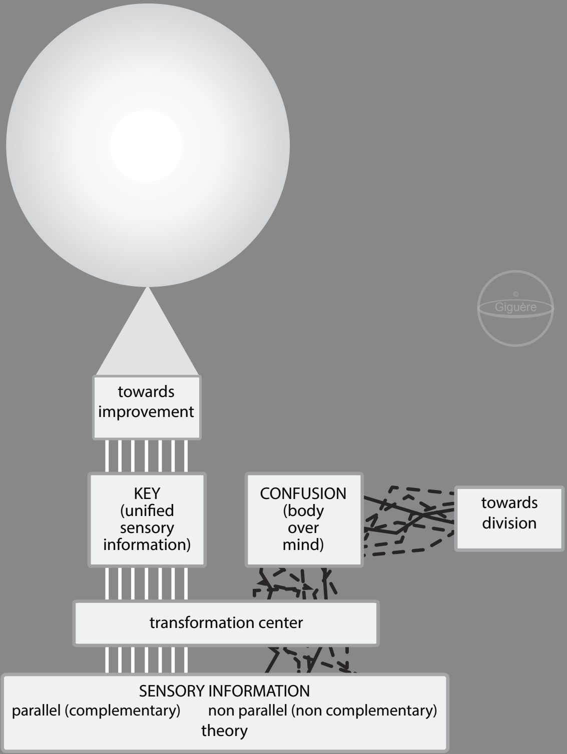


towards improvement

KEY (unified sensory information)

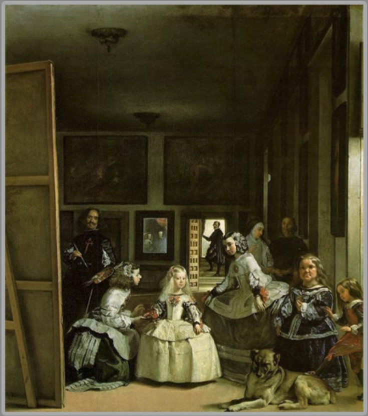
CONFUSION (body over mind)

towards division

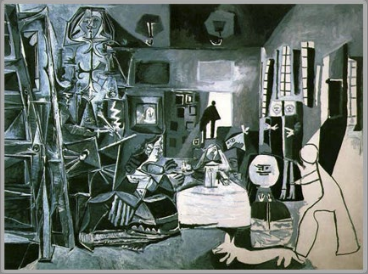
transformation center

SENSORY INFORMATION
parallel (complementary) non parallel (non complementary)
theory

© Giguère

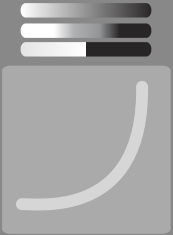


XVII century

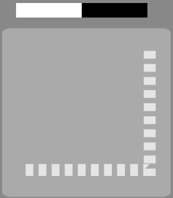


XX century, interpretation of the top image

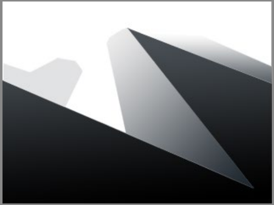
TRANSITION 11b : The information in this file is not about blaming anyone for anything, but to hopefully demonstrate that there is an alternative to non-parallel environments, thank you. Pre requisite: Transition 11a.

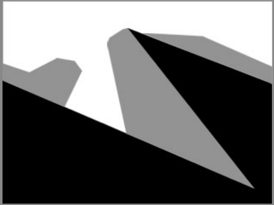


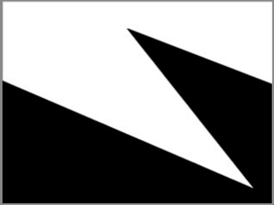
Images of the top row: The hard edged colors when in use are always prepared, and the elements are connecting (forms, color). DEDUCTION: The thought process is free to explore, 50% and more.

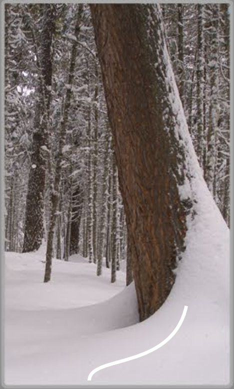


Images of the bottom row: Maximum use of hard edged color seldom prepared, and the elements are hardly ever connecting (forms, color). DEDUCTION: The thought process is busy trying to find the missing parts and is limited to explore, rarely above 1-5%.



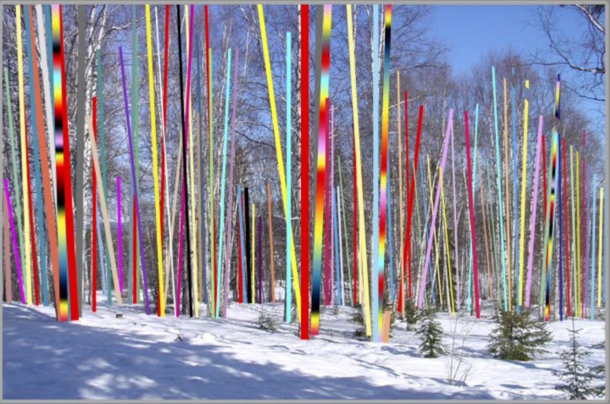


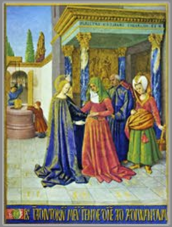




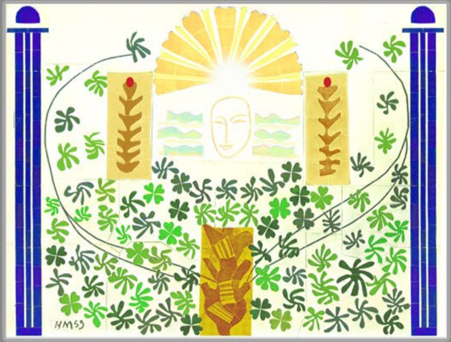
An example of a highly prepared hard edged colors (brown-white).

TOFFOLI
28
IIHF
RBC
CANADA
Reebok



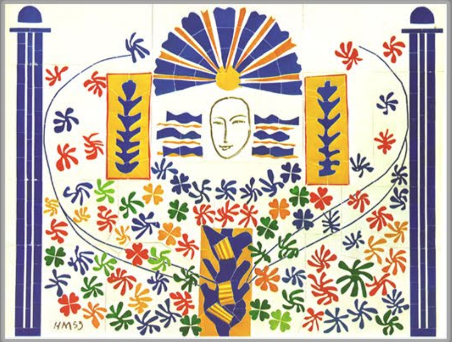


XV century

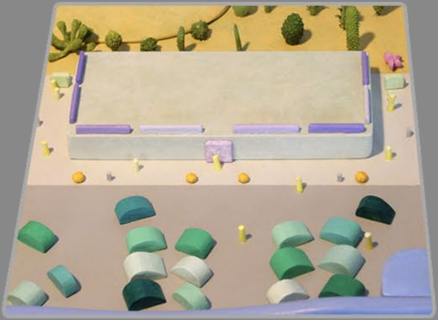


Partial application of parallel color © of the non-parallel image below.

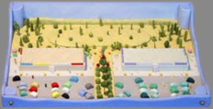
XX century

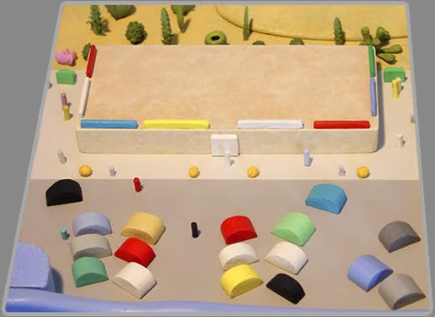


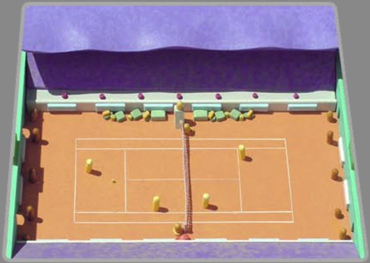
XX century

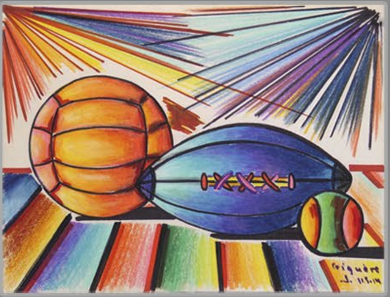


Sculptural
organization
56, by Giguère

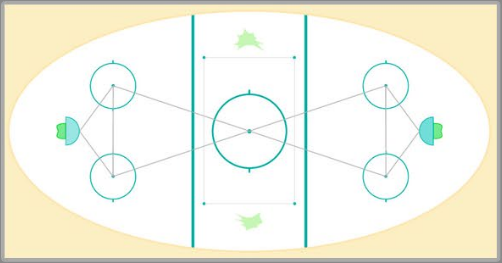








Above image: Colors highly influenced by the fabricated world, except for the blends, drawing by Giguère, 1960s. Bottom images to the right: Maximum use of hard edged colors seldom prepared and non-connecting elements (forms, color).



Bottom left) non connecting forms = ice, board…
Top left) non connecting forms = ice, board, a second row and in the above image = seats… Conditioning of broken sensory information before and during the play. We eventually take this for granted, unaware of the negative results, still in 2012.

The use of fluorescent advertisement in hockey (not in this image), of images lit from behind, and of animated commercial images in soccer,

accentuates the siphoning (loss) of cerebral energy.

The goalies in many sports can w

HOT HORSE
HOT HORSE

Beijing 2008

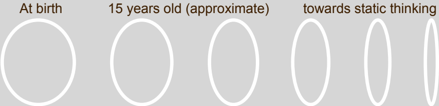
wear colors that differs from the teams involved = more loss of cerebral energy for the players and the spectators.

images of the top row = NATURAL ORGANIZATION = exploration

WHO controls the SENSORY INFORMATION ? 2012
(sight / hearing / touch / sense of smell / taste)
Africa, Americas, Antarctica, Asia, Australia/Oceania, Europe
Politicians, Rich class, Middle class, Poverty class

images of the bottom row = MAN MADE = static thinking or almost

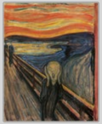
Theory: Mind expansion



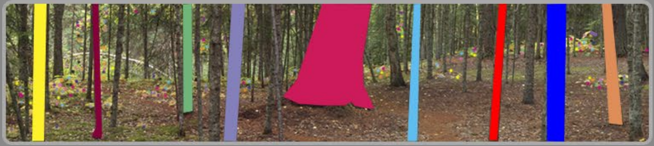
At birth

15 years old (approximate)

towards static thinking



end of XIX century

Theory or unconsciousness: We are deeply conditioned to believe that it does not matter if we are surrounded by the broken visual information from all angles, the thought process can always adapt, but the loss of cerebral energy almost continuously means frustration that triggers negative behavior like selfishness, etc. The world of the sports **accentuates** this problem because of its motion, please view Motion 1, 2 and TRANSITION 8.