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Aim, questions, hypothesis, and motivations

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Transforming: Dramatic Change from one form or medium into another, to change

Transmuting: Change the form, nature, or substance of

Transcode: convert from one form of coded representation to another

Translating: Interpret the significance of something, move or change, especially from one person, place, or condition, to another, to convert, Change from one form or medium into another

Transition: a momentary modulation

Keywords

4D and 3D	Explicit	Isomorphic
Abstract (concrete)	Filter	Iterate
Adaptation	2D	Join
Aesthetic	3D	Kinetic
Algorithmic	4D	Labyrinth
Amodal (modal)	Abstract	Language
Animate (keyframe)	Abstract	Lateral
Anthropomorphism	Access	Layer
Appearance	Action	Level
Archetype (Archigesture, epitome)	Active	Light
Art and Architecture	Additive	Linear
Asymmetric (symmetric)	Adhesive	Local
Automation	Advance	Logic
Auto-poesies	Aesthetic	Loop
Avant-garde	Agility	Machine
Balance (equilibrium)	Algorithmic	Manifest
Blending	Altering	Mapping
Body (embodied, archigesture)	Alternate	Mask
Boundaries (map)	Alternate	Mass
Cinematic	Ambiguity	Materiality
Classification (taxonomy)	Amphomorphic	Mathematical
Code (Codification)	Analogue	Matrix
Combinational (combinatory, interlocking)	Analysis	Maximise
Complexity	Anatomy	Meaning
Communication	Anchor	Measure
Concept (conceptual)	Animatic	Mechanise
Conditional	Anomaly	Membrane
Configuration	Aperture	Memory
Connectivity	Approach	Mental
Context	Approach	Metaphor
Continuity (discontinuity)	Archetype	Metric
Convergence (divergence)	Archigesture	"Mime, mimic"
Curvilinearity	Architectural	Minimise
Data	Arrange	Mobile
Degree zero	Assemblies	Model
Descriptor (horizontal, vertical, diagonal)	Associate	Modular
Design	Asymmetric	Module
Diagram	Atmosphere	Monocoque
Difference (differential)	Attract	Morphic
Dimension (proportion, scale)	Attribute	Motion
Direction (orientation)	Automation	Multidimensional
Domain	Average	Multiplicity
Dynamic	Axonometric	Multisensory
Endlessness (infinite)	Balance	Musical
Ergonomics	Barrier	Mutation
Everyday life	Bend	Narrative
Experimental	Biometric	Nature
	Biomorphic	Near
	Blending	Negative
	Blurred	Negotiate

Expressive	Body	Network
Exterior	Boundary	Neutralise
Fabrication (making)	Break	New Media
Face	Bricolage	Node
Filmic	Bifurcate	Nonlinear
Flow and flux	Calibrate	Normal/ normalise
Fold (rippled, pinched...)	Capacity	Notation
Force	Cartography	Object
Form (modal, shape)	Carve	Objective
Framing	Cast	Oblique
freeform	Category	Obscure
Generative	Chaos/ chaotic	Occupy
Genotype	Choreutics	Opacity
Geometric	Chronophotographic	Open
Image (moving image)	Cinematic	Opposite/opposed
Improvisational	Cinematics	Order
Integration	Circuit	Organic
Interaction	Circulate	Orientation
Interfacing (human body and environment)	Class	Orthogonal
Interior	Classify	Outside
Invisible	Closed	Paradigm
Isometric	Cluster	Parallel
Isomorphic	Code	Parametric
Iterative	Coefficient	Particular
Intersection	Cognitive	Parts
Language (communication)	Cohesive	Passive
Linear (non-linear)	Collage	Path
Mapping	Colour	Pattern
Matrix (matrices)	Communicate	Perception
Metaphor	Complexity	Performative
Modelling (agent-base)	Composition	Persistence
modular	Compression	Persistent
Morphogenesis	Compression	Perspective
Motion (kinesis)	Computational	Phase
Operative	Concave	Phenomenological
Optimisation	Concave	Photographic
Order (chaos)	Concrete	Physic
Organisation (arrangement, fitting)	Configuration	Place
Origin	Conflict	Plain
Ornament	Connection	Planemetric
Parametric	Connection	Plexus
Path	Consistency	Pliant
Pattern	Construct	Plural
Performance	Contain	Poetics
Perspective	Context	Point cloud
Phenomenology	Continuity	Polygon
Plastic (elastic)	Continuum	Polygonise
Poesies	Contraction	Porous
	Control	Portal
	Create	Position

Praxis	Critical	Positive
Process	Crowd	Posture
Projection (projective)	Curvilinear	Practice
Prototype of living	Customise	Pragmatic
Qualitative	Cut	Presence
Quantitative	Decoding	Primary
Random	Define	Primitive
Relational	Deform	Probable geometry
Representation	Deformation	Process
Rhythmic	Degree	Profile
Semiotic (semantic)	Degree zero	Program
Sensory (haptic)	Density	Progression
Sequential	Depth	Progressive
Setting (Scenography)	Descriptive	Project
Signification (meaning, legibility)	Descriptive	Projection
Similitude	Detail	Proliferate
Simplification	Diagonal	Proportion
Simulation	Diagram	Propped
Singular (multiplicity)	Dialectic	Proto-geometric
Skin	Dialogue	Proximity
Space	Differential	Pure
Spatial	Diffusion	Quality
Static	Delineate	Quantity
Stroke (draw)	Disassemble	Radial
Structure (monocoque)	Discrete	Radical
Style	Disembodied	Random/randomised
Surface (topology, façade)	Disjunction	Ratio
Symbol (sign)	Disorder	React
Syntax (syntactic)	Distinctive	Real
System	Distortion	Reduce
Tangible (substance, material)	Datum	Reference
Spatiotemporal (duration, autonomy)	Duplicate	Regulate
Territory	Duration	Relationship
Theory	Dynamic	Relative
Tool	Edge	Render
Trace	Effort	Repetition
Track	Elaborate	Representation
Trail	Elevate	Residue
Trajectory	Embodied	Respond
Transformability (mapping)	Emergence	Reveal
Transparency	Emotion	Rhythm
Typology	Emotive	Rigid
Vacant (occupied)	Endless	Sagittal
Vector	Endogenous	Scale
Viewport (viewpoint)	Energy	Scene
Virtual and real	Engage	Scenography
Vision machine (machine)	Envelope	Scheme
Visual (optic)	Ephemeral	Script
	Equalise	Sculptural
	Essential	Section

Volumetric (solid, envelope)	Eukinetics Evaluation Evolutionary Exact Excluded Exogenous Expanded Expansion Experience Experiment Exponential Expression Extend Extended Extension Extension Exterior Extreme Fabric Far Field Figure Fitness Flexible Flight Float Flow Fluctuate Fluid Flux Fly Fold Force Form Formal Fracture Fragmentation Frame Framing Frequency Function Fusion General/generalise Generative Generic Genetic Geometric Gestural Gesture Glide	Self-organisation Sematic Sequence Shadow Shape Shell Shift Shrinking Signal Significance Similarly Simulacra Simultaneous Singular Slit scan Sloped Slow Smooth Soft Solid Solid Space Spatial Specific Spectator Speed Stabilised Stable Stack Stereotomy Stillness Straight Strong Structure Style Subjective Submerge Subtractive Successive Surface Suspend Sustain Sweep Symbol Symmetry Syntactic Synthesis System\zone Systematic Tactile
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	Global Gradual Graft Grain Gravitate Gravity Grid Grounded Growing Harmonic Heterogeneous Hidden Hierarchy Horizontal Hyper Iconic Identical Identity Illusion Image Imaginative Immaterial Immediate Immersive Implicit Impossible In-between Infrastructure Initialised Inject Inside Instability Instinctive Instrument Instrumental Integrate Interface Interior Interrupt Intersection Interstitial Intervene Intimacy Inverse	Tangible Technique Tectonics Temple Temporal Temporary Thematic Theory/ theorise Thought Threshold Time Tooling Topology Tracing Trajectory Trajectory Transdomain Transform Transition Translate Translucency Transmit Transparency Traverse Trifold Turn Typology Uncanny Unfold Unity Vacant Variation Vector Vertical View Viewpoint Virtual Visualisation Volume Volumetric Weak Weight Weightless
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