

spatial and fractal in the vertical plane
temporal and fractal (dynamic fractal)
in the horizontal plane

Note: not built into the Quad - objective and subjective
is the responsibility of the Observer

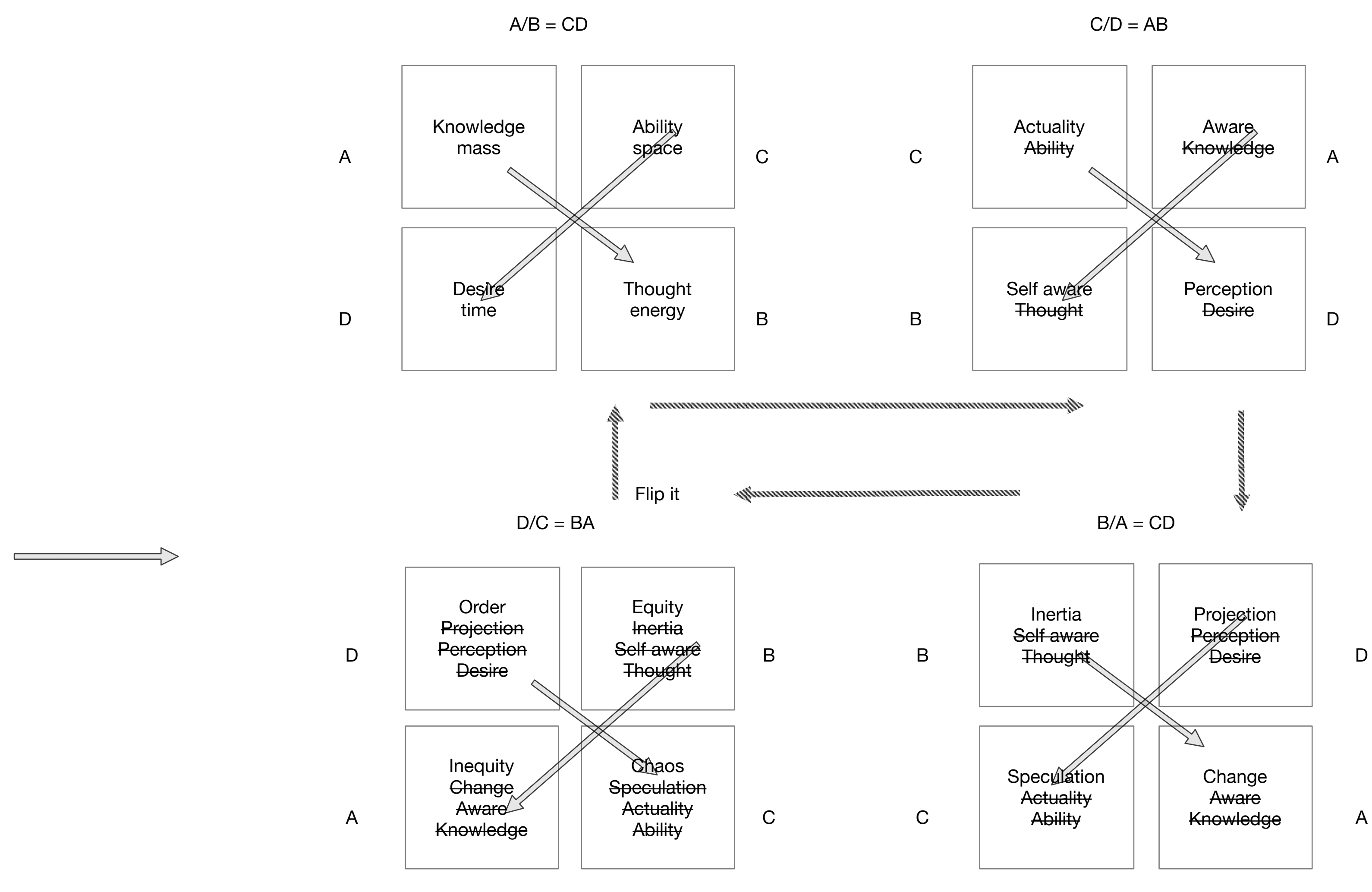
OBJECTIVELY
when A is considered against B
their relative value is measured
against the product of C and D
combined

A/B = CD = Linear Form of the equation, can be expressed as a line on a graph

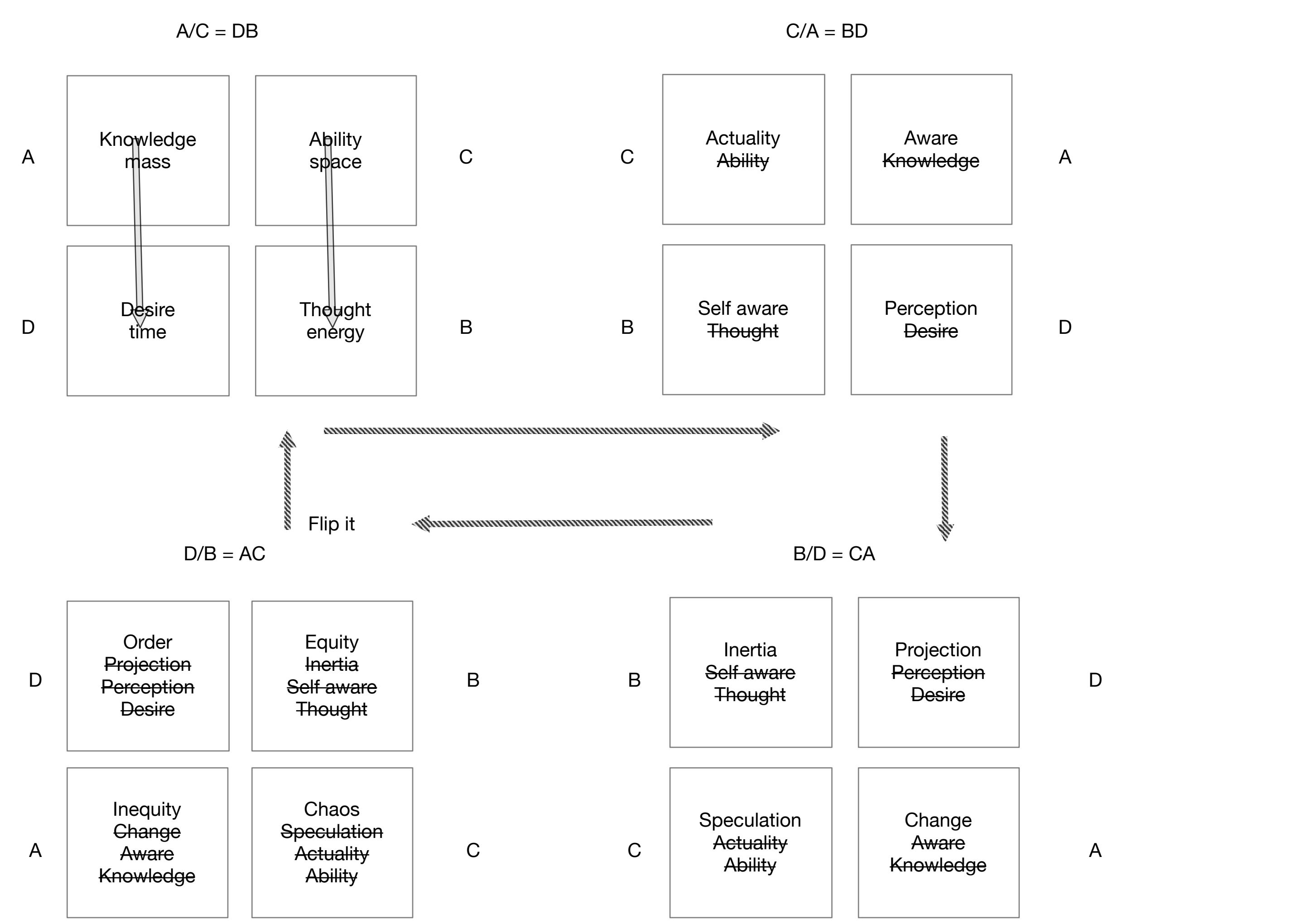
SUBJECTIVELY
When A is held separate from B
C and D will be blended

ITERATION 1

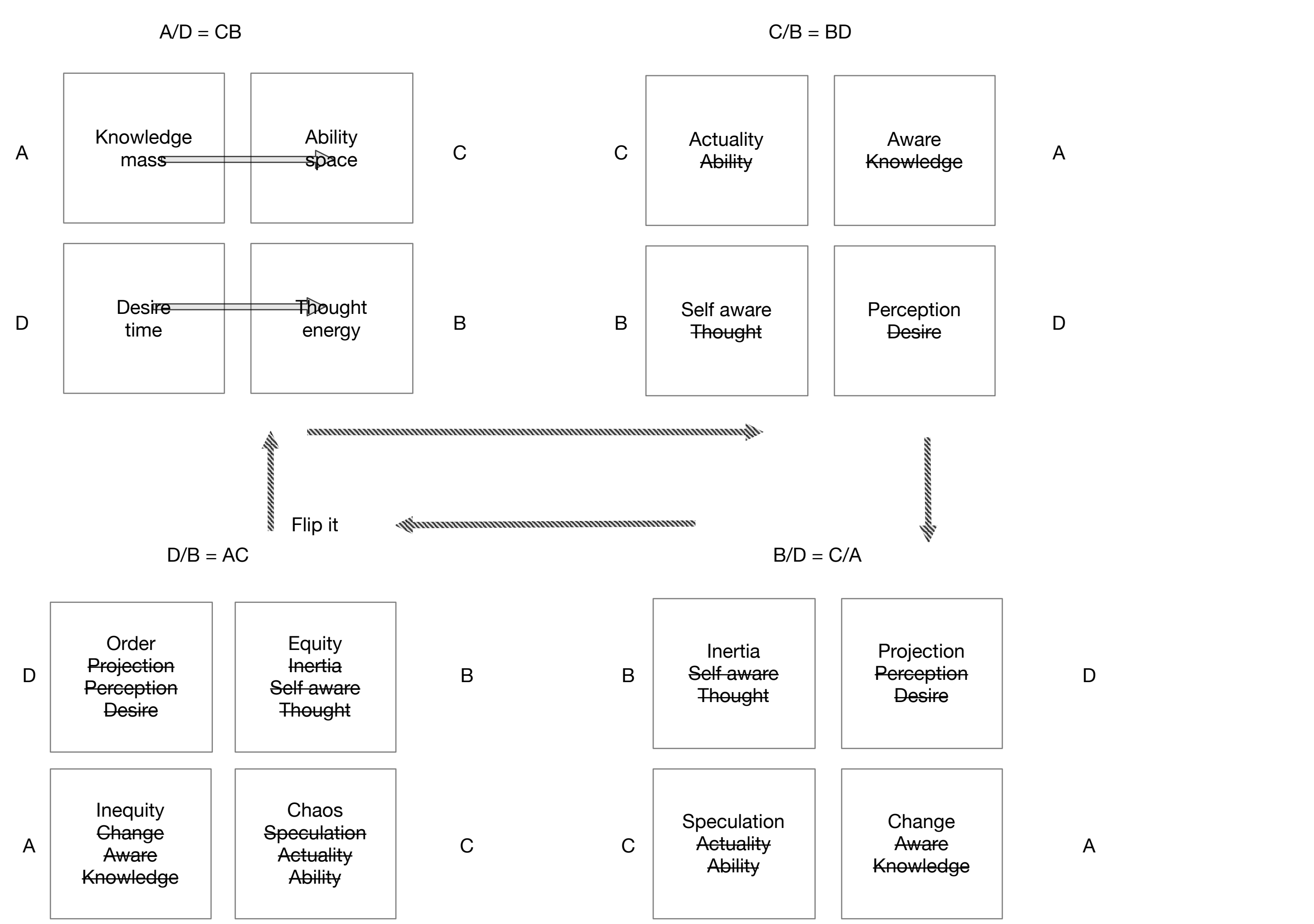
This movement and all subsequent iterations are the non-linear horizontal form



ITERATION 2



ITERATION 3



ITERATION 4 Independent Quad = splay and display

display closed
A and BCD
B and CDA
C and ABD
D and ABC

splay arrow
A and AB AC AD
B and BA BC BD
C and CA CB CD
D and DA DB DC

OBJECTIVE EXAMPLE

Switch to subjective: how does A relate to
the combined influence of BCD?

in other words, before we jumped between objective and subjective;
now we're comparing the two perspectives

this is the pseudo objective relationship, A tries to exclude itself from the
equation but is influenced by BCD

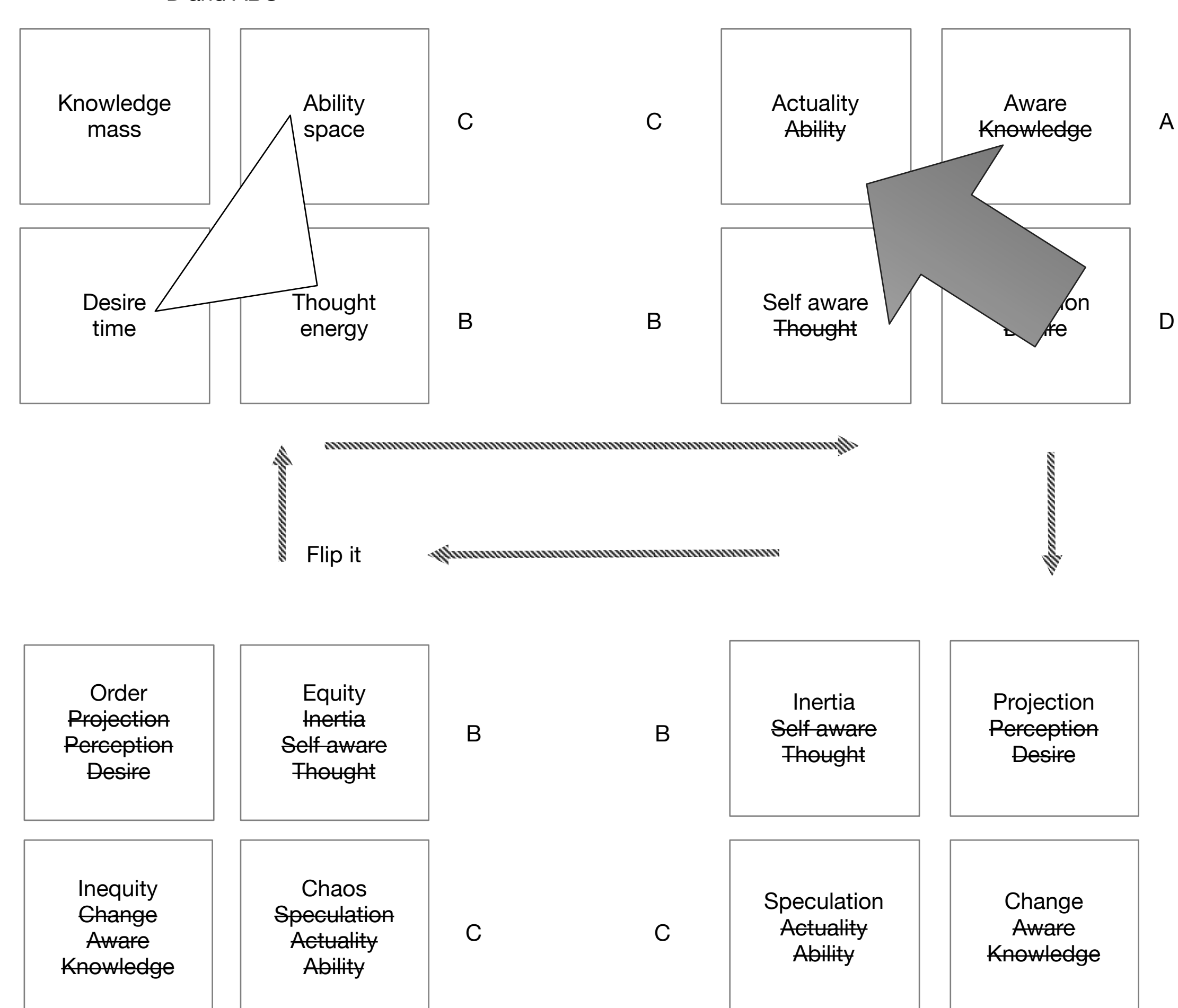
and also A is influencing BCD, the observer A influences BCD

and then a step out, the Objective reader then sees A and
the A is more like a Subjective view of the Objective

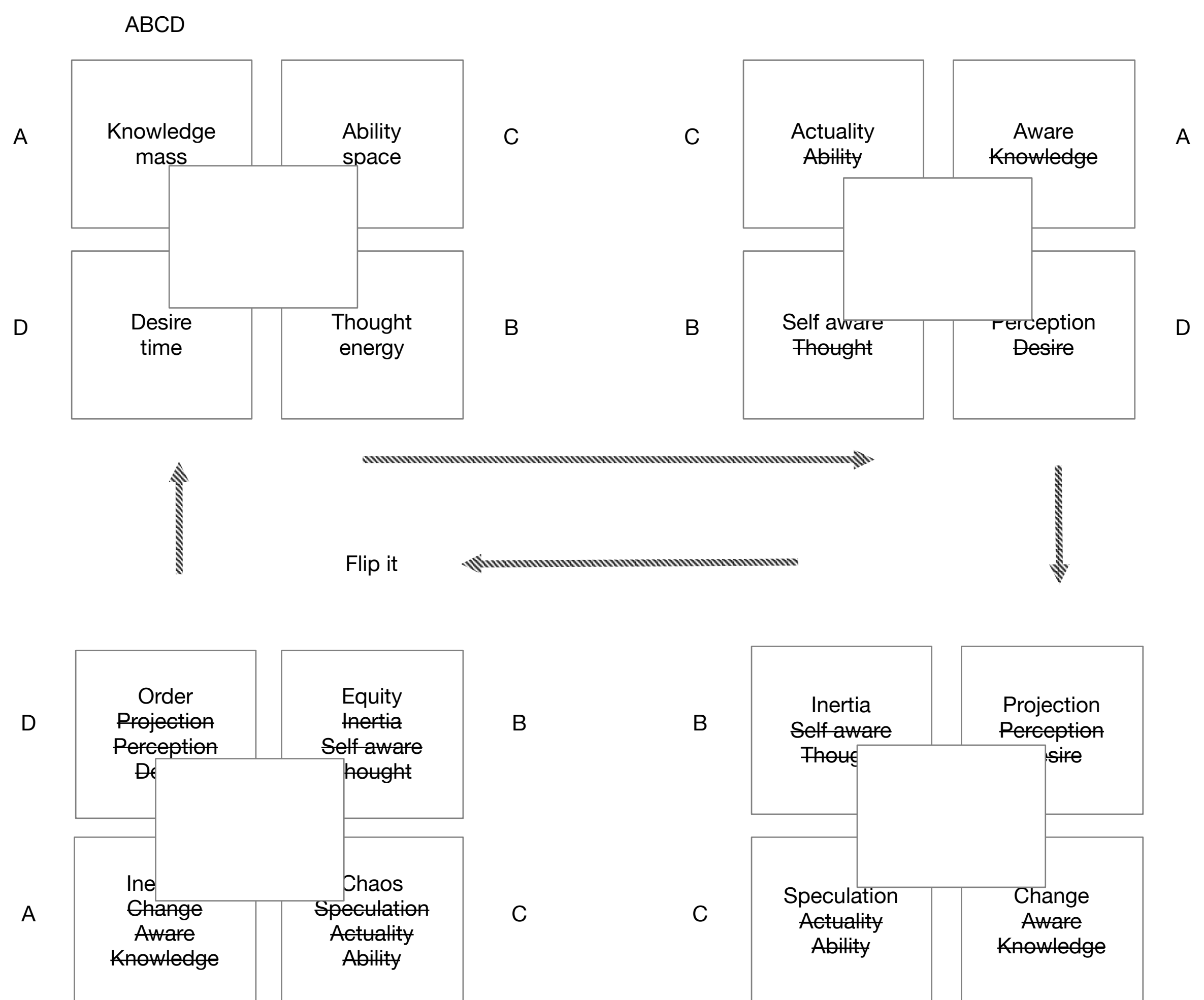
SUBJECTIVE EXAMPLE

Here the Observer combines the influences of
AB, AC and AD
and now A is given equal weight
with the product
of BCD

this is a pseudo subjective view
A examines how everything relates to him or her
but doesn't examine him or herself
more like an Objective view of the Subjective



ITERATION 5 Collective Quad - family abstraction to variation



we don't see individual items in quad
only the whole
this is how the family of the quad is derived
going 'up' in the matrix
going 'down' in the matrix
the elements are particulated
from the family
we move up and down the matrix now
now horizontally

the vertical movement on the Collective Quad
is the analog of the equations producing
the horizontal movements, the comparisons

the weight of each element in a quad, comes from its derivations
1 variation is same weight as 4 elements that it is derived from
this weight translates to act, sequence, scene, character movements in the story

moving upward we progress from 64 particulate elements to a Singularity, the Story Mind

the variation weight contains the impact of its elements
the type weight of its variations
the class weight of its types
the story mind of its classes