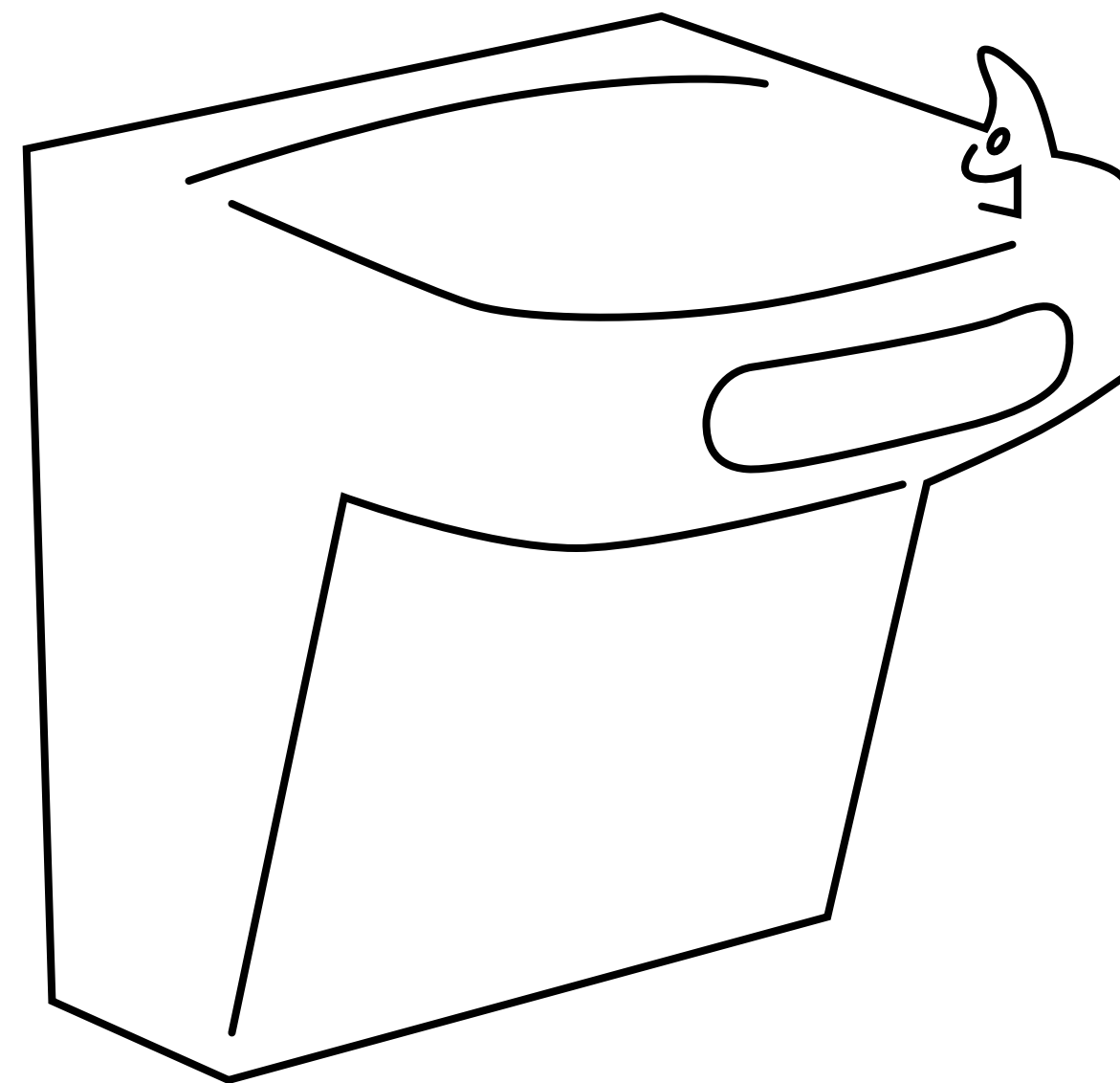


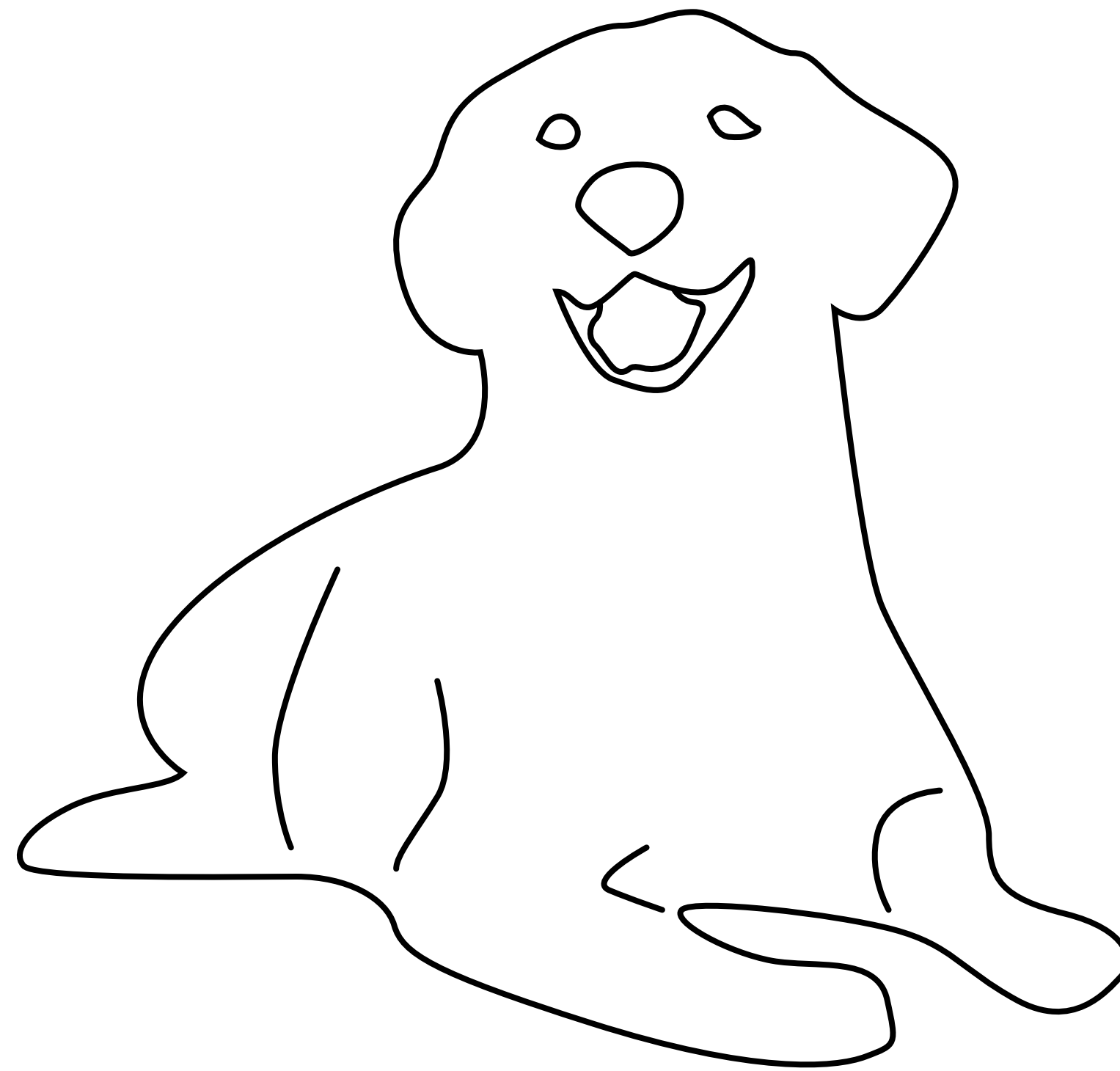
Overcomplicated Explanations

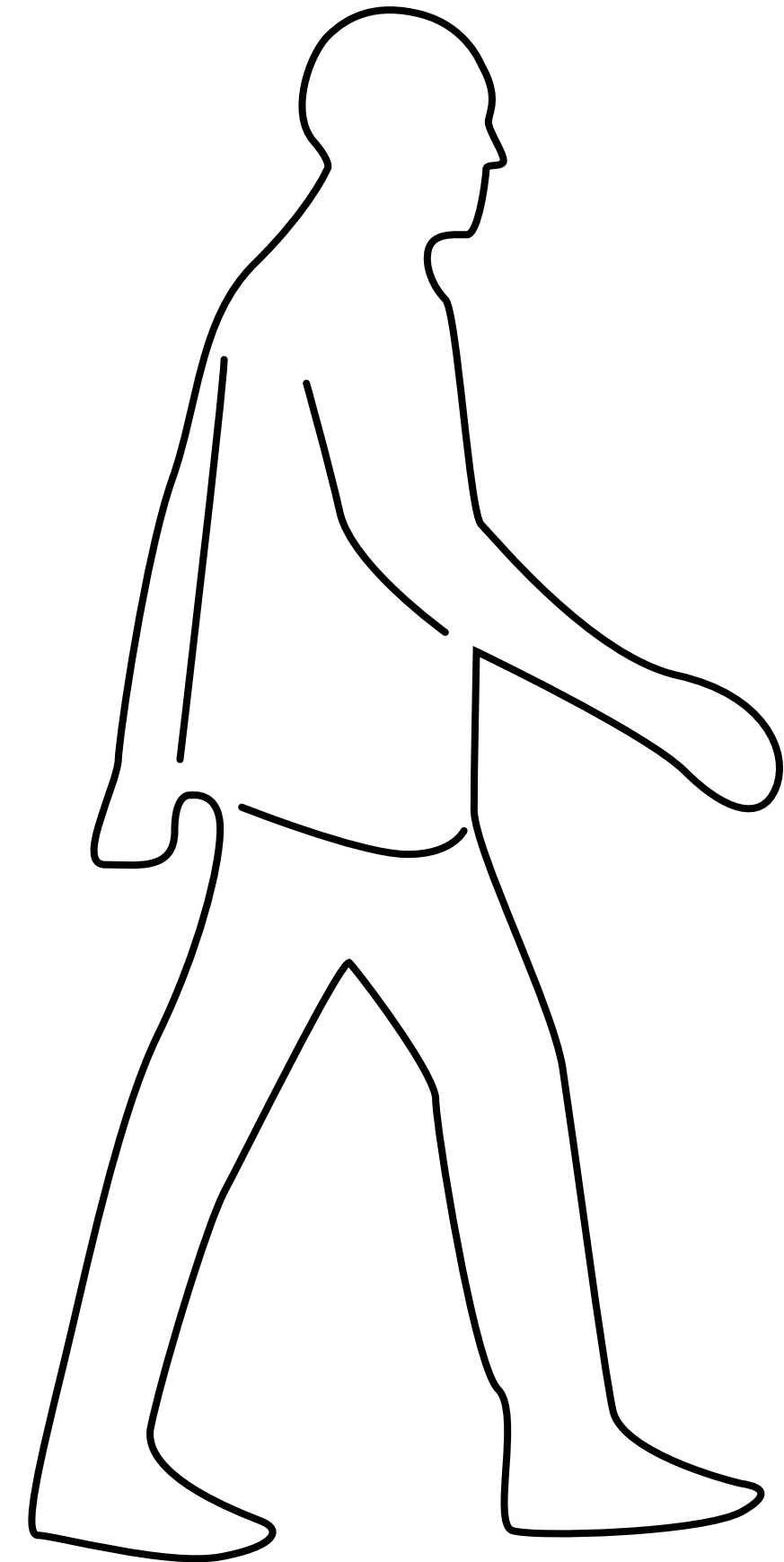
by Gwern @ gwern.net

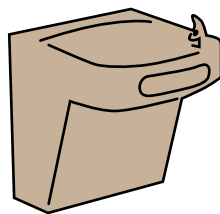
Wireframes for

**“Overcomplicating
Things” by me**

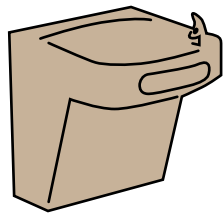




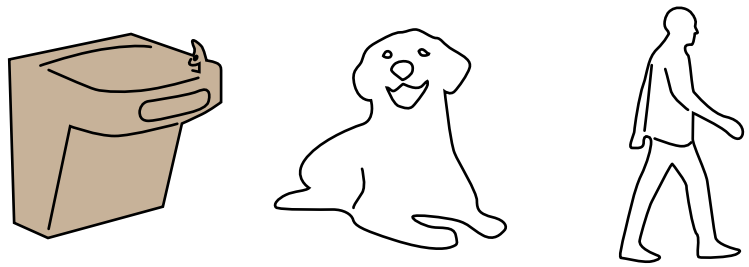




explain how to use a drinking fountain

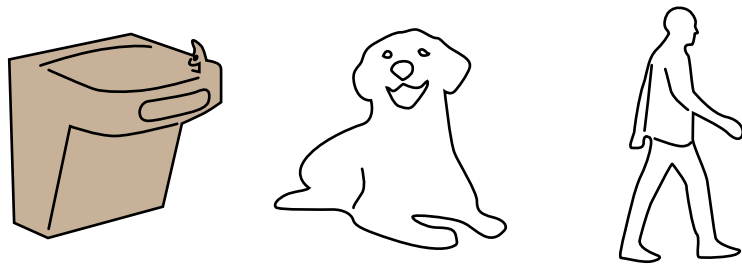


explain how to use a drinking fountain



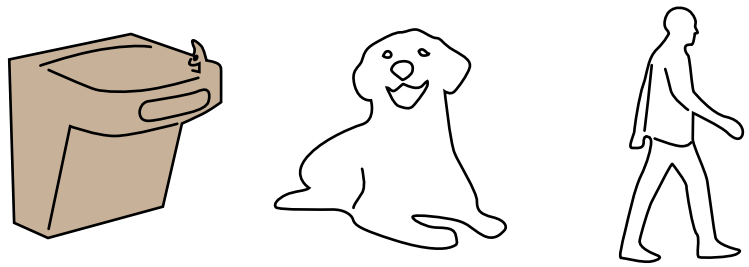
explain how to use a drinking fountain

To activate the mechanized dihydrogen monoxide dispensary service station, use the flanges to provide a



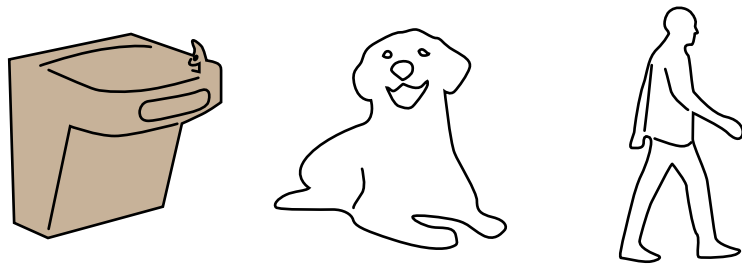
explain how to use a drinking fountain

To activate the mechanized dihydrogen monoxide dispensary service station, use the flanges to provide a downward force to the simple circular activation console and continue to apply force until the pneumatic system

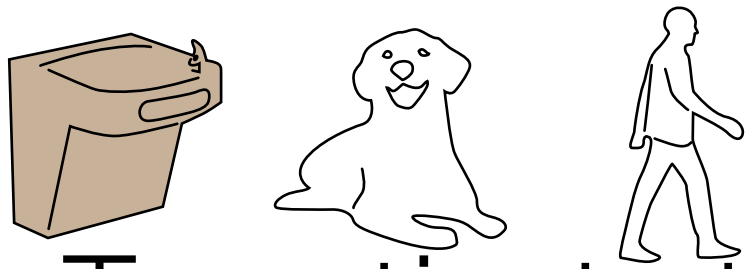


explain how to use a drinking fountain

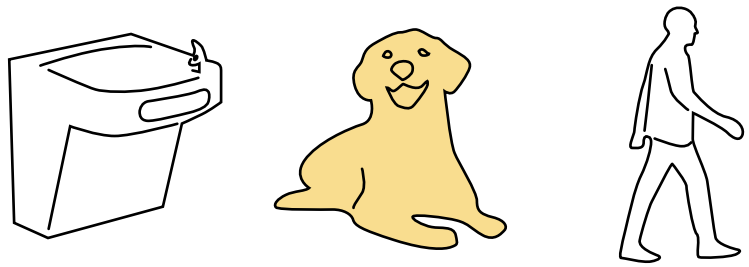
To activate the mechanized dihydrogen monoxide dispensary service station, use the flanges to provide a downward force to the simple circular activation console and continue to apply force until the pneumatic system begins operating as intended, which can be surmised at a time when the dihydrogen monoxide travels in a para-



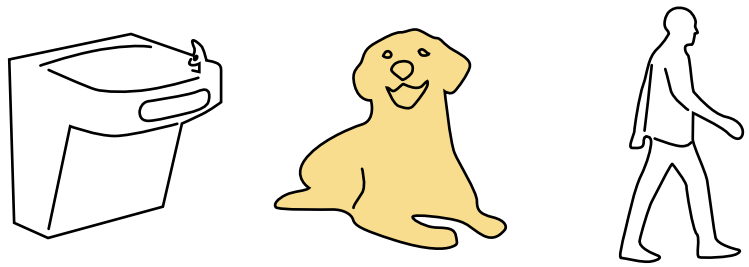
To activate the mechanized dihydrogen monoxide dispensary service station, use the flanges to provide a downward force to the simple circular activation console and continue to apply force until the pneumatic system begins operating as intended, which can be surmised at a time when the dihydrogen monoxide travels in a parabolic arc which at its greatest exceeds three inches from the rounded excess liquid receptacle. Once hydration is completed, cease applying force to the console and



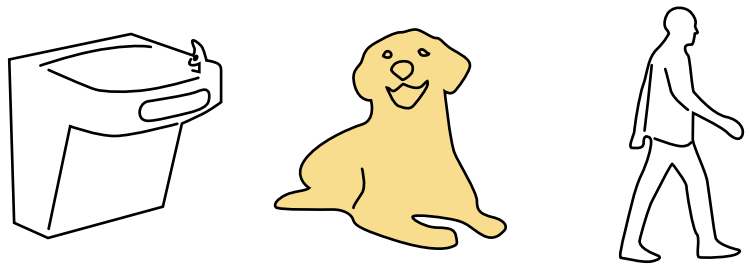
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explain how to play with a dog

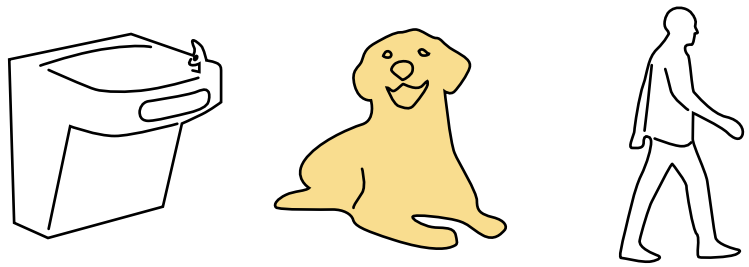


explain how to play with a dog



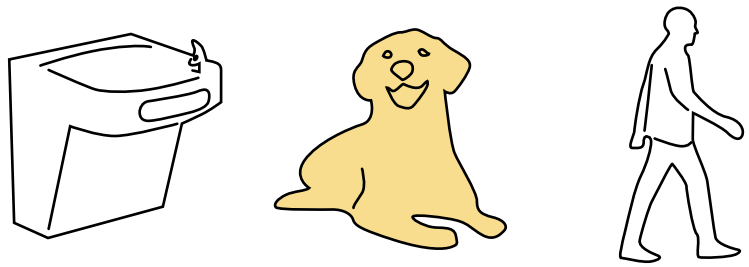
explain how to play with a dog

Being a typical domesticated animal, having been genetically selected for controllability, trainability and general



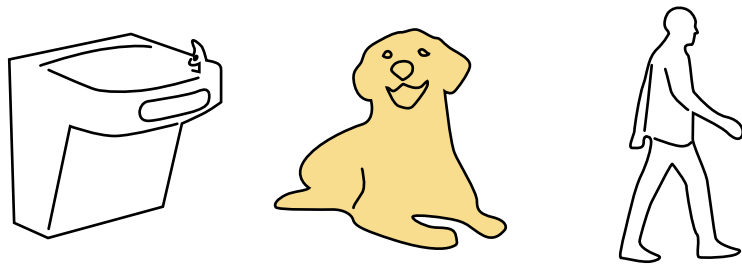
explain how to play with a dog

Being a typical domesticated animal, having been genetically selected for controllability, trainability, and general anthropomorphic features and functions, the typical dog possesses highly specialized and developed feeding be-

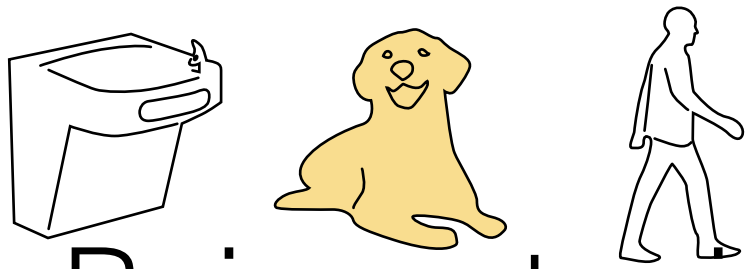


explain how to play with a dog

Being a typical domesticated animal, having been genetically selected for controllability, trainability, and general anthropomorphic features and functions, the typical dog possesses highly specialized and developed feeding behavior. The typical feeding behavior involves routine sustenance intake which can be observed by monitoring



Being a typical domesticated animal, having been genetically selected for controllability, trainability, and general anthropomorphic features and functions, the typical dog possesses highly specialized and developed feeding behavior. The typical feeding behavior involves routine sustenance intake which can be observed by monitoring changes in animal size. Routine sustenance intake involves active and passive feeding habits, and one can gauge animal health by observing the relative levels of



Being a typical domesticated animal, having been genetically selected for controllability, trainability, and general anthropomorphic features and functions, the typical dog possesses highly specialized and developed feeding behavior. The typical feeding behavior involves routine sustenance intake which can be observed by monitoring changes in animal size. Routine sustenance intake involves active and passive feeding habits, and one can gauge animal health by observing the relative levels of hydration. During training, reward conditioned reinforcement is applied. This involves the practice of rewarding

anthropomorphic features and functions, the typical dog possesses highly specialized and developed feeding behavior. The typical feeding behavior involves routine sustenance intake which can be observed by monitoring changes in animal size. Routine sustenance intake involves active and passive feeding habits, and one can gauge animal health by observing the relative levels of hydration. During training, reward conditioned reinforcement is applied. This involves the practice of rewarding targeted behaviors through the application of reinforcers, with the provision that the targeted behavior is observed. Relevant to the discussion at hand is the typical active and passive behavior exhibited by a typical dog.



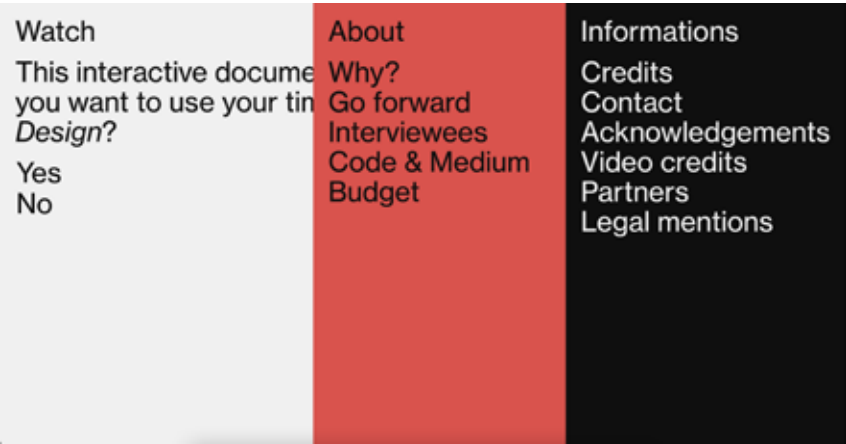
Inspiration



Interactivity

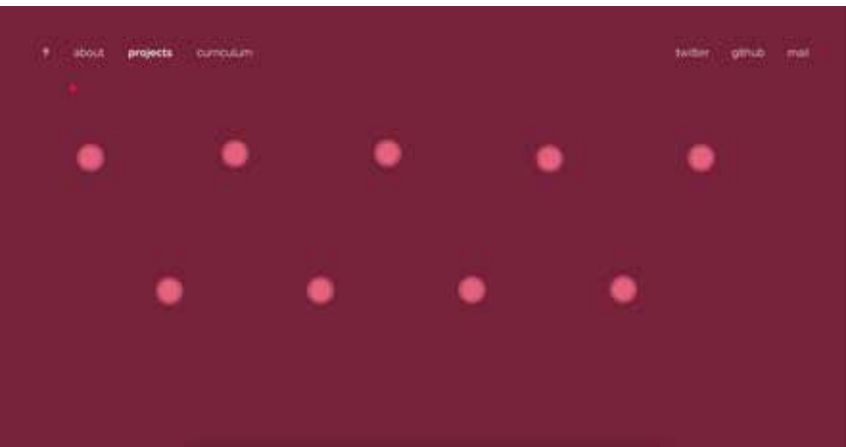
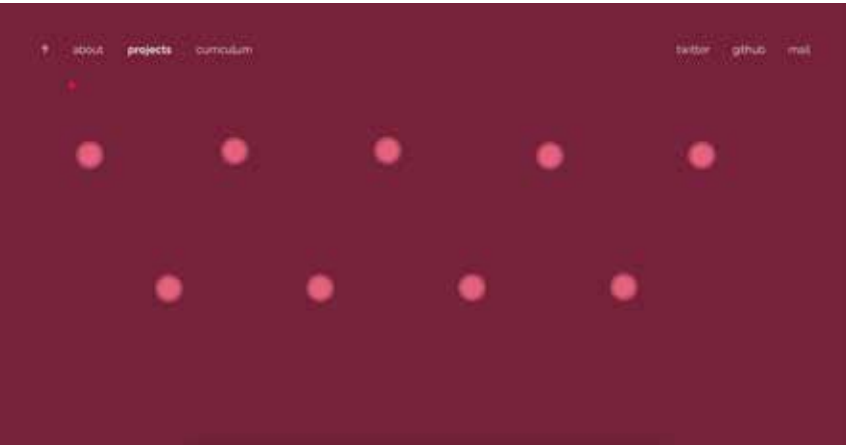
Mouse-tracking

Simplicity



Scroll effects

Hover effects



Inspo Sources

<https://www.nike-react.com/gallery/92dd15e0-d506-4be7-91d4-f34495a3855e>

<https://timroussilhe.com>

<https://2018.aninterestingday.com>

<http://www.francoisrisoud.com/curriculum>

<http://ethicsfordesign.com/menu>

<https://snp.agency/en>

<http://charlielemaignan.com/motion>

<https://gmeadow.com>

**I will expand upon my
ideas once I better understand
Javascript and what I will be
capable of**

My idea is about how GPT-3 expands each word, stretching it out, overcomplicating an extremely simple task. The more animation/reactivity I can program into the website, the more personality I can give to the artificial intelligence that wrote these descriptions.

End