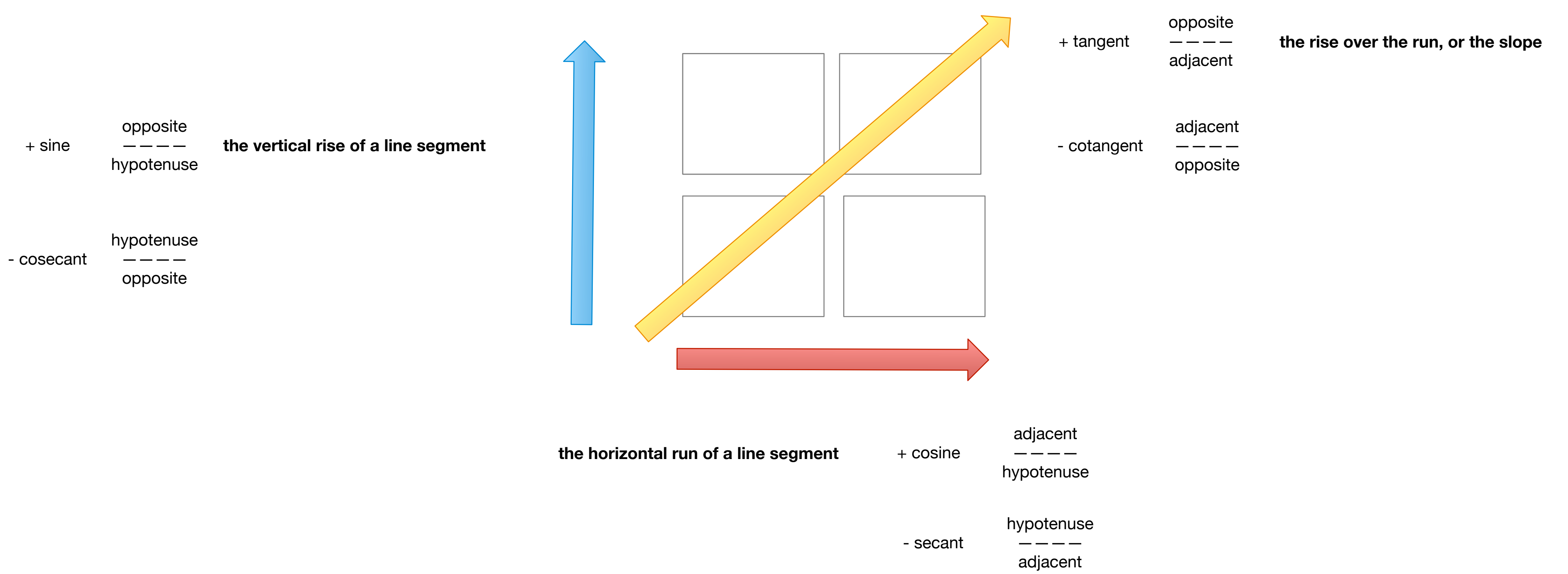


As in Trig, 4 items in 3 dimensions...



THIS IS ALL X AXIS WHEN YOU PLOT ON CHART. Y AXIS ISN'T ALLOWED IN TRIG...  
...BUT IT IS IN DRAMATICA:

...and then TIME and RELATIONSHIPS in the 4th dimension..

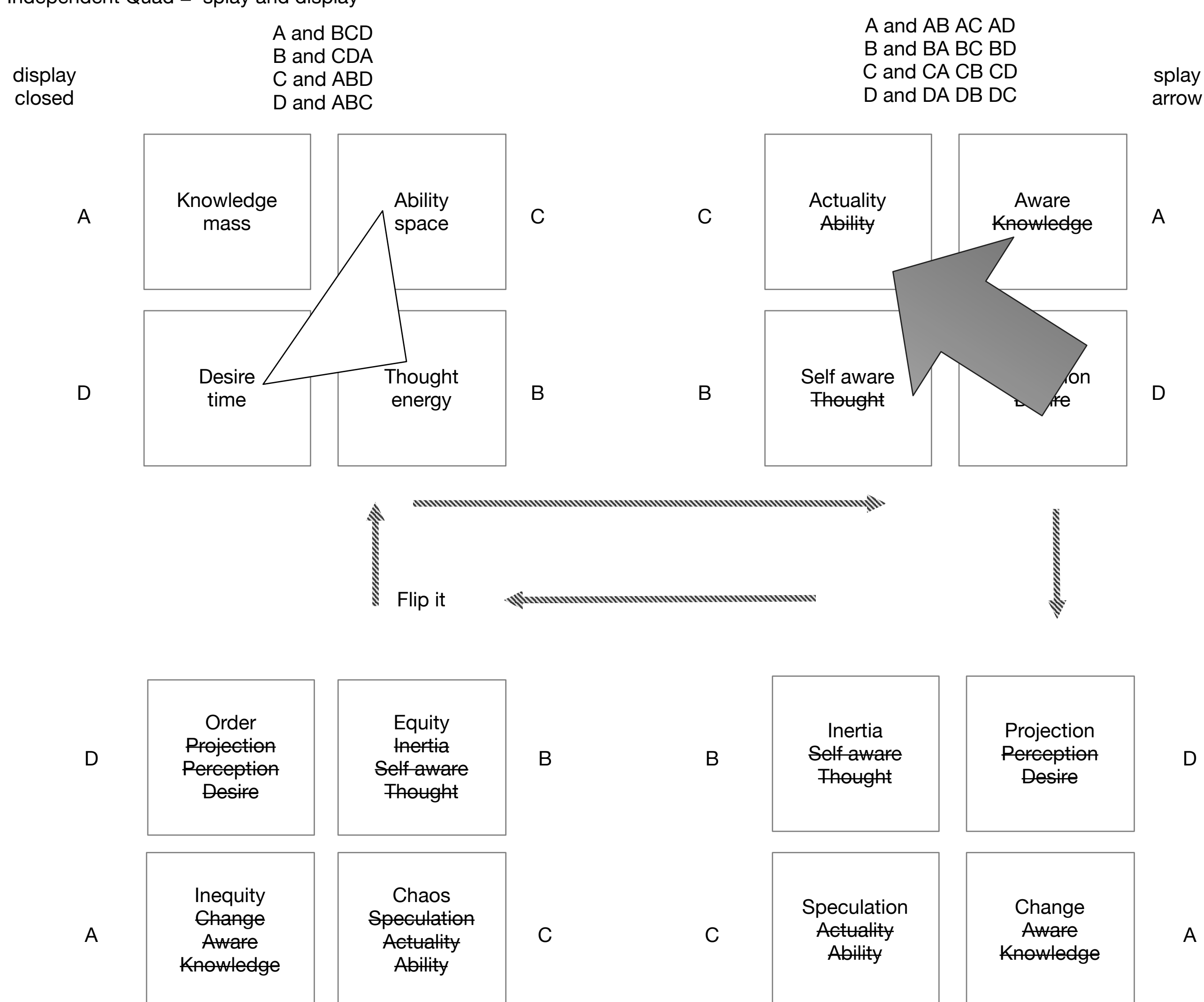
Two new functions:  
INDEPENDENT also called COMPONENT  
the resolution is the quad  
the effect of all  
and  
CODEPENDENT also called COLLECTIVE  
a) the effects of all on all (objective)  
b) the effects of all one one (subjective)

ITERATION 4 Independent Quad = splay and display

OBJECTIVE EXAMPLE

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

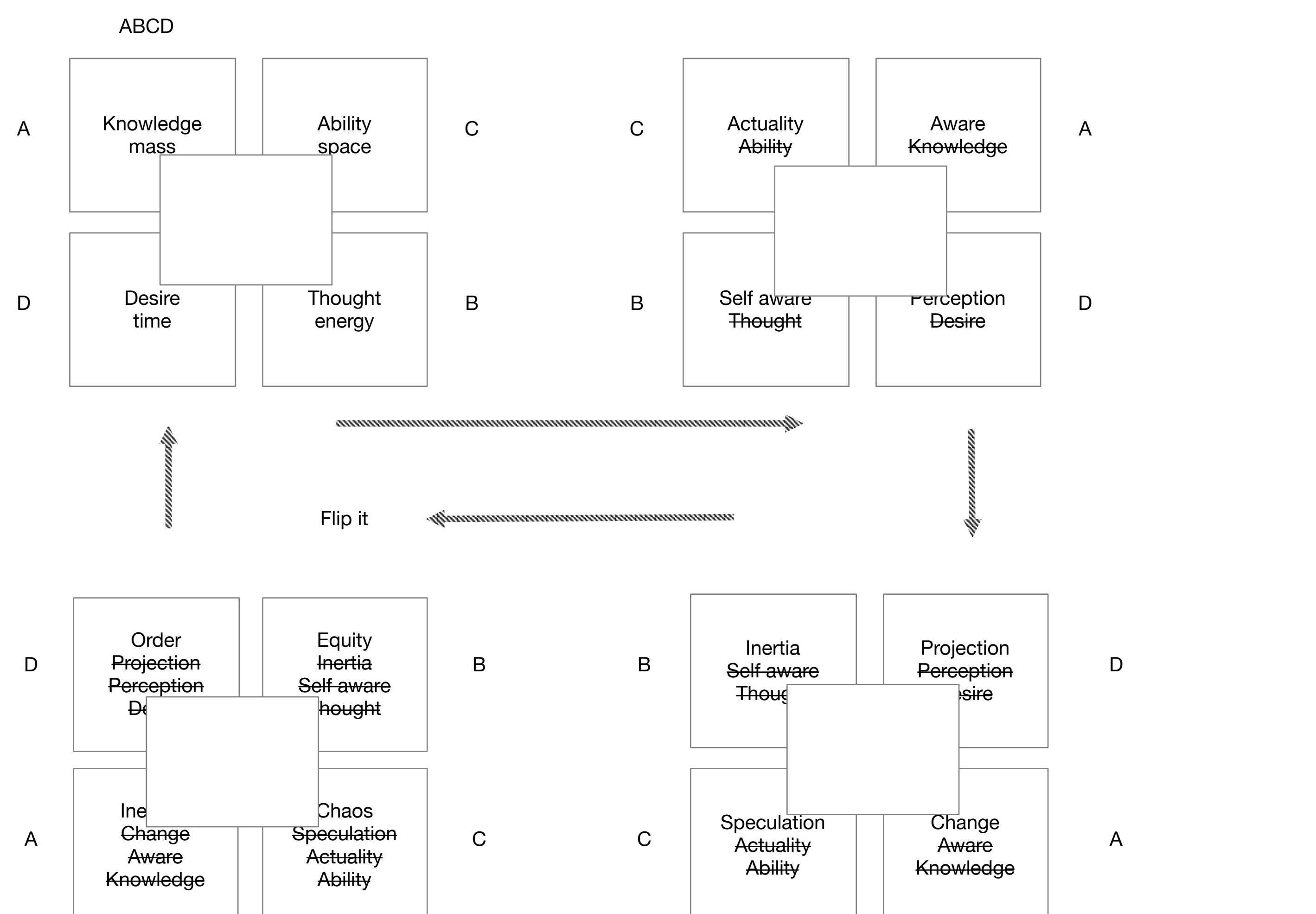
in other words, before we jumped between objective and subjective; now we're comparing the two perspectives  
this is the *pseudo objective* relationship. A tries to exclude itself from the equation but is influenced by BCD  
and also A is influencing BCD, the observer A influences BCD  
and then a step 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