3 geometric rules of nexial-topologic deployment

Note: these graphic rules are read without perspectival geometries. Transferring them into mathematics or worded explanations involves a 'turn inside-out'.



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Patterns of deformation in nexial-topology

3 geometric rules

to 'turn-around'/ 'turn upside-down'/'turn inside-out'

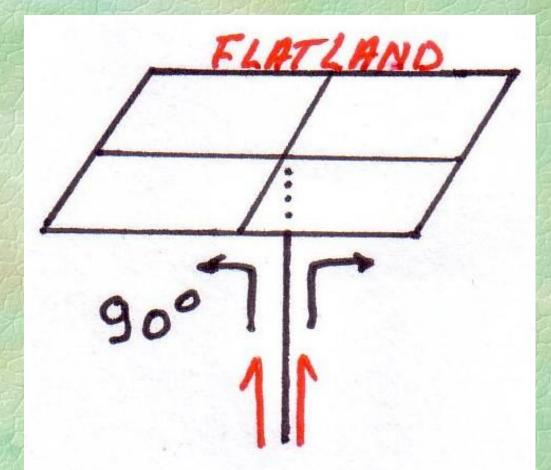
Rule of 90°: spreading-at-surface 'deploys' and localises in extended naturalistic and realistic spaces

Rule of 180°: built-in symmetry & circularity creates general-specific perspective

Rule of 360°: to complete-perfect deployment into 'systems', 'worlds' (some 'hidden' or 'lost') is boundary making-breaking, H-inversion, Sc- reversal, Sc-H-'return', and yields repetition, instability, and endless fine-tuning

All 3 operations hide 'drift'

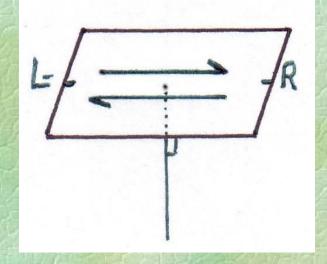
90 °: 'swelling' becomes flat 'spreading'

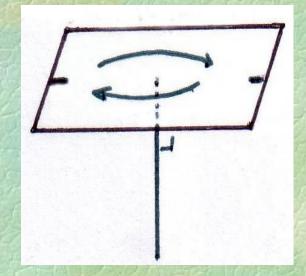


Sc-covariant deployment and H-division

180 °: spreading to flat flows

 $L- \leftarrow R$ perspectives perspectives Explanation F Experience

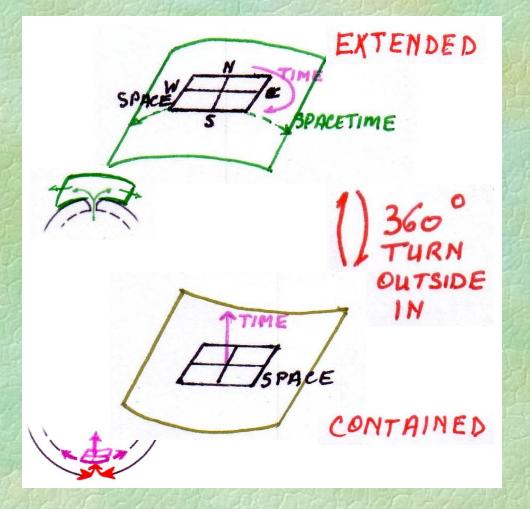


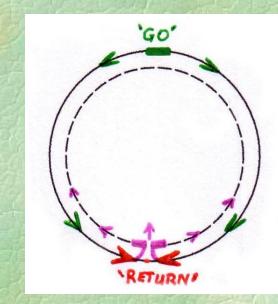


SYMMETRY CIRCULARITY

Perspectival self-consistency of Sc-H-virtual reality global limitation \leftarrow degrees of specific freedom

360 ° 'Turn-around': bubble-worlds making

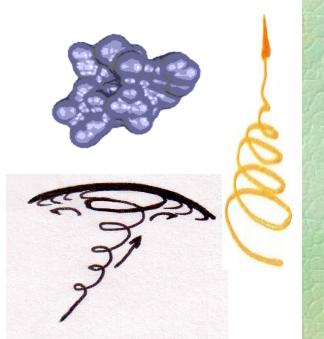




2-surfaces-sphere (outside, inside) turning outside-in (or inside-out)

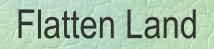
Sc-unfold & H-enfold: containment

– Conventionalised topology -Repeat quantised unfold-enfold:



endless bubble-worlds making ← breaking Drift: scattering, wasting

CONSTRUCTION





Machine's "degrees of freedom" Icon acted out: sickle, hook or metal dinosaur (Great) claw

'Nexial'-topology: an animated geometry without boundary, criticality, or bubble-systems.

Thank you

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