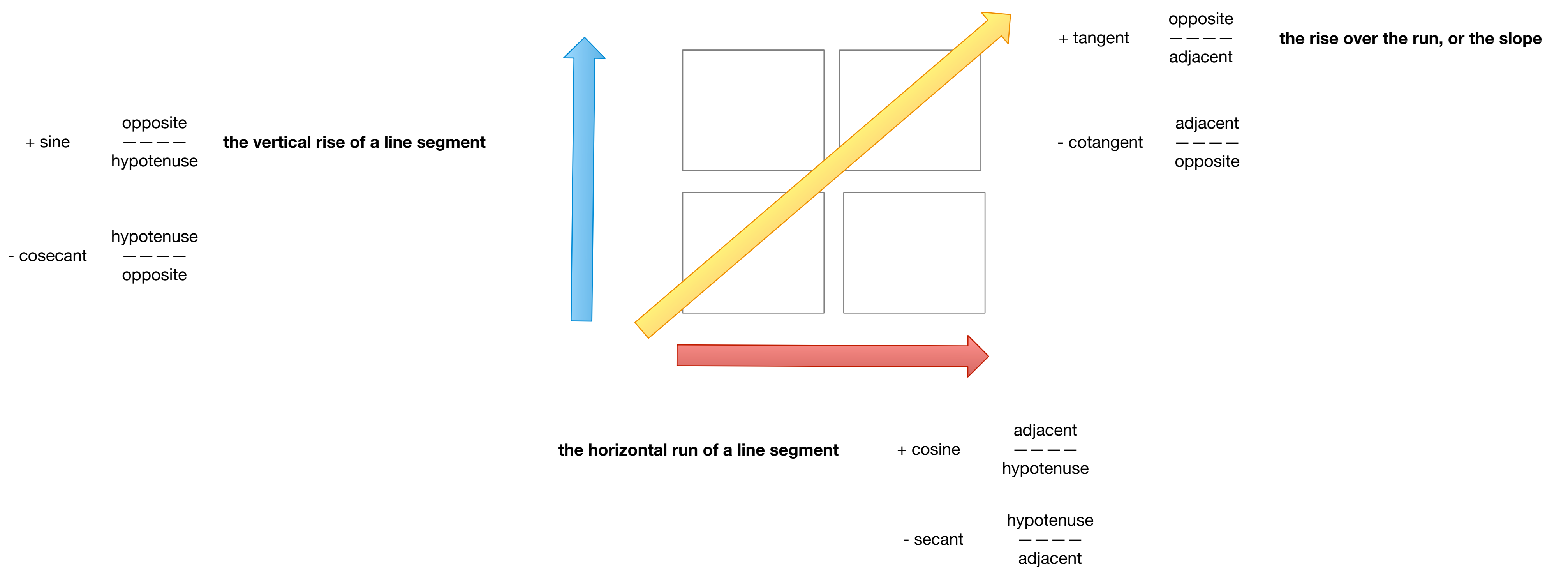


As in Trig, 4 items in 3 dimensions...



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

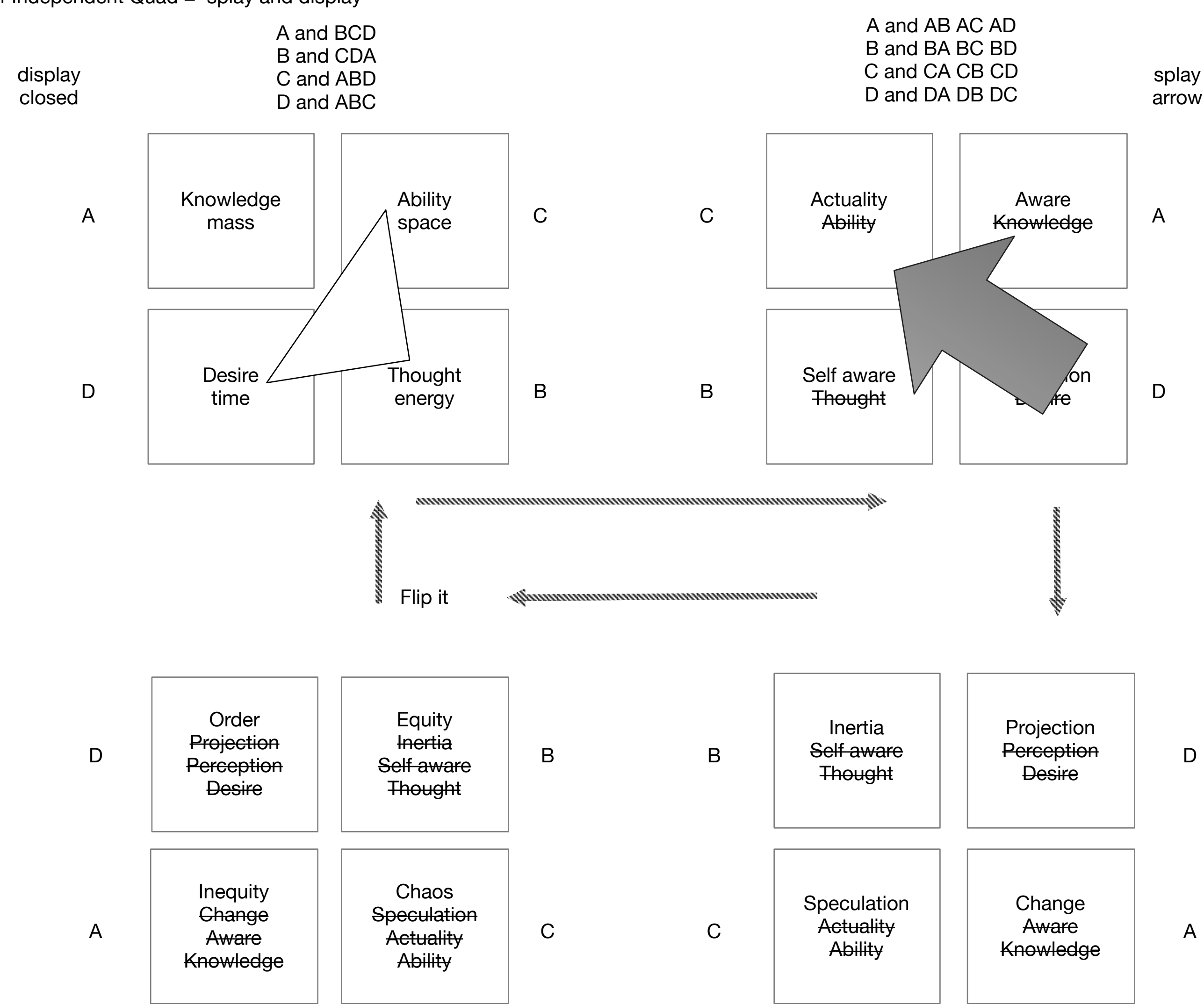
Switch to subjective: how does A relate to the combined influence of BCD?

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

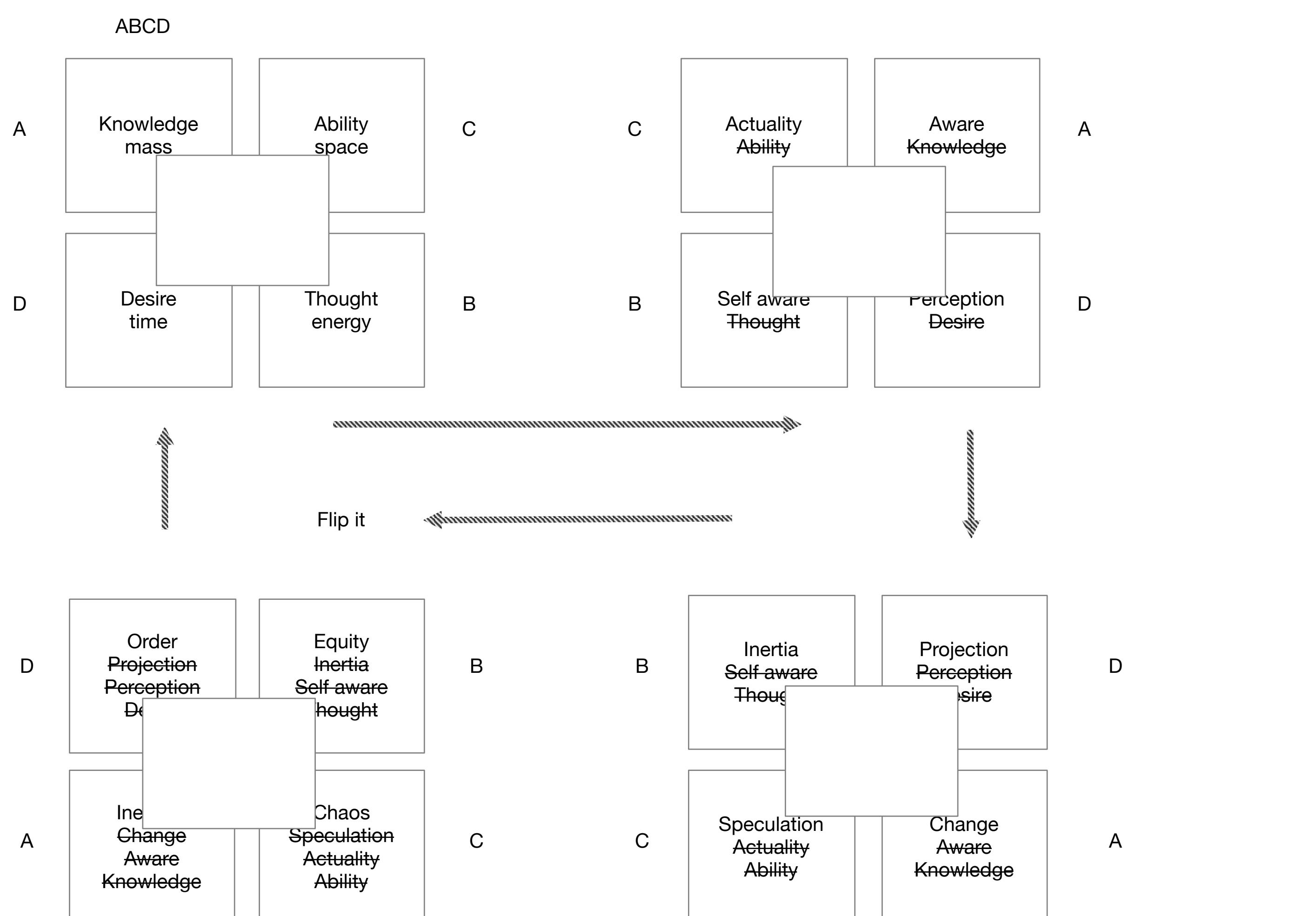


SUBJECTIVE EXAMPLE

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