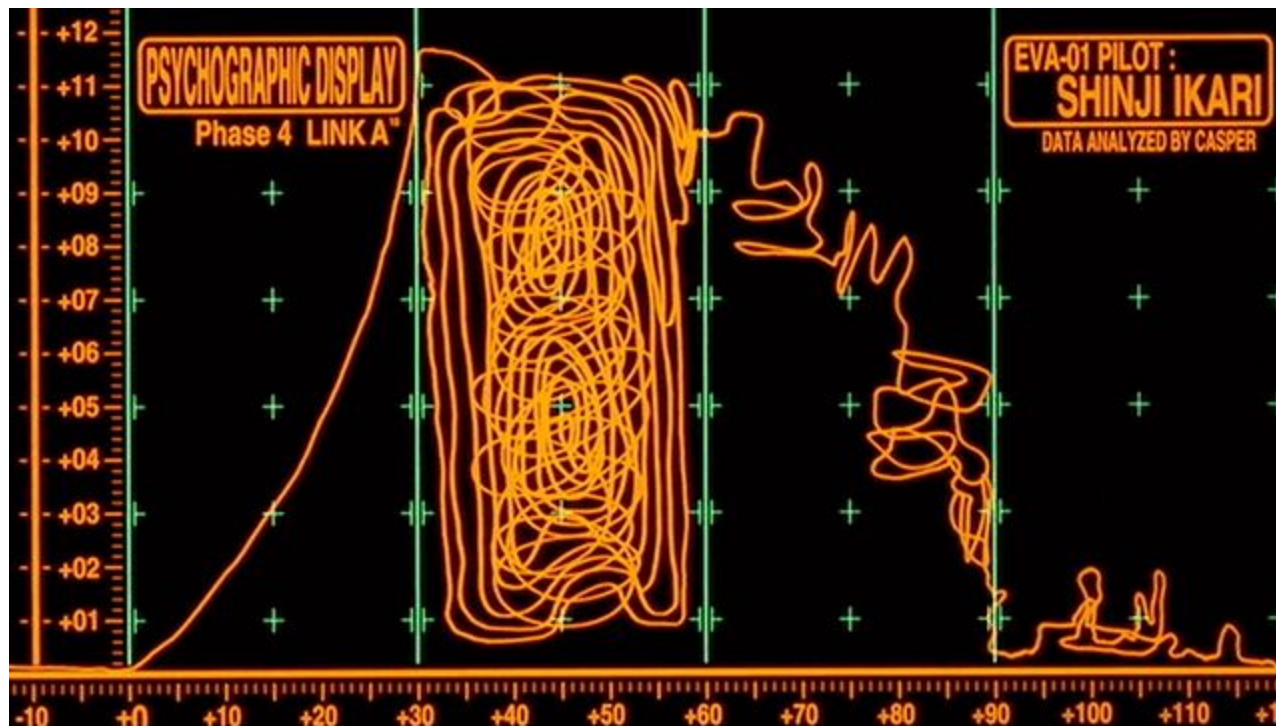


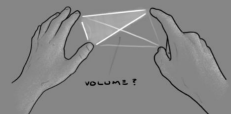
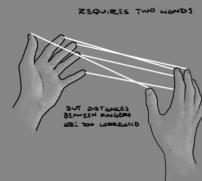
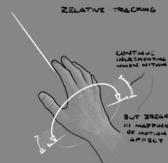
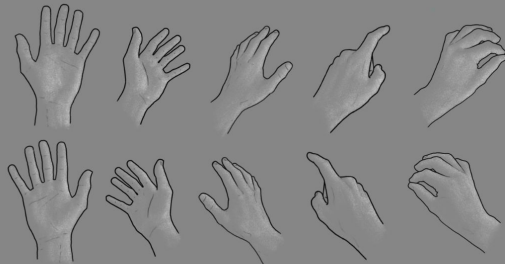
INTERFACE







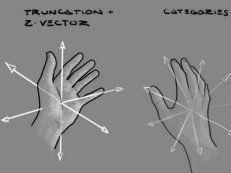
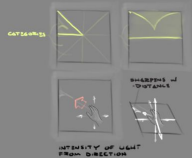




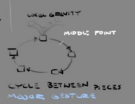
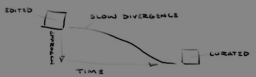
TWO HANDS
ONE HAND GROSS
" " FINE



- CATEGORY VECTOR [UP TO 10 PER IMAGE] 1000 - (LOCATION) 0 - 1
- Z VECTOR 128 -0 - 1
- / TRUNCATION 1 0 - 1

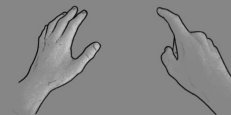


ELASTIC
RETURN TO DEFAULT STATE



GRIPPING SPACE
ORIENTATION OF HANDS
CURL OR STRETCH

3 LAYERS OF ROTATION
PER HAND
DASH TO ZOOM =
TIGHT WHILE GRABBING
WEIR GRANTY SKETCH
OR SPATIAL SCALE

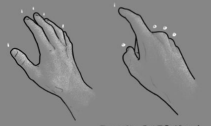


SHARPENS MAIN HAND-TIME SCALE
BROADEN ENJOY BETWEEN THUMB

HAND VELOCITY AFTER GRIP AS
OPTIMIZING / FOLLOWTHROUGH

'KNEADING' SPACE

+ GRABBING BY A DIFFERENT
STANDARD POINT IN SPACE
WITH NATURAL =

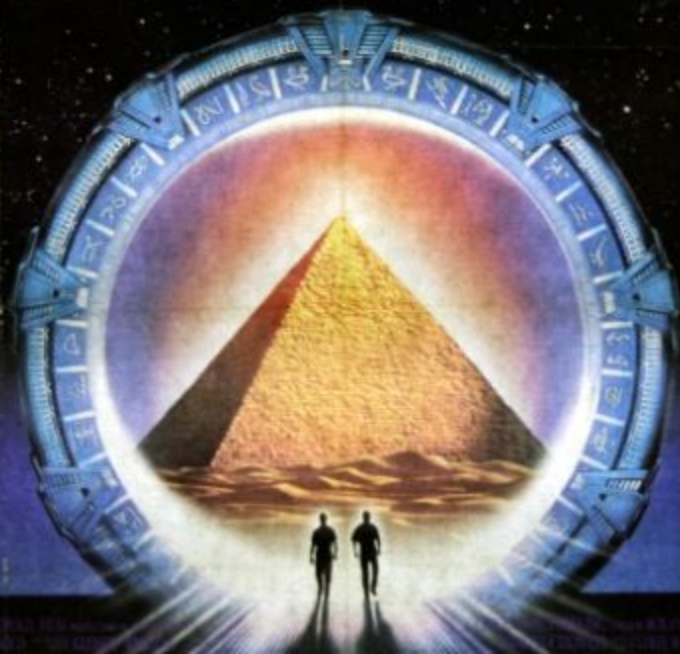


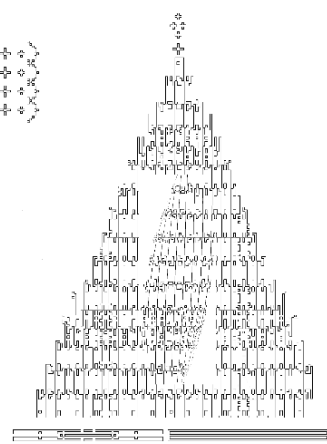
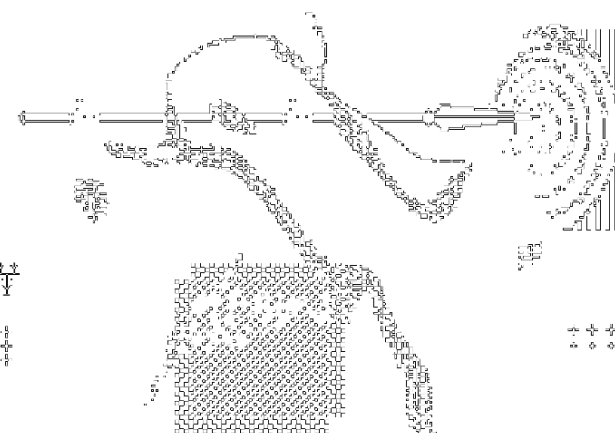
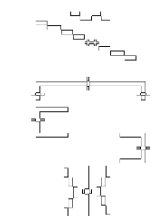
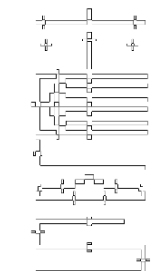
knoppe



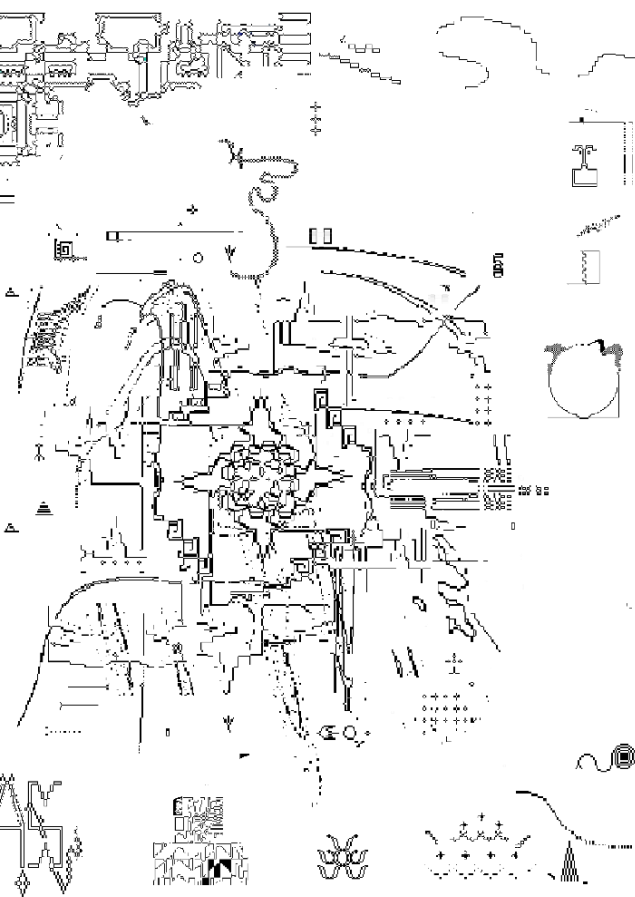
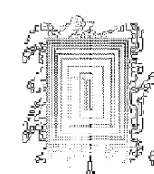
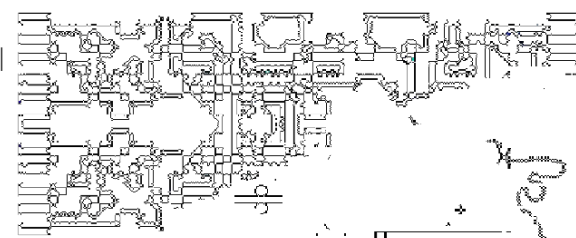
STARGATE PG

IT WILL TAKE YOU A MILLION LIGHT YEARS FROM HOME.





enter



futurism (high-res interface) || **ethnological** (low-res interface)

curvilinear (high-res interface) || **symbolic** (low-res interface)

curvilinear resolution

||

symbolic resolution

Information and entropy







Homework: Create simple dat.GUI
sketch.