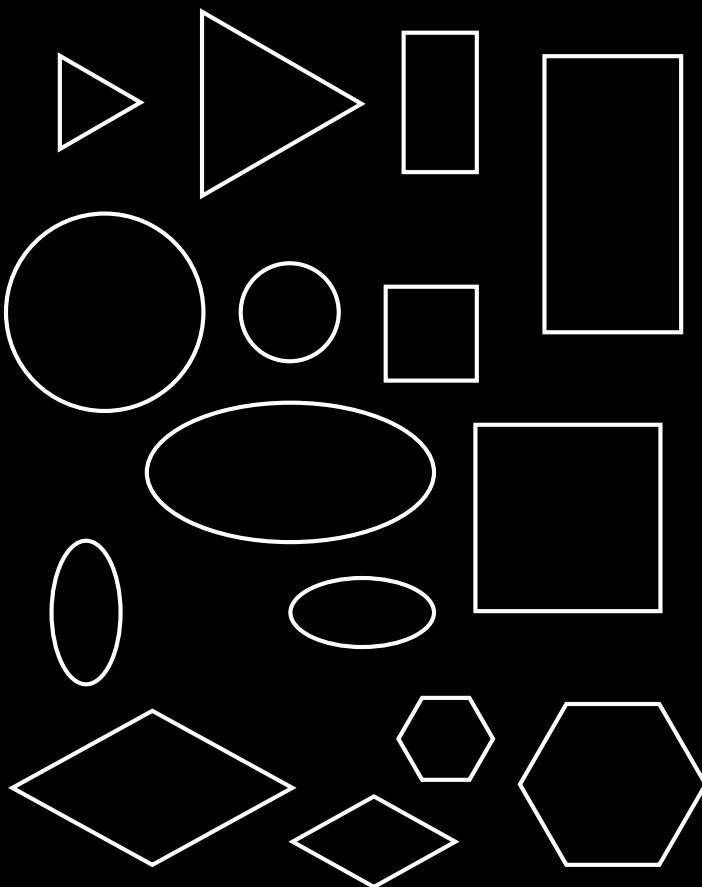
[PRINTED MATTER] MAGAZINE FRONT COVER #02

524

[PRINTED MATTER] MAGAZINE BACK COVER #02

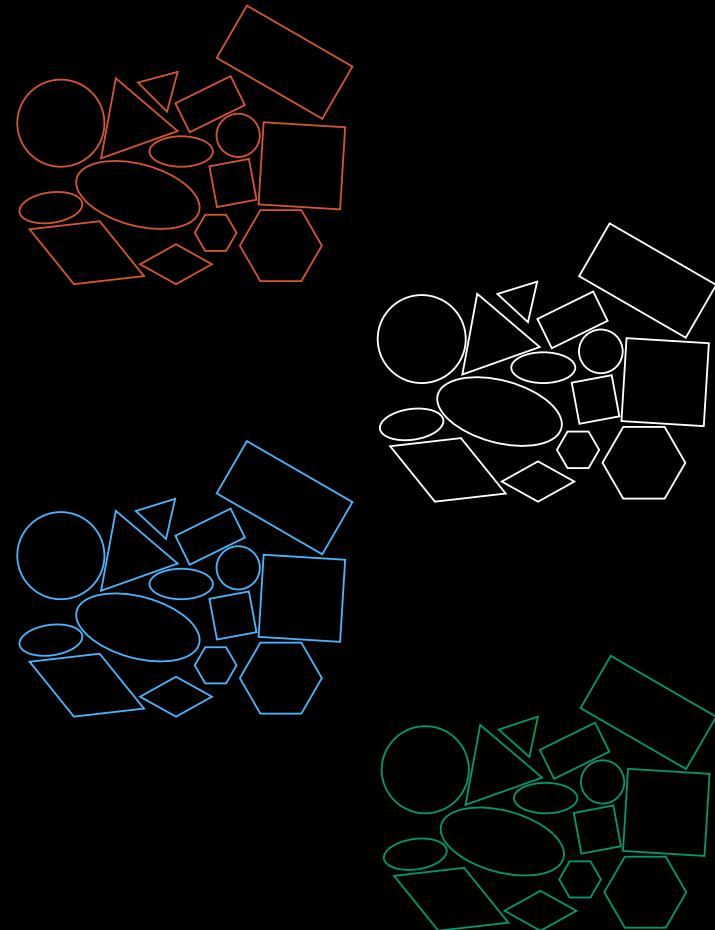
525





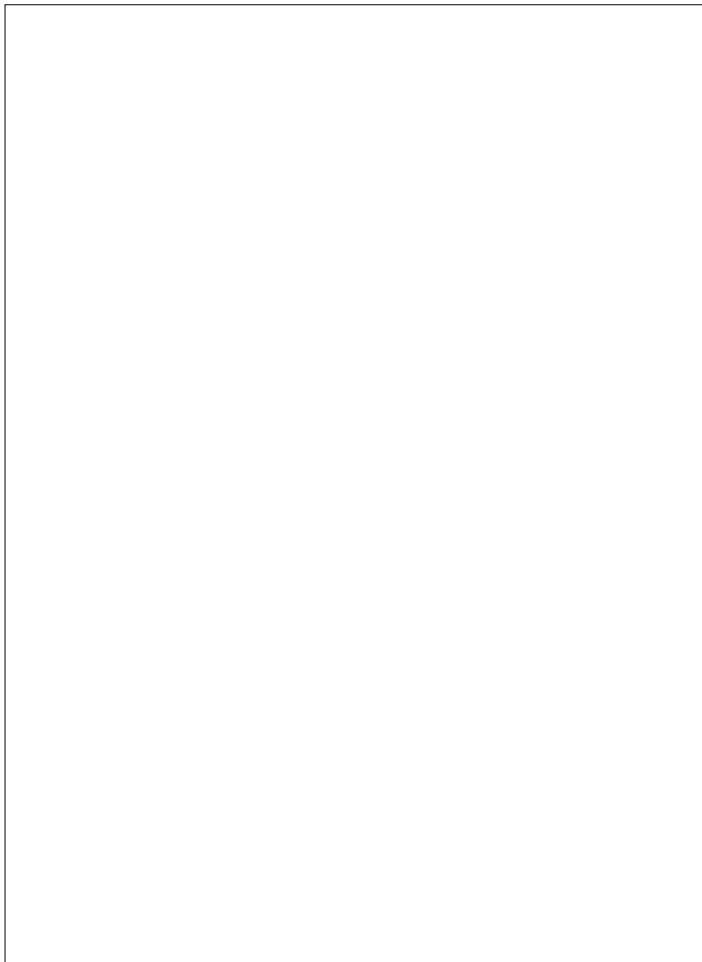
[IDENTITY] INSIDE GRAPHICS #02

526



[IDENTITY] INSIDE GRAPHICS #02 COLOUR OPTIONS

527



[DETAIL]

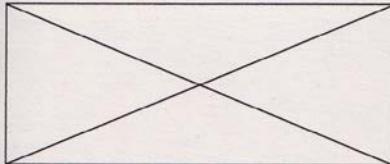
532

[LINKED FILE] SEE THE ARTICLE

533

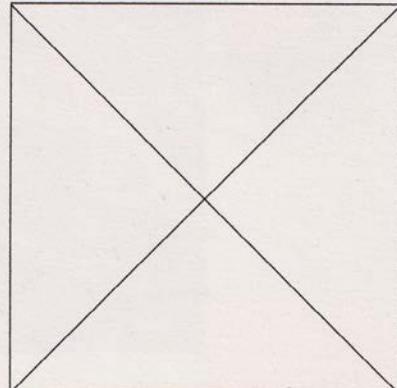
Nº 31. " TYPOPHOTO "

ACTION –
THE MAIN
EVENTS IN
THE STORY



*Image that represents
the key point in the
story. Connected to
an action.*

Description – sentences
that specify some details
in the story.



*Image that represents the key point in the story.
Connected to description.*

Words and sentences
that don't affect the story.

I WANTED
TO HAVE



for breakfast.

but instead,

I ENDED UP
EATING
AN



at my favourite cafe.

I SAW A

Suddenly,

I ACCI-
DENTALLY
DROPPED
MY



that caught my attention
so much that



I KNOCKED
ON THE



just like we always
used to do.

Unable to contain my
excitement,
I immediately went to my
friend's house.

WE SPENT
THE DAY
PLAYING
WITH



and eventually

decided to plan a trip
to the beach.

However,

we realised that we had
to hurry and book our
flight to Thailand after the
February 24th.

This made us feel a sense of
urgency

as if we were withering



longing for a change.

The day after our usual
lunch of



WE RE-
CEIVED A



that we would be taking
a flight to



WE
STUMBLED
UPON A



with beautiful



in a quiet location.

Finally,

The only creatures
around were



happily playing near the



THE END

WE
CLIMBED
THE

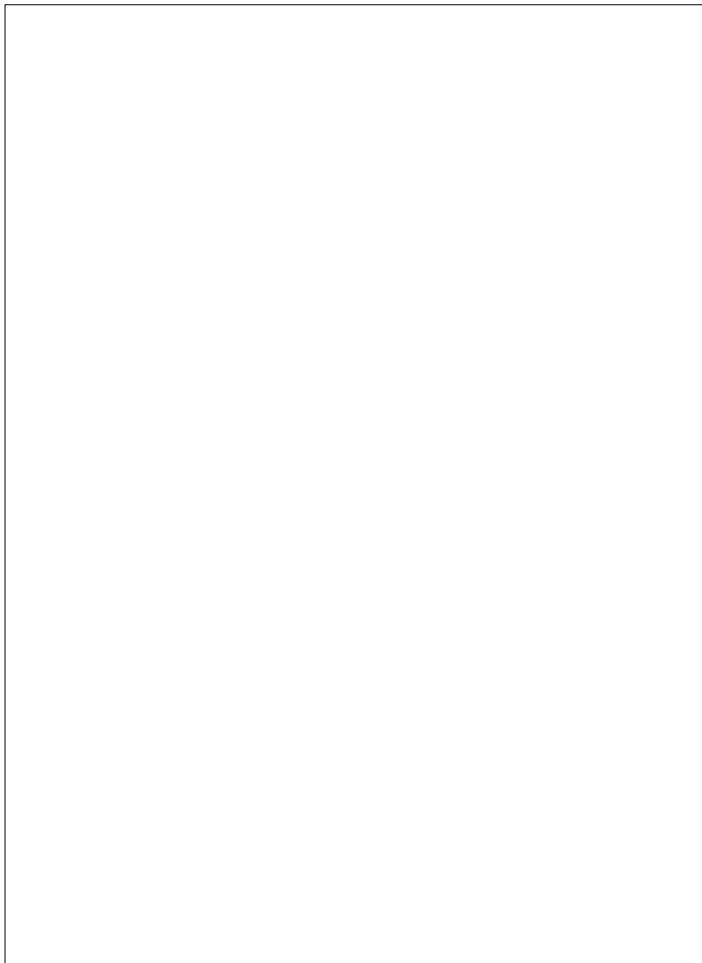


of the tower and along
the way;

WE CAME
ACROSS A



This encounter gave us
a sense of reassurance
that things were going to
be alright.

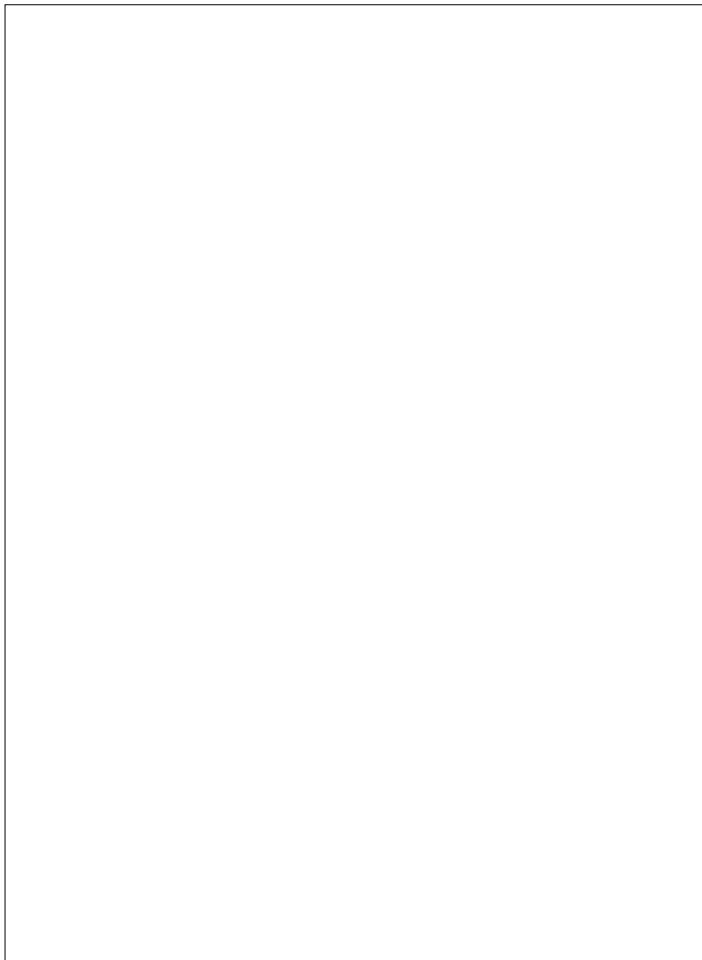


Nº 32.

" STOP / GO "

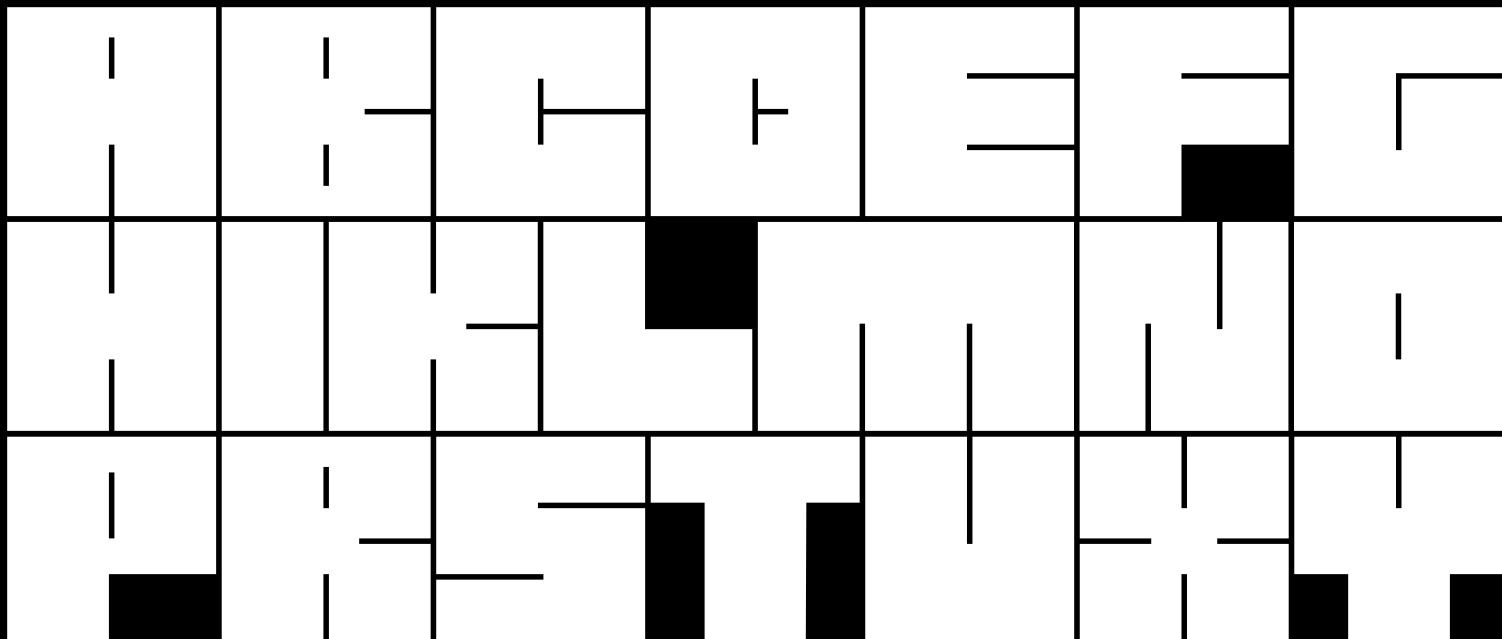


b e y o
go h q



Nº 33. " MOOD SWINGS "

// it's free, but
donations are welcome :)

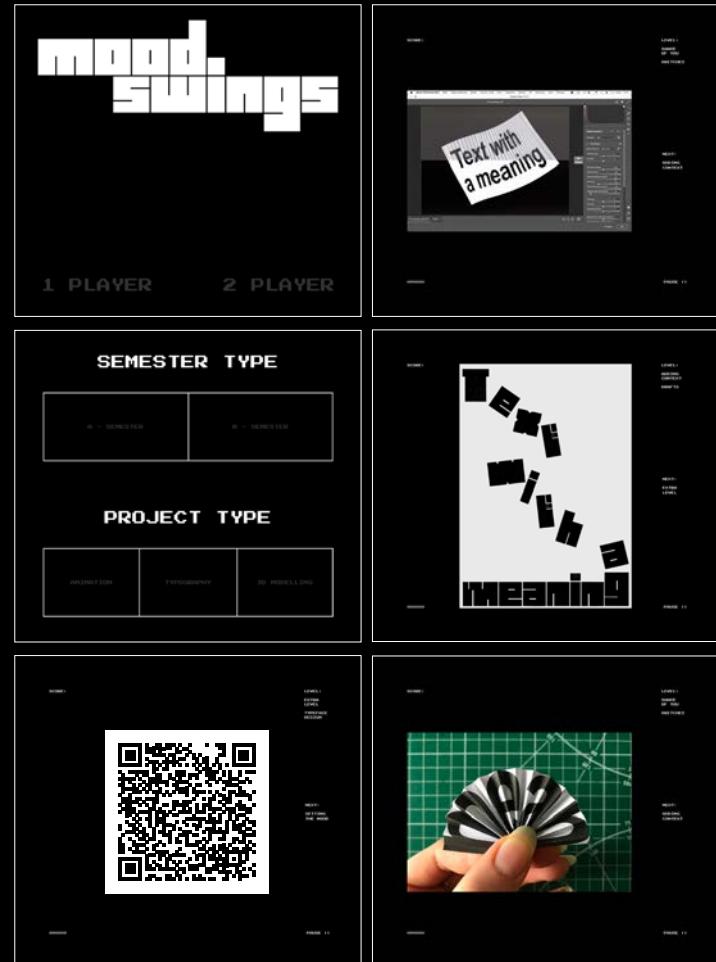
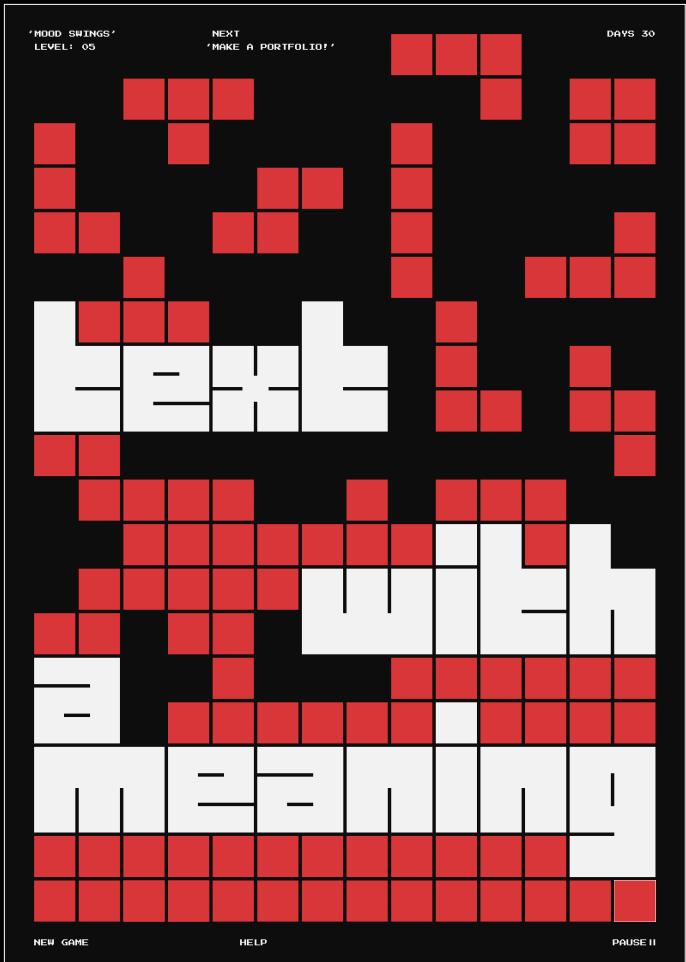


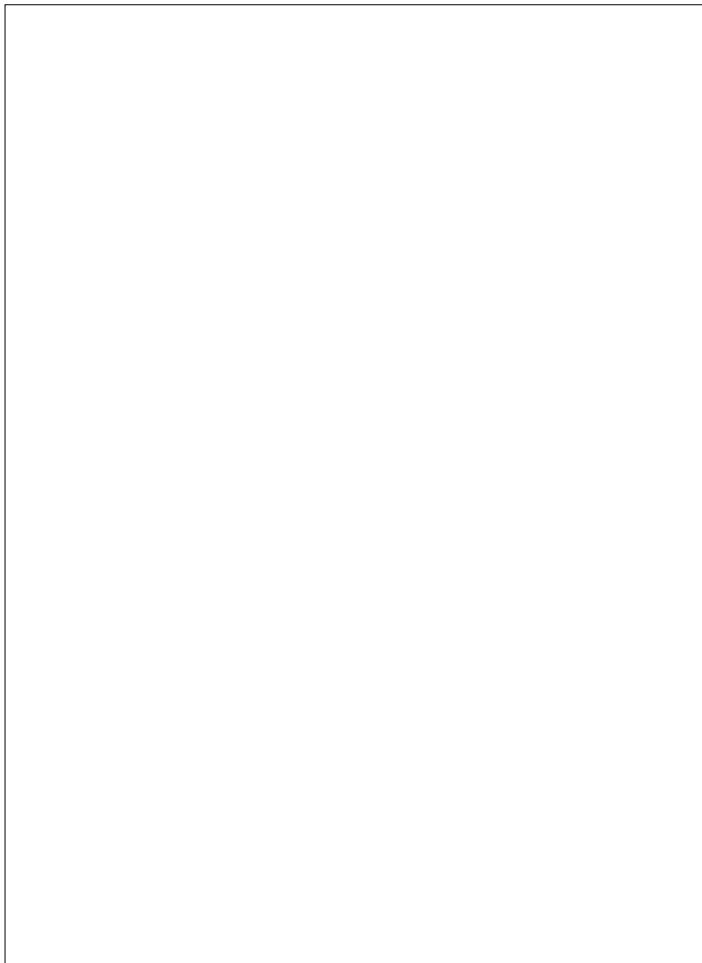
A B C D E F G
H I J K L M N
O P Q R S T U
V W X Y Z

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

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

а б с д е ф г и ј к
л м н о п ѕ т ѿ
т ѿ ѿ ѿ ѿ ѿ ѿ ѿ
б ѿ ѿ ѿ ѿ ѿ ѿ ѿ ѿ





[FILE] GRID FOR LETTERS_01

560

[FILE] GRID FOR LETTERS_02

561

[CLIP] TYPEFACE ENG. FINISHED

562

563

[DETAIL]

568

[FILE] TYPEFACE GAIMIFICATION DEMO

569

Nº 34. “ MAKE A PORTFOLIO! ”

HELLO!

I'm a multidisciplinary designer.

In my practice, I strive to create long-lasting, effective design solutions within the task at hand, rather than following temporary trends. Why waste resources on something initially pointless?

Design = just a pretty picture. Design = communicating ideas that make the viewer think, work to provoke thoughts. My skills range from simple tasks like creating a logo to developing complex systems such as an automated and perceptually correct sound visualisation algorithm.

I find inspiration in challenges and given constraints that lead me to search for the best solutions in each specific case.

CONTACTS

valeriaoevdina01@gmail.com

I enjoy making complex concepts understandable, accessible, and applicable. I enjoy tackling difficult tasks, gaining new knowledge and skills along the process, and getting excited about ideas. The main criteria is the excitement in the process.

The future depends on the decisions made in the present. I want to design a future worth living in. Visual language, graphic imagery, interfaces, 3D reality, and much more. We are shaping how the world will look tomorrow. I wonder, how can we influence it? I want to not just imagine it, which we exist? I want to see it for myself.



HELLO!

I'm a multidisciplinary designer.

I find inspiration in challenges and given constraints that lead me to search for the best solutions in each specific case.

I enjoy pushing boundaries, learning new things, growing personally and professionally; and professionally, getting excited about ideas. The main criteria is the excitement in the process.

In my practice, I strive to create long-lasting and effective design solutions within the task at hand, rather than following temporary trends. Why waste resources on something that will be initially pointless?

Design ≠ just a pretty picture. Design = communicating ideas that make its viewer think, work to provide thoughts. My skills range from simple tasks like creating a logo to developing complex systems such as sound and motion design, especially correct sound visualisation in animation.

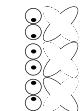
The future depends on the decisions made in the present. I want to design a future I'm worth living in.

Visual language, graphic imagery, interfaces, 3D reality, and much more. We are shaping 3D reality, and much more. We are shaping how can we influence the environment in which we exist? Want to not just imagine it, but see it for myself.

CONTACTS

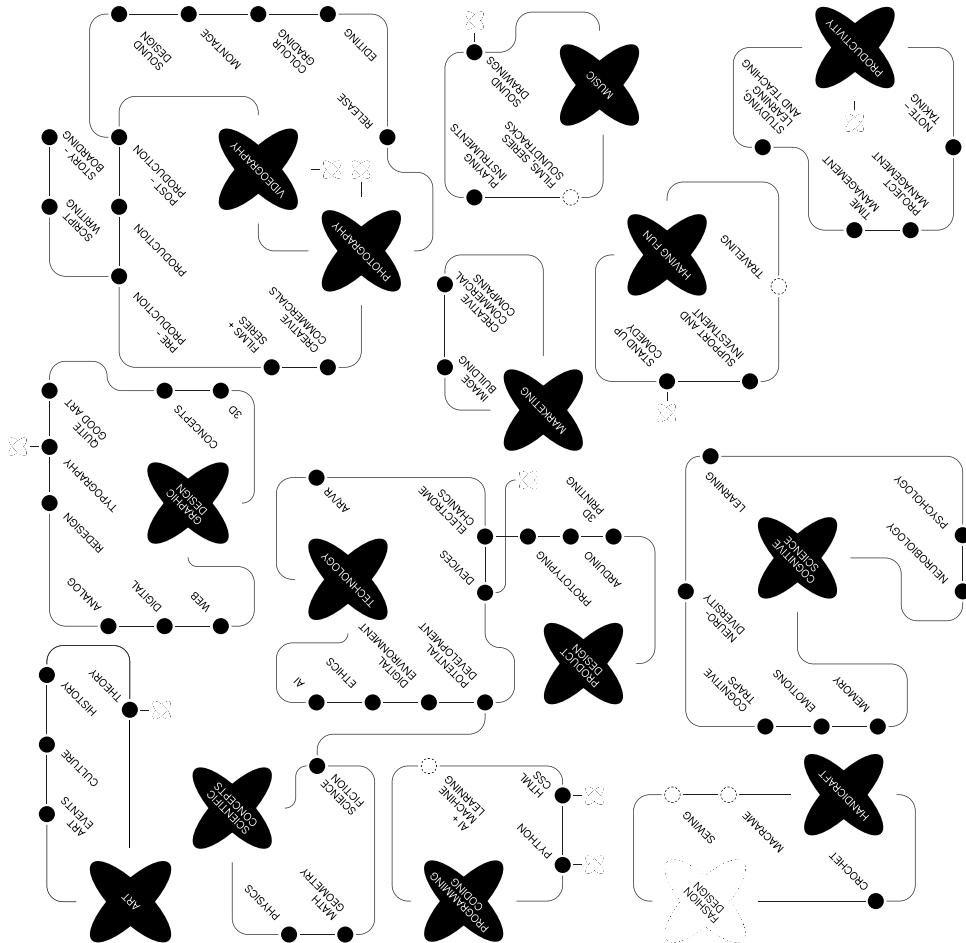
valevavorodinach@gmail.com

MY VALUES

VARIABILITY (FLEXIBILITY)	RATIONALITY	VISUAL COMMUNICATION	DECONSTRUCTION	SYSTEMATICNESS
				
CREATIVITY ABOVE COMMERCE	AVAILABILITY (OPEN - SOURCE)	FUNCTIONALITY	DURABILITY (LONG-TERM ACTUALITY)	CLARITY
				
TRANSDISCIPLINARITY	BREAKING THE RULES	FUN	RESEARCH (DATA BASED)	HONESTY
				

MY INTERESTS

[WEBSITE] INTRO PAGE



SEE ALSO

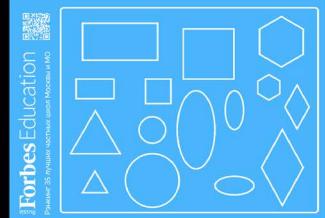
Articles about design, note taking and stuff
Free high quality photos on different topics
A way to support me

Gumroad
Unsplash

CONTACTS

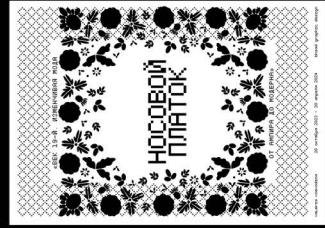
Gmail Instagram / Telegram

valeriamoevodina01@gmail.com
@valeria_voevodina_01



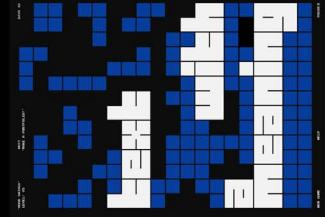
FORBES EDUCATION COVER

Cool short description



VDNX EXHIBITION POSTERS

Cool short description



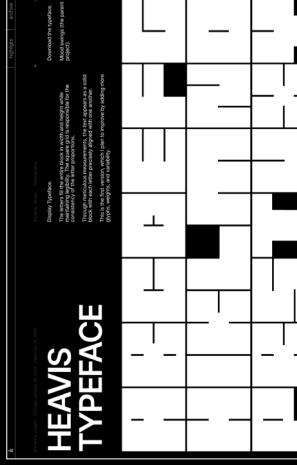
MOOD SWINGS

Cool short description

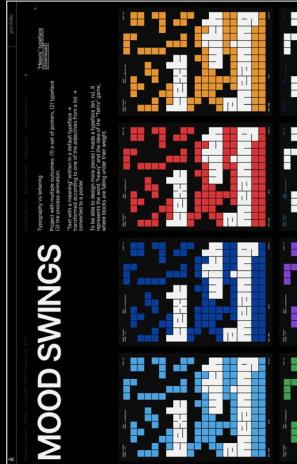


HEAVIS TYPEFACE

Cool short description



HEAVIS TYPEFACE



MOOD SWINGS



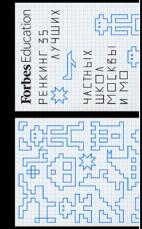
VDNX EXHIBITION POSTERS

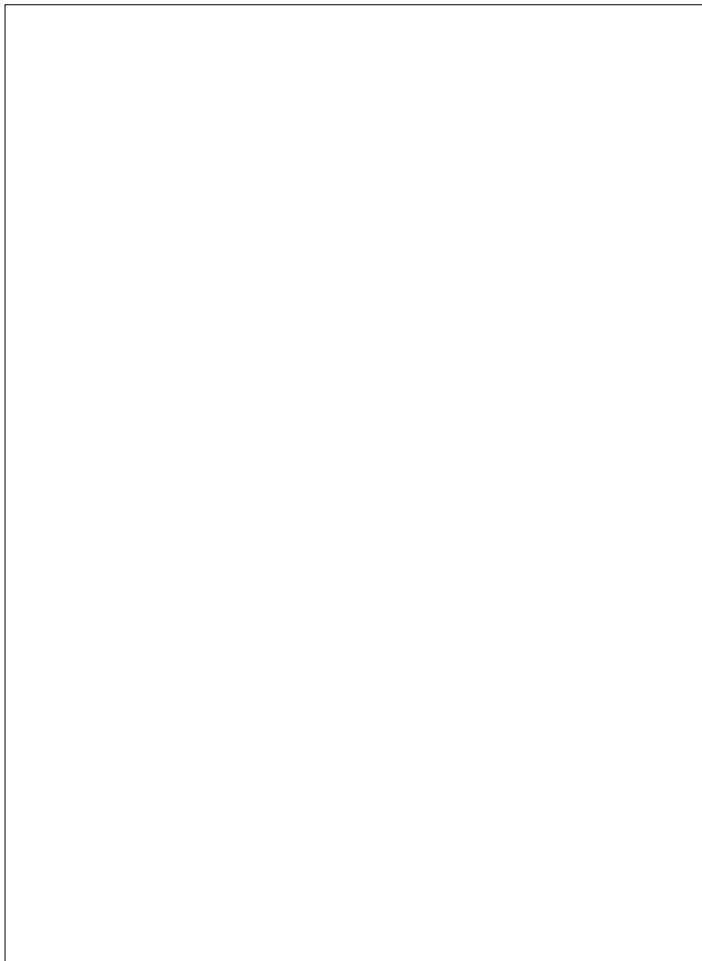
(1 OPTION)



FORBES EDUCATION

(1 OPTION)





[DETAIL] " MY INTERESES " SECTION CLOSE UP

588

[MEM]

589

[EXTERNAL INPUT] UNPLANNED URGENT TASK

590

[MEM]

591

[DETAIL] " MY VALUES " SECTION CLOSE UP

594

[MEM]

595

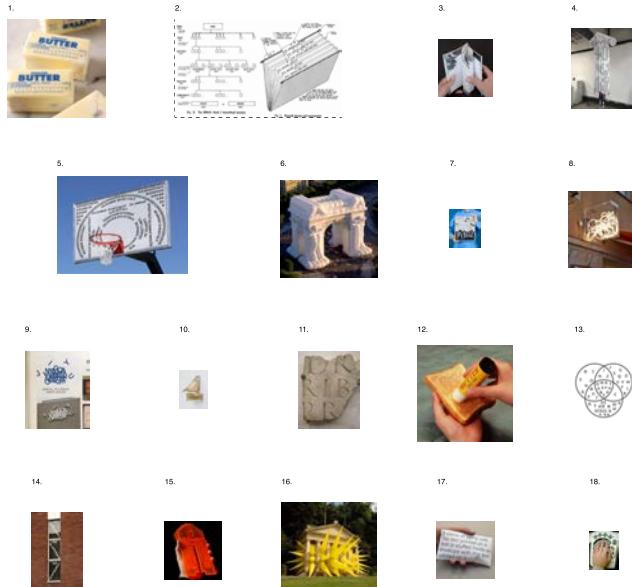
Nº 35. " IT'S A MATCH! "

IT'S NOT A MATCH — DON'T CARE



YES

IT'S A MATCH

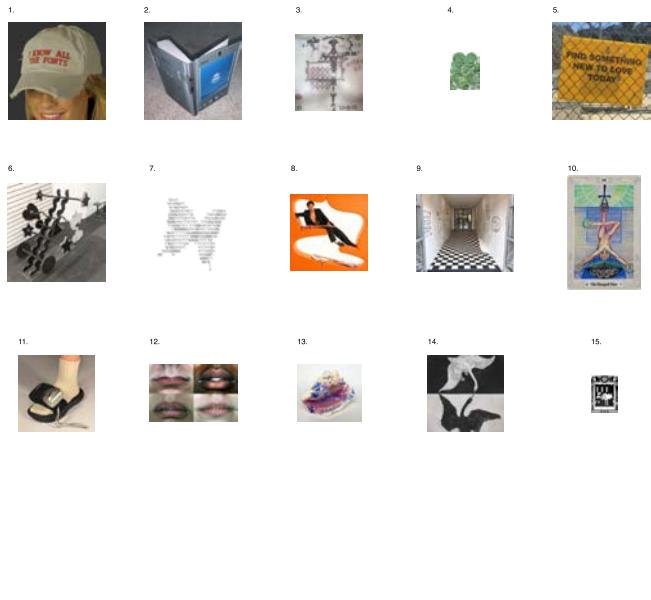


1. Detail – driven user experience, measurement accuracy, visual simplicity, familiarity, and the need thereof.
2. A simple and easy-to-structured system. Comprehensible infographics.
3. Unconventional and difficult to execute visuals.
4. Combination of classic architecture and classic typeface. Simple and concise. Only the technical part is missing.
5. Typography as an image. Simple but pleasant shapes, colour accent. Correct interaction between object and image.

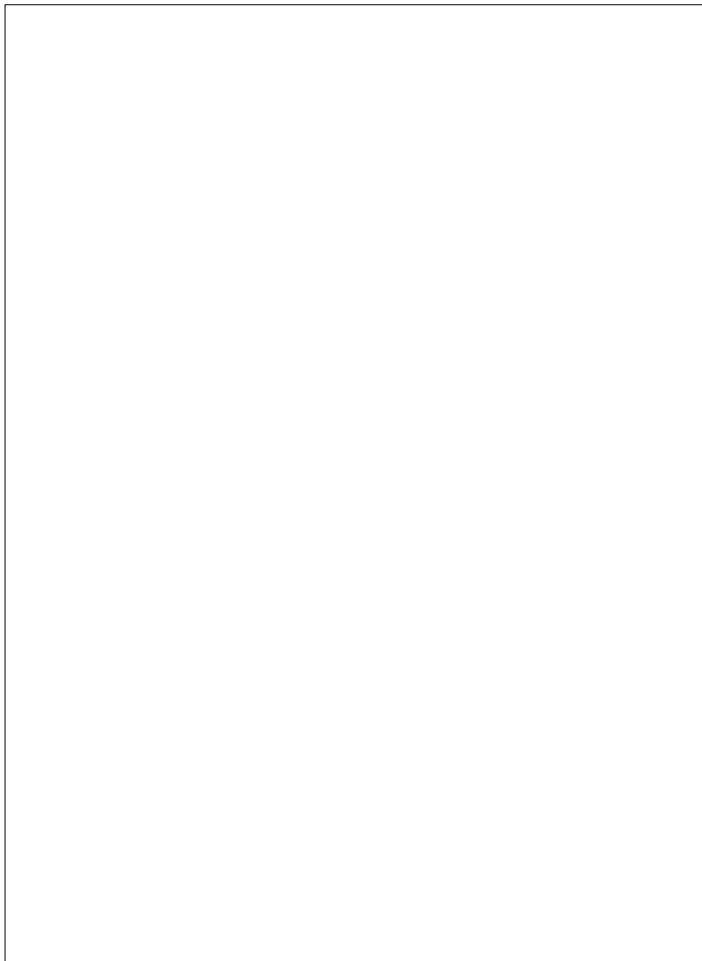
6. Combination of materials (combination of incongruous things), a new look at familiar things.
7. Simple idea, simple execution, simple graphics, unusual material.
8. Unconventional signage attracts more attention. Use of materials.
9. Brave composition of letters, its simplicity, relative readability, use of text as an image.
10. Unusual way of capturing, work with material.
11. History of font development, techniques of execution, visual part. An exhibit reflecting the history of typography.
12. The concept of deliberately creating useless things, although at first glance it looks very convenient.
13. Useful cheat sheet and interesting infographic about the symbols of the alphabet.
14. Fun stuff. It would be nice to see something like this on the street, especially instead of advertising. Does not attract the eye with shading/brightness, but it is pleasant to the eye. Play the form well.
15. Nice typography on an unconventional medium.
16. Contrast of canonical old classics and modern crazy abstraction.
17. Ocean typography, replacing images with text in the landscape.
18. An attempt to create a new way of printing. Development of the concept.

15. Nice typography on an unconventional medium.
16. Contrast of canonical old classics and modern crazy abstraction.
17. Ocean typography, replacing images with text in the landscape.
18. An attempt to create a new way of printing. Development of the concept.
19. Horrible forms, horrible material, horrible execution, lack of foundation and practicality.
20. Dishonest design. Imitation of a digital medium on a physical medium that doesn't fit well with the shape of the body itself. Its location is not logical.
21. Kitsch.
22. 4. Kitsch illusions are an interesting thing, but in reality they don't always look professional and well made. The downside is that they are sold quickly and look right from one particular angle.
23. It's fun to see something unusual on city streets, but the message of such signs is usually negative. They can be negative, optimistic or meaningless. If you pass by such a sign, it will immediately feel that it already seems boring and all the "originality" will evaporate, not to mention seeing such signs every day going about your business.
24. Standard cliché technique of opposing black and white. Well, okay.
25. An over-saturated collection of dishes, mostly plates, each item would look much more favourable, but all together it looks like heavy.
26. Poor documentation of a simple concept.

IT'S A MATCH



1. An obscure, poorly documented tattoo. It is unclear in its meaning, context, and choice of colors. It does not interact well with the shape of the body itself. Its location is not logical.
2. It is funny to compose pictures from symbols, letters or numbers. It is an illusion, which is well perceived at the first time. It is not funny, but for a single time. Having seen it once you can't stop thinking about it. After the second or third time there will be no pleasure. Such thing has no meaning or use, it just exists.
3. Umbrellas on women's shoes.
4. 4. Kitsch illusions are an interesting thing, but in reality they don't always look professional and well made. The downside is that they are sold quickly and look right from one particular angle.
5. It's fun to see something unusual on city streets, but the message of such signs is usually negative. They can be negative, optimistic or meaningless. If you pass by such a sign, it will immediately feel that it already seems boring and all the "originality" will evaporate, not to mention seeing such signs every day going about your business.
6. Standard cliché technique of opposing black and white. Well, okay.
7. An over-saturated collection of dishes, mostly plates, each item would look much more favourable, but all together it looks like heavy.
8. Poor documentation of a simple concept.
9. An abstract thing with an unclear meaning and style, a mix of religious and historical elements of extraction.
10. The concept of intentionally creating things that are not applicable has a fine line between art and trash. It is ugly, but good and practical and hit some kind of pain. Like oil in a glue stick because no one likes oil, but everyone likes a glue stick. However, the invention doesn't seem to be practical, but it does not get into any holder, the author wanted to solve the problem of carrying things, but the same photo there is a rope that hangs camera itself for carrying.
11. Strange composition, poorly thought out combination where a man and guitars just blend in without any synergy.
12. Not the most successful combination of shell colour and ink colour. There is an attempt to bring up the ink as a medium for the expressiveness of the drawing, but the whole composition seems to be too abstract and look better on only one half of the sheet.
13. Strange composition, poorly thought out combination where a man and guitars just blend in without any synergy.
14. The whole design is based on a play of words. An attempt at originality.
15. The whole design is based on a play of words. An attempt at originality.



№ 36. “ CONTEMPORARY INTERPRETATION OF XIX CENTURY FASHION ”



КОНЦЕПЦИЯ 1



ТЕХНИКА ИСПОЛНЕНИЯ



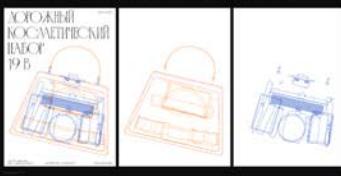
ВАРИАНТЫ ПОСТЕРА



КОНЦЕПЦИЯ 1



ТЕХНИКА ИСПОЛНЕНИЯ



ТЕХНИКА ИСПОЛНЕНИЯ



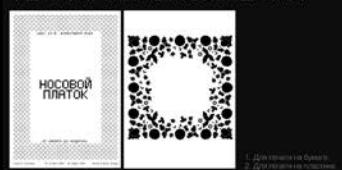
РЕФЕРЕНСЫ



КОНЦЕПЦИЯ 2



ТЕХНИКА ИСПОЛНЕНИЯ



ВАРИАНТЫ ПОСТЕРА



РЕФЕРЕНСЫ



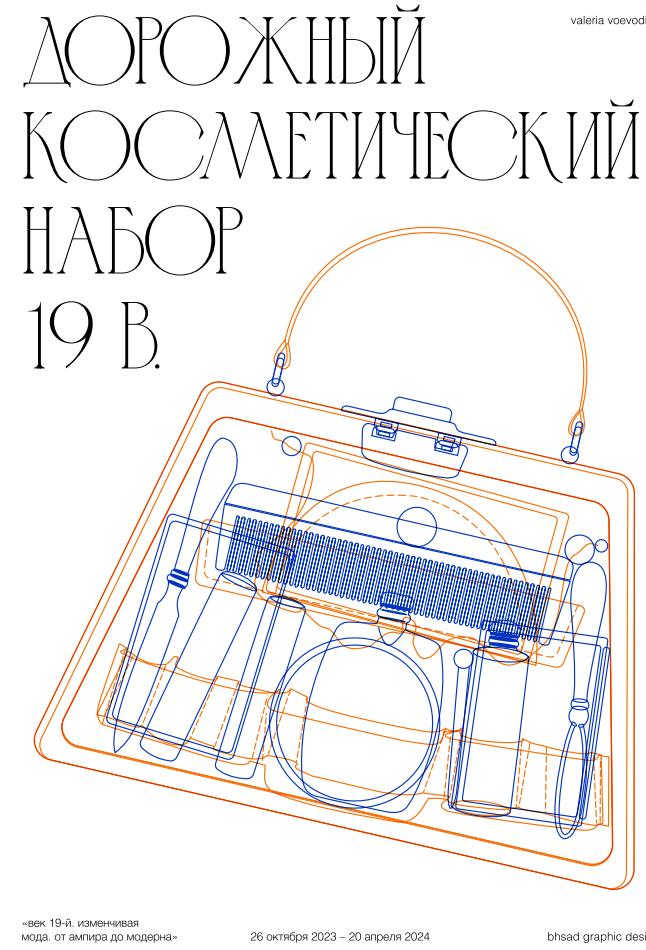
ТЕХНИКА ИСПОЛНЕНИЯ





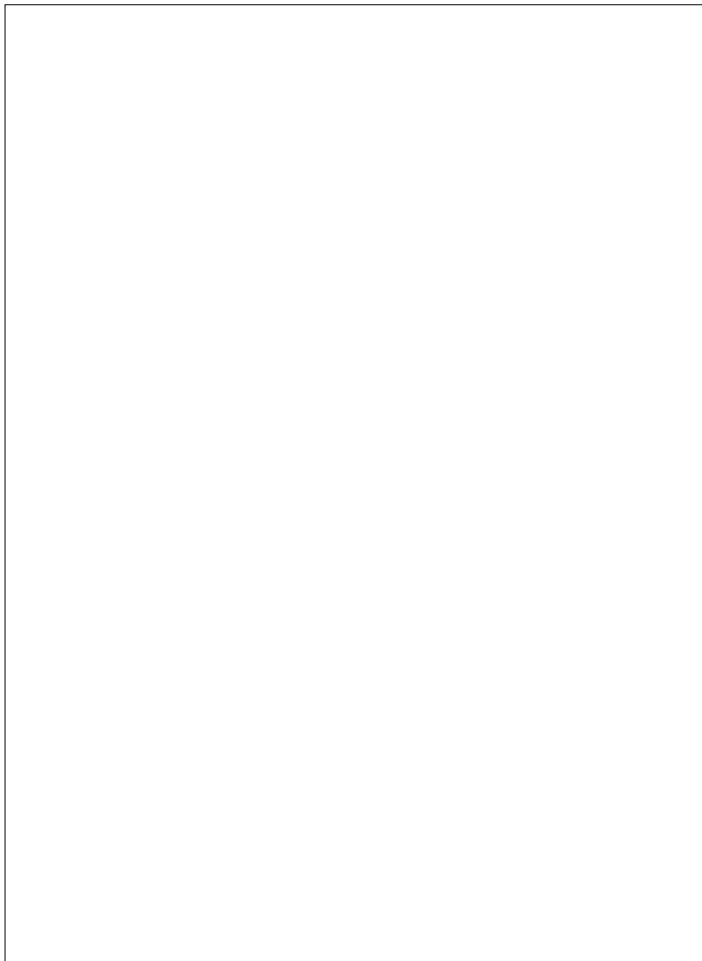
[POSTER] HANDKERCHIEF

606



[POSTER] TRAVEL BAG

607



[NOTE]

612

[MEM]

613

[DETAIL] A CROCHETED PIECE FROM A PLASTIC BAG. SAMPLE 616

[MEM]

617

[ORIGIN FILE] TRAVEL BAG

618

[DETAIL] VECTORISED OBJECT

619

[ORIGIN FILE] HANDKERCHIEF

620

[DETAIL] BITS OF PATTERN

621

[NOTE] A BIT OF CRAZINESS

622

[MEM]

623

Nº 37. " TREASURE SEEKERS "



THE GRYPHON ASSOCIATION
ENTERING EXAM

YOUR NAME: *Alyona*

CURATOR: *Valeria*

THE SCORE: *17*

ANSWERS:

1. *Jude Sparrow*
2. *Red-tailed Tropicbird*
3. *White-tailed Tropicbird*
4. *Blue-faced Booby*
5. *Yellow-naped Amazon*
6. *Golden-headed Lovebird*
7. *Yellow-bellied Flowerpecker*
8. *Scarlet Macaw*
9. *Blue-crowned Motmot*
10. *Blue-capped Motmot*
11. *Blue-throated Motmot*
12. *Blue-tailed Motmot*
13. *Blue-capped Kingfisher*
14. *Blue-eared Kingfisher*
15. *Blue-throated Kingfisher*
16. *Blue-capped Parrot*
17. *Blue-capped Parrot*

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GRYPHON



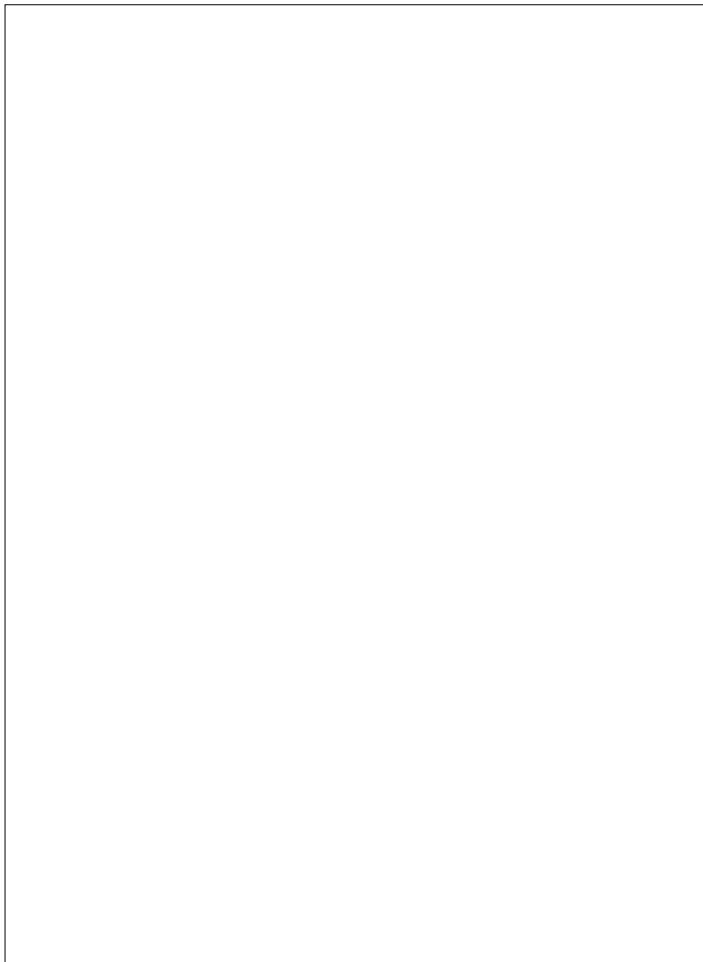
[EXPERIMENTAL MEDIA] KEYRING

628

[EXPERIMENTAL MEDIA] EARRING DEMO

629





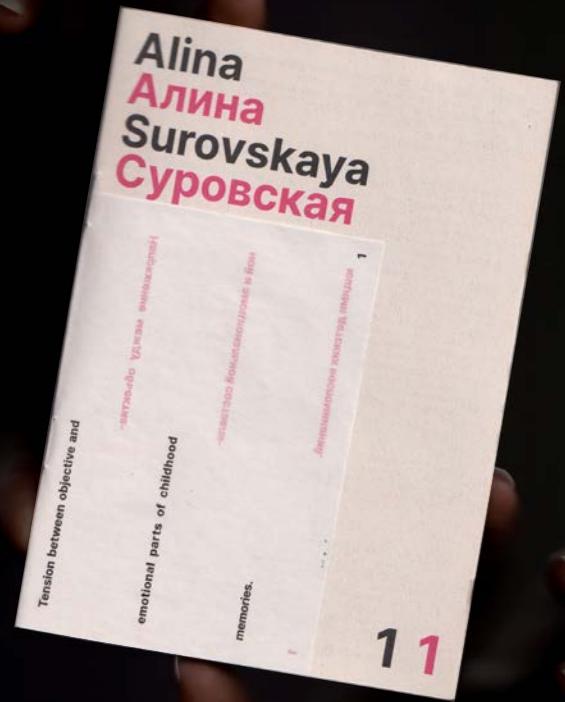
[NOTE]

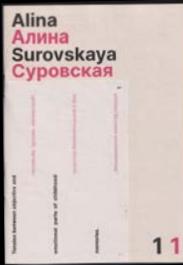
638

[MEM]

639

**Nº 38.
“ FINE ART GRADUA-
TION CATALOGUE ”**





The formation of children's memory is influenced by many factors. Often, growing up and becoming an adult, you would think that other people's stories and experiences did not affect you, but they did. In fact, they did. This is what happened to me.

In the late 2000s and early 2010s, not being able to find a common ground with their peers and adults, a large number of teenagers got involved in Russia's Paradise, went to the then developing Internet subculture. I was one of them. I was a member of the community, which was a mix of teenagers from different backgrounds who had a common interest in anime, manga, and video games. We communicated through forums, forums, and chat rooms dedicated to anime and manga.

An important part of this community was that you were accepted as a member if you could prove that you had a certain level of knowledge about anime and manga. This was a way to identify new opportunities, shared the same interests, or developed and evolving media and information. There was a way to directly communicate with other members of the community, without going through intermediaries like intermediaries, like forums or messaging groups.

It reached a point where you could surround yourself and less publicly with your interests and do what you wanted, even more openly. You, obviously, did not have to prove anything to anyone.

And now as an adult you have a different conflict inside your head. You want to remember your childhood, your youth, your mind. Objectively had, depressing experiences and settings are your life, but subjectively the amount of美好 memories are overwhelming. It's hard to believe that the person you are now is the same person who was the author of those experiences.



Alina
Алина
Surovskaya
Суровская

11

Alina
Алина
Surovskaya
Суровская

11



Alina
Алина
Surovskaya
Суровская

11

Tension between objective and
subjective, logic and irrationality,
emotional parts of childhood
and rationality, education and
experience.



Alina
Алина
Surovskaya
Суровская

11



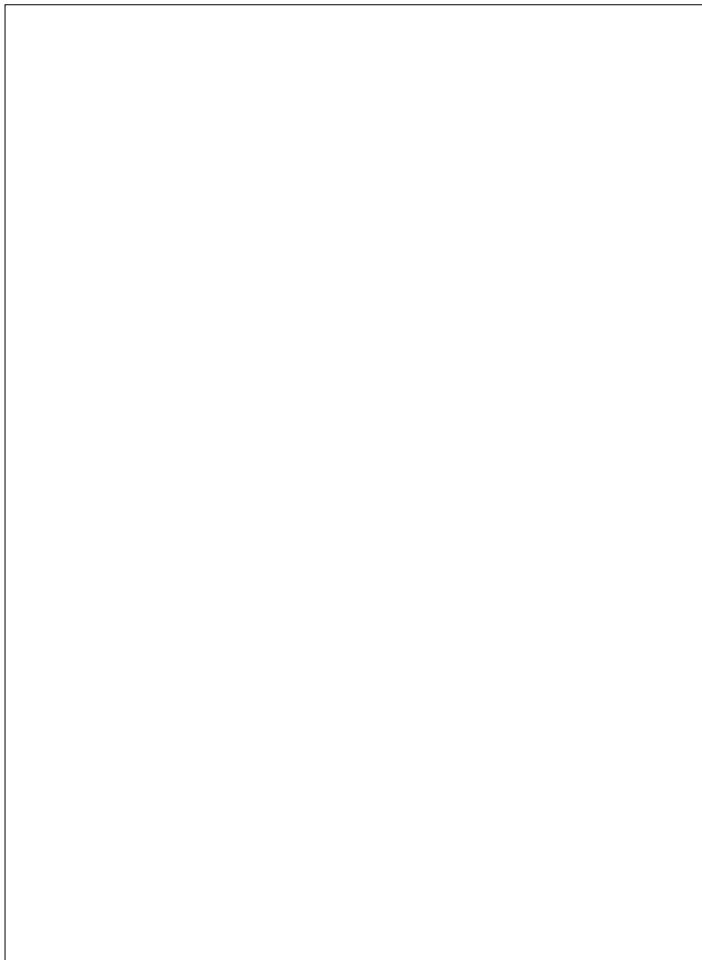
Catalogue of
Каталог
graduation
выпускных
projects
проектов
of students

студентов
of the contem-
программы
porary art
современное
programme.
искусство.

BHSAD 2024
BHSAD 2024

Alina
Алина
Surovskaya
Суровская

1 1



[DUMP] UGLY SAMPLES

652

[DETAIL] GRID BASED ON TYPOGRAPHY. SKETCH

653

[CLIP] TEEEEEEEEEEEEEEEEEEENSION. SKETCH

654

655

[DETAIL] TRACING PAPER

658

[MEM]

659

[FILE] PRICES

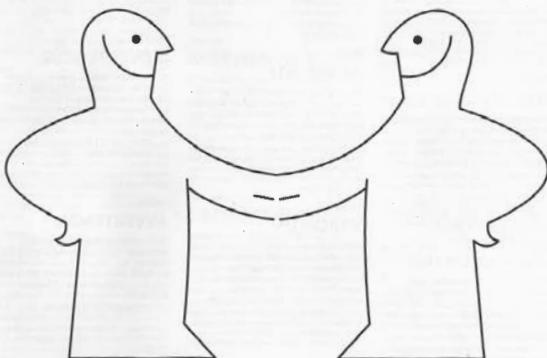
660

[MEM] IN RESPONCE TO THE BUDGET

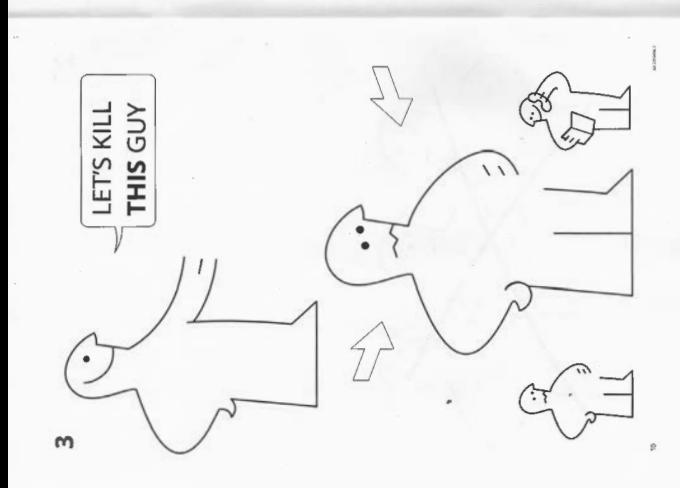
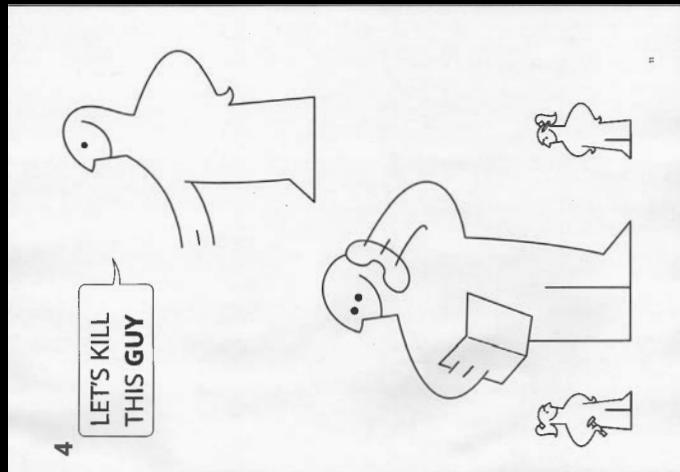
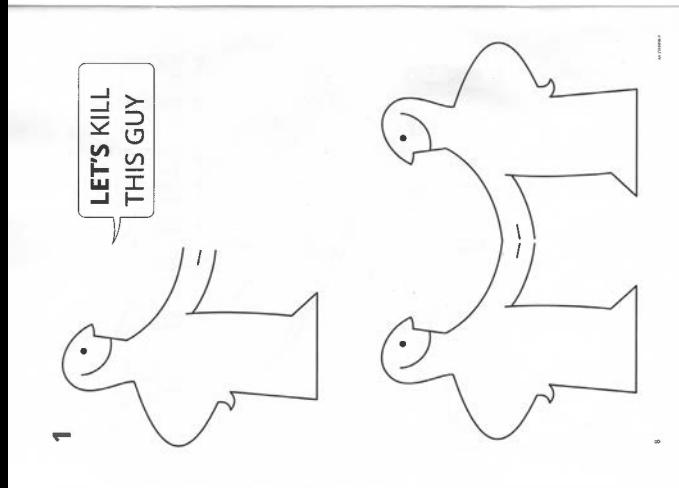
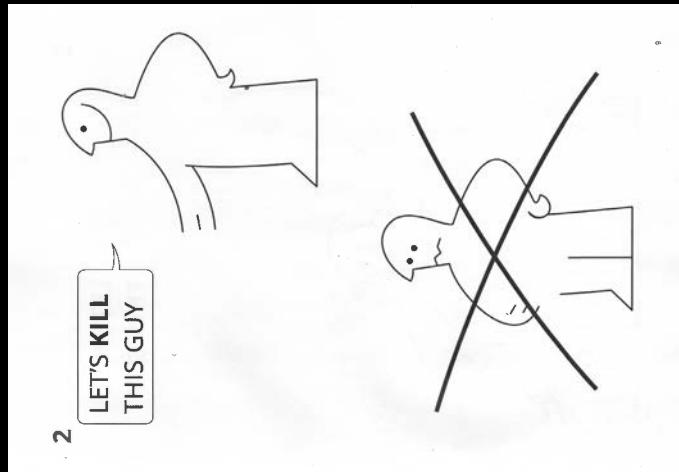
661

Nº 39.
" DYNAMIC
LETTERFORMS "

LET'S KILL
THIS GUY!



Design and Quality
IKEA of Sweden





RUNNING THE
CLOCK IS

[ANIMATION] OUTCOME_02. 3D ANIMATION. START FRAME

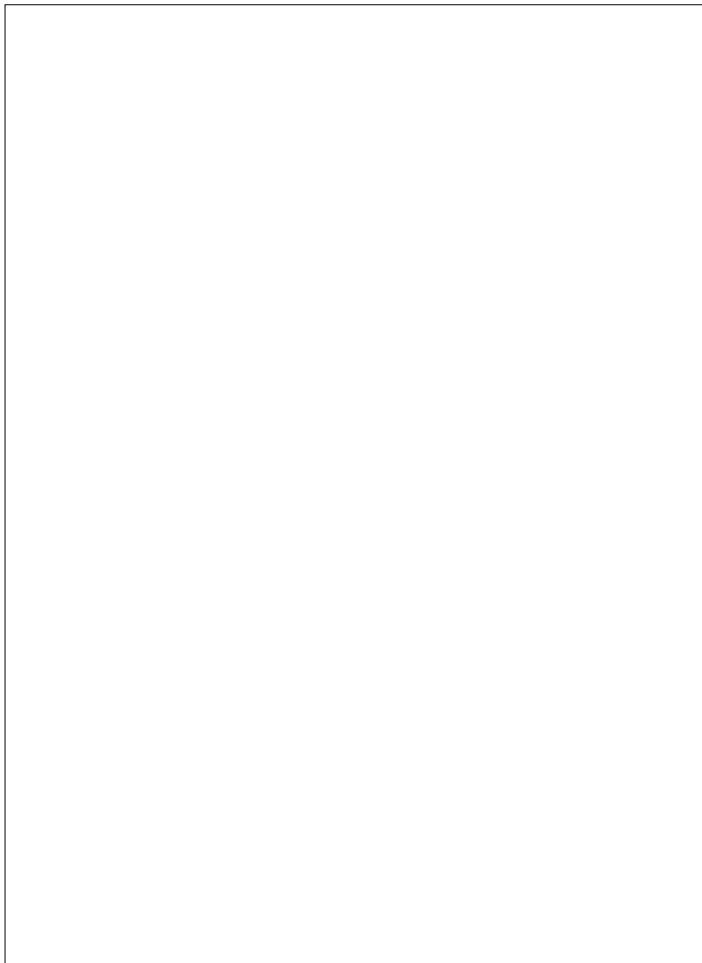
668

RUNNING THE
CLOCK IS

[ANIMATION] OUTCOME_02. 3D ANIMATION. END FRAME

669





[CLIP] " THE TIME IS RUNNING " SCENE SETUP

682

[SHOT] "I CAN NOT" SAMPLE

683

[FILE] THIS BRIEF ASSIGNMENT SCAN

684

[MEM]

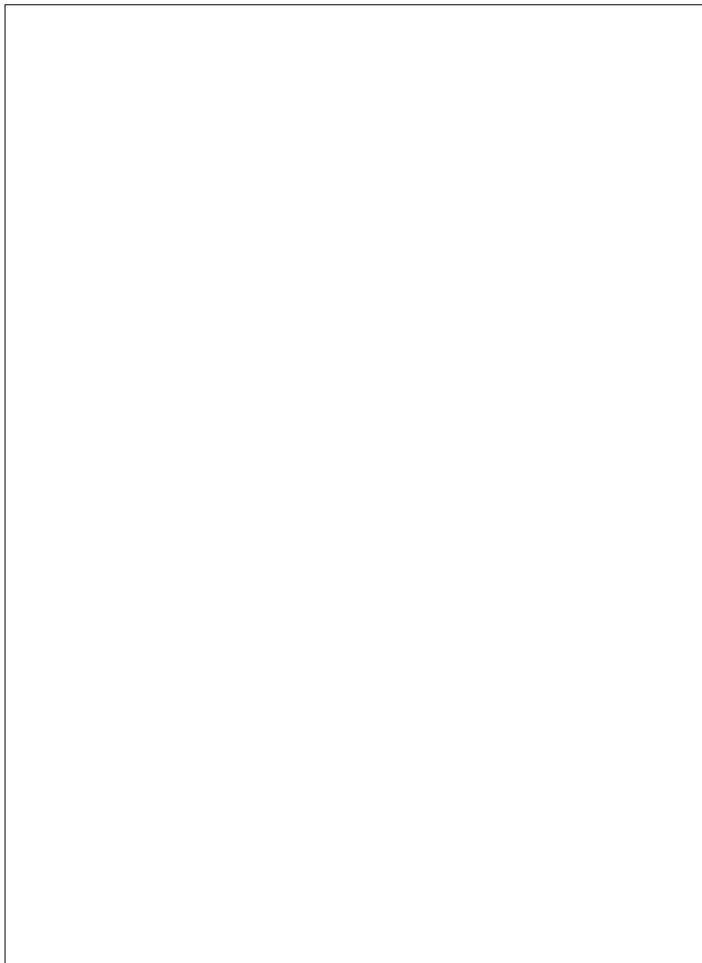
685

Nº 40.
INTERNSHIP " ENDY "

NDA

NDA

NDA



> node_export: complete.....

projects.....: 14.....

pages.....: 692.....

linked_node..: [PROCESS_LOG]

linked_module: / MEMORY.....