

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

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

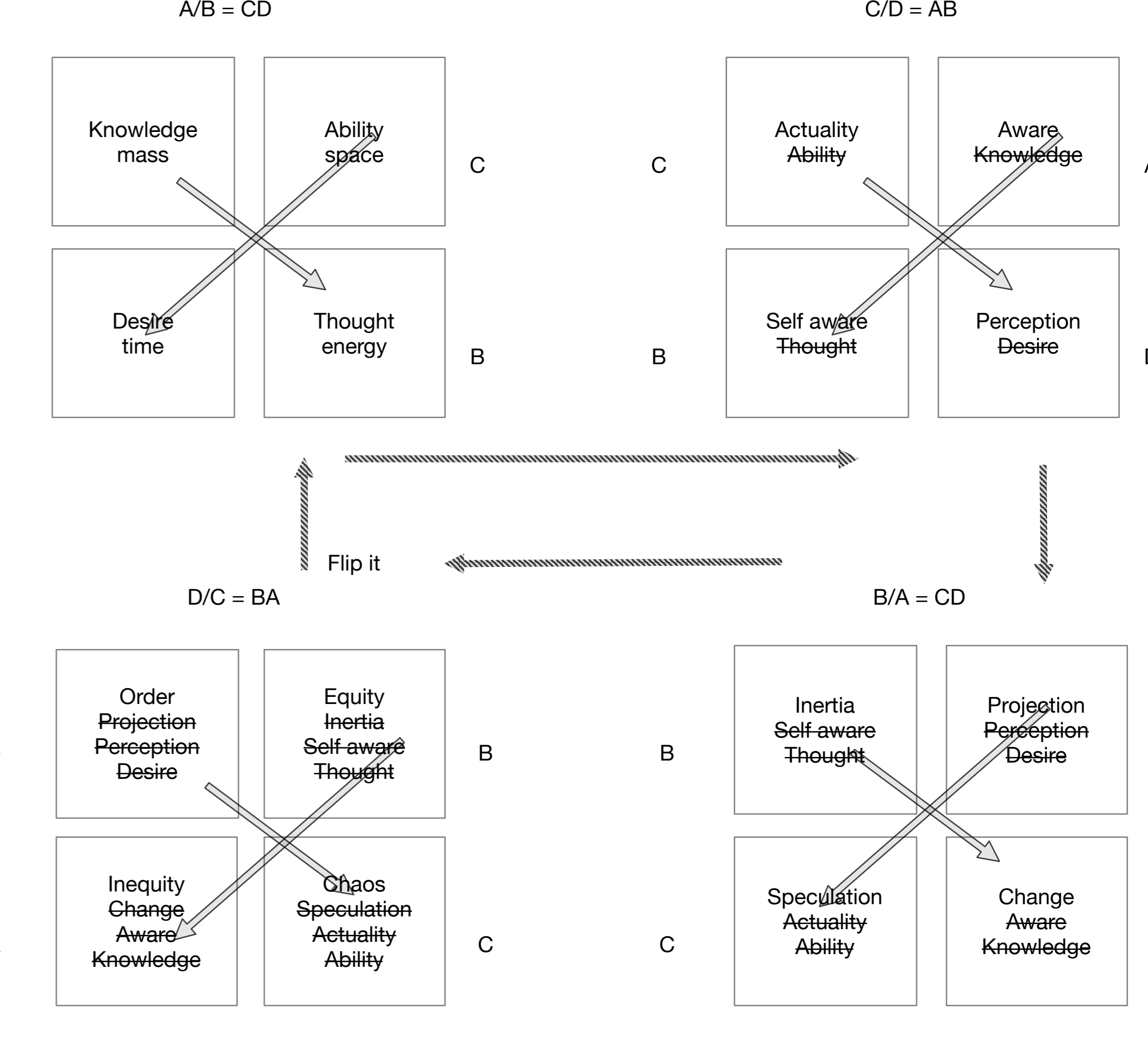
Note: not built into the Quad - objective and subjective is the responsibility of the Observer

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

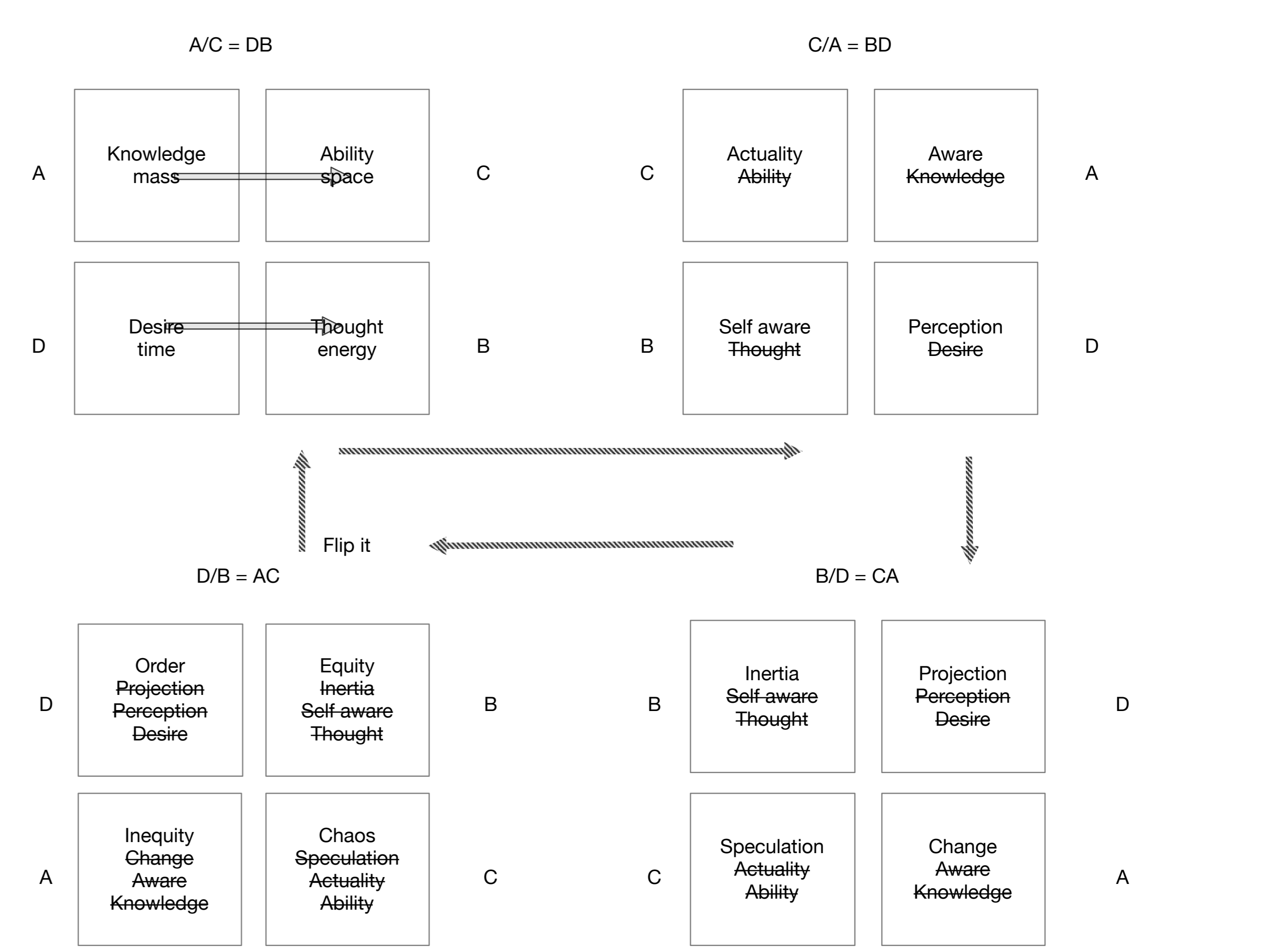
SUBJECTIVELY When A is held separate from B C and D will be blended

ITERATION 1

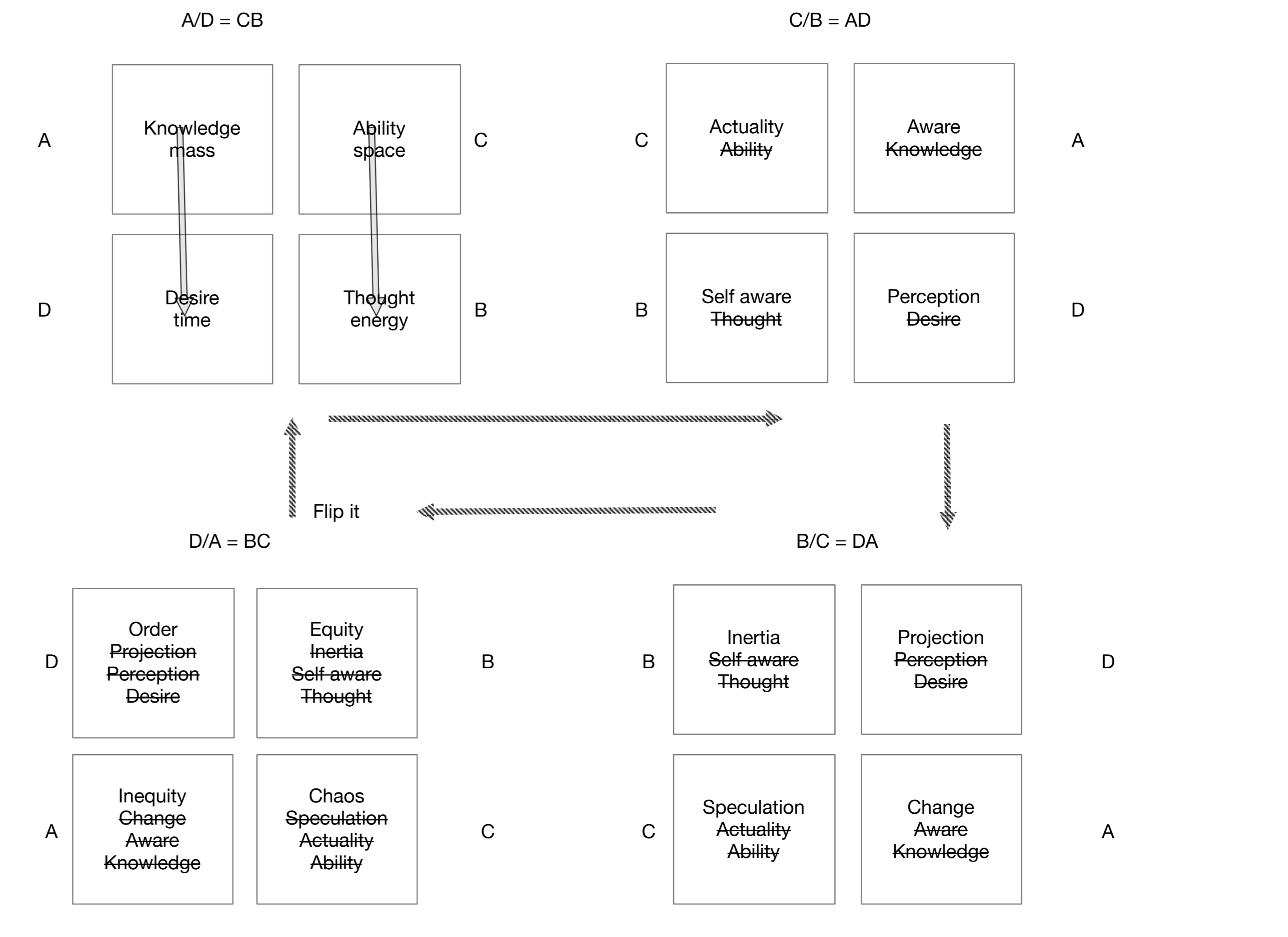
This movement and all subsequent iterations are the non-linear horizontal form



ITERATION 2 COMPANION PAIRS



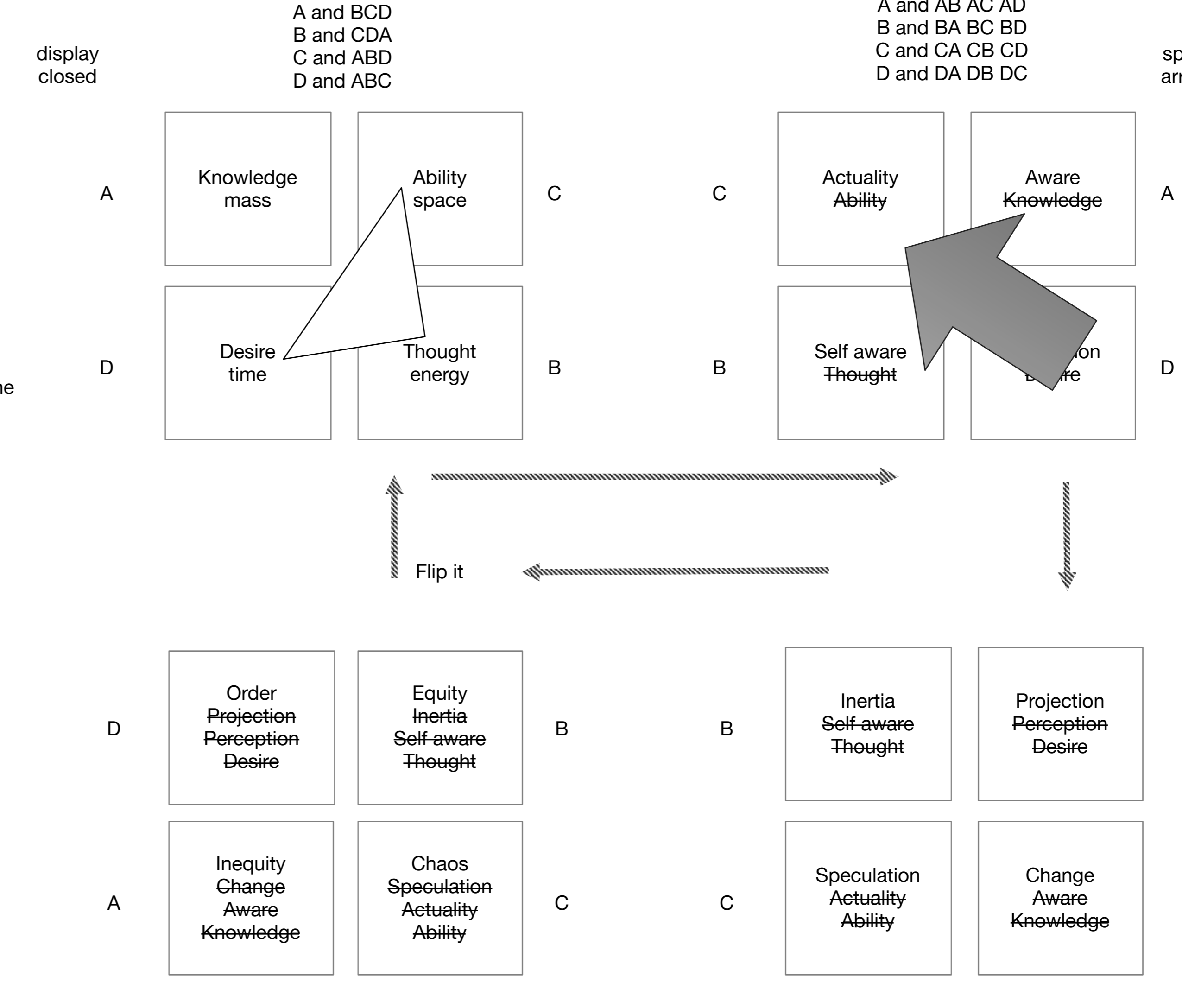
ITERATION 3 DEPENDENT PAIRS



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

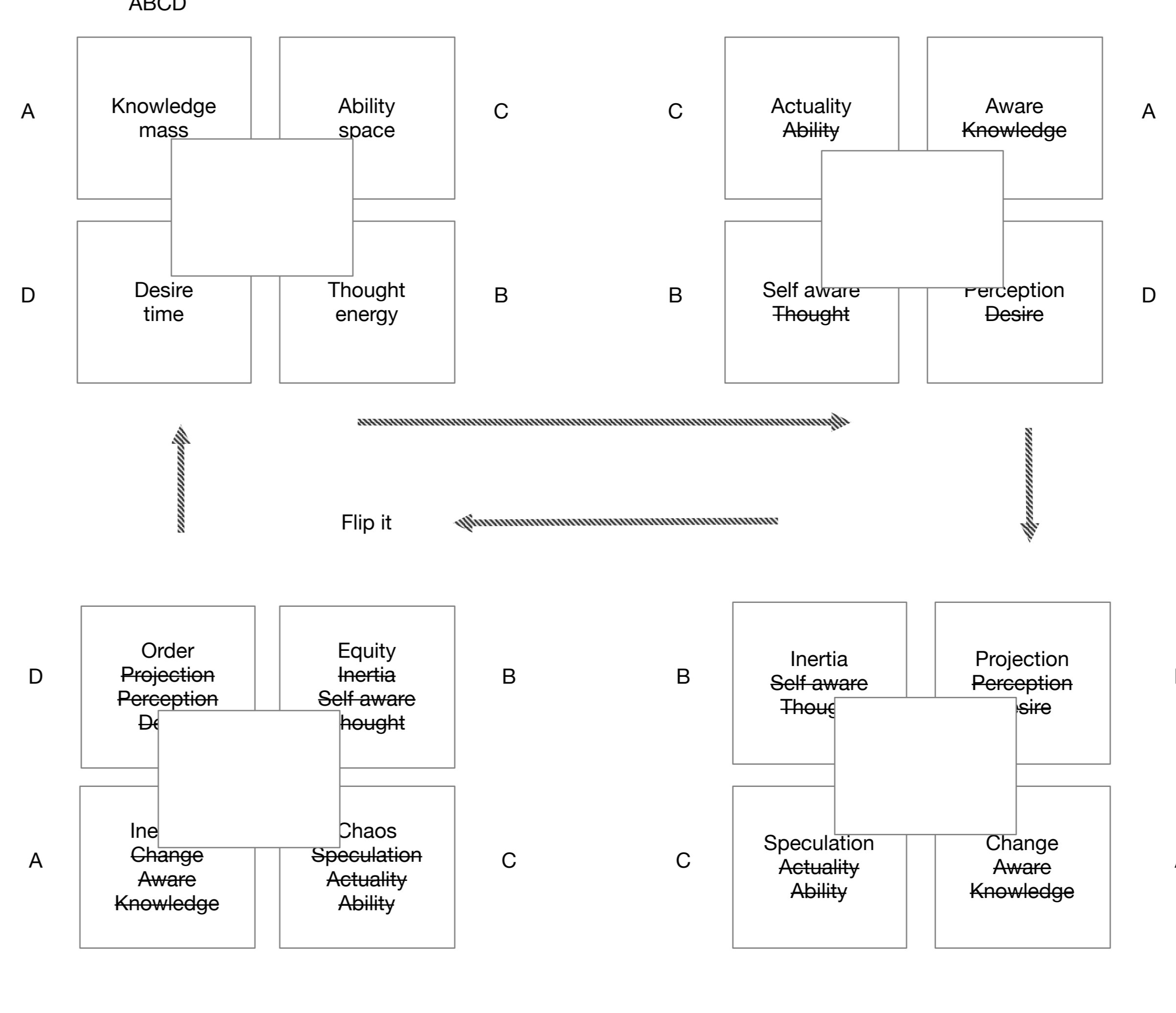


SUBJECTIVE EXAMPLE

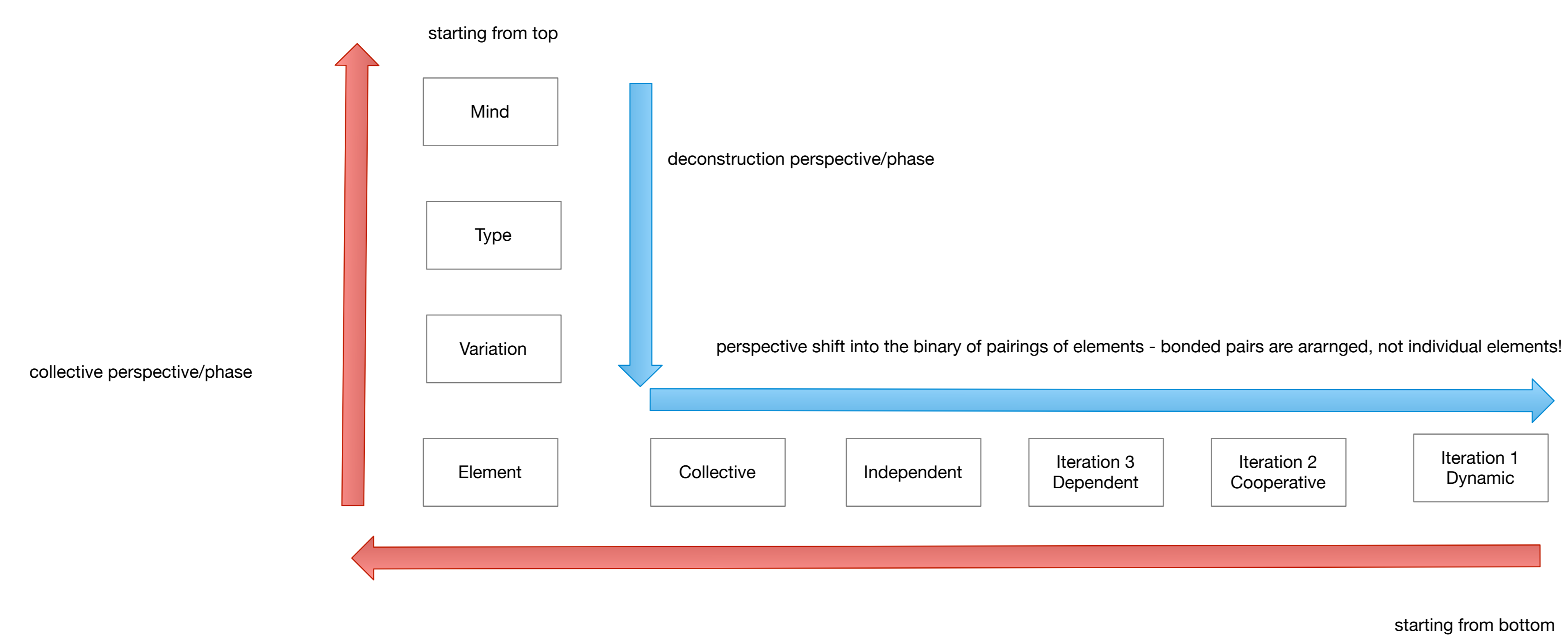
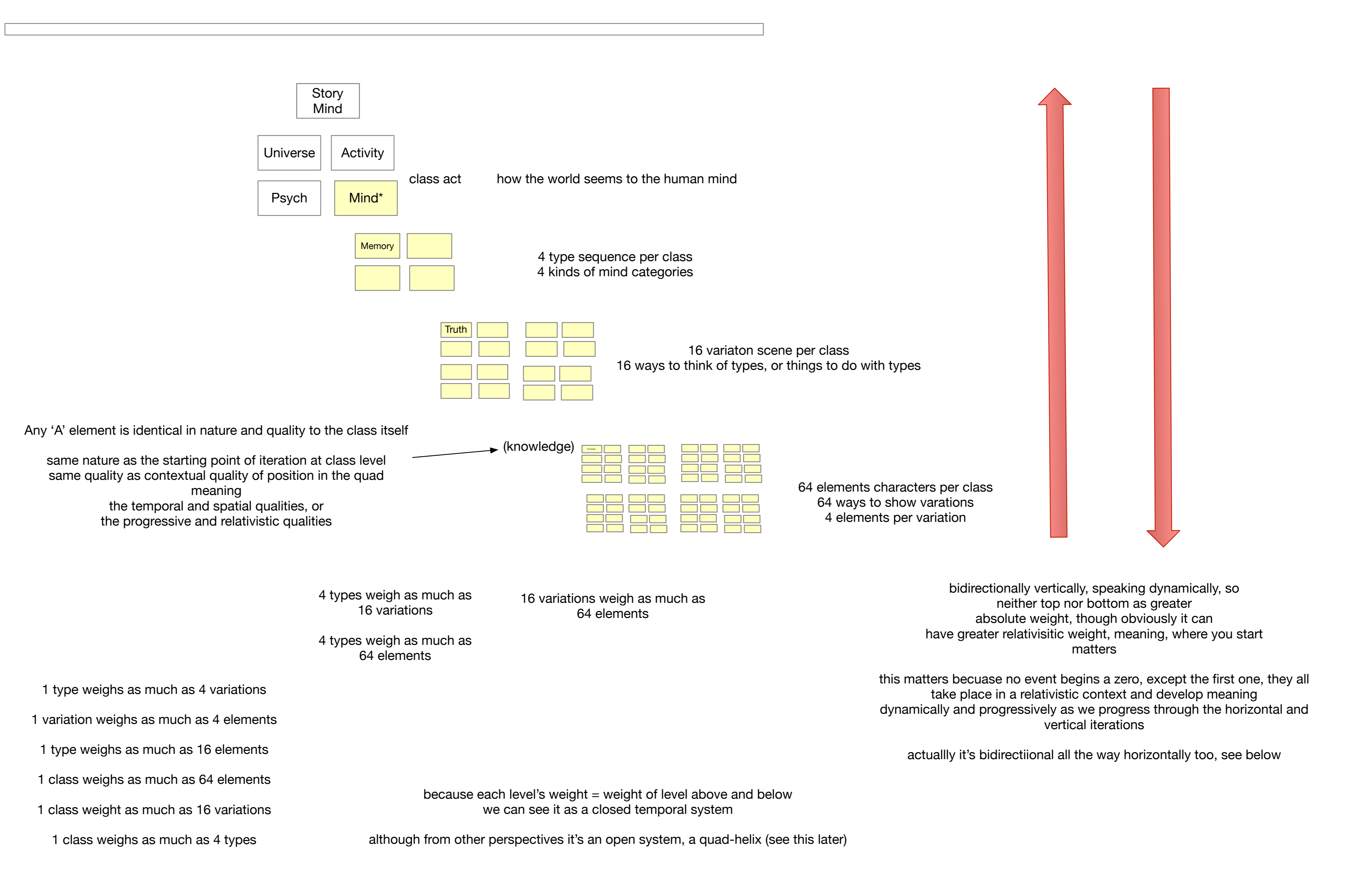
Here the Observer combines the influences of AB, AC and AD and now A is given equal weight with the product of BCD
this is a pseudo subjective view
A examines how everything relates to him or her but doesn't examine him or herself more like an Objective view of the Subjective

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 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



types and variations arranged within quads
ELEMENTS ARRANGED WITHIN A GROUP OF FOUR QUADS
bellig difference
I've noticed the dynamic pairs 'stick together' and float between quads

the algorithms are the whole thing here, Melanie makes clear that it's all about which seed value you start with, coming from either direction, you drop a seed value into the algorithm and the entirety of one of the four towers follows forthwith

at the element level it's about arranging the bonded element pairs in the quads, as opposed to selecting a subset as in variations and types
the structure is just the output of the algorithm

repositioning is result of filtering effect - caused by top to bottom arrangement
so the algorithm looks at properties of types and variations
matches with elements on the bonded pair class
to see which ones are eligible
then matches up bonded pairs within 4 quad layout