

# VITOCKEY™ and the use of color

## The simplicity of Parallel Color ©

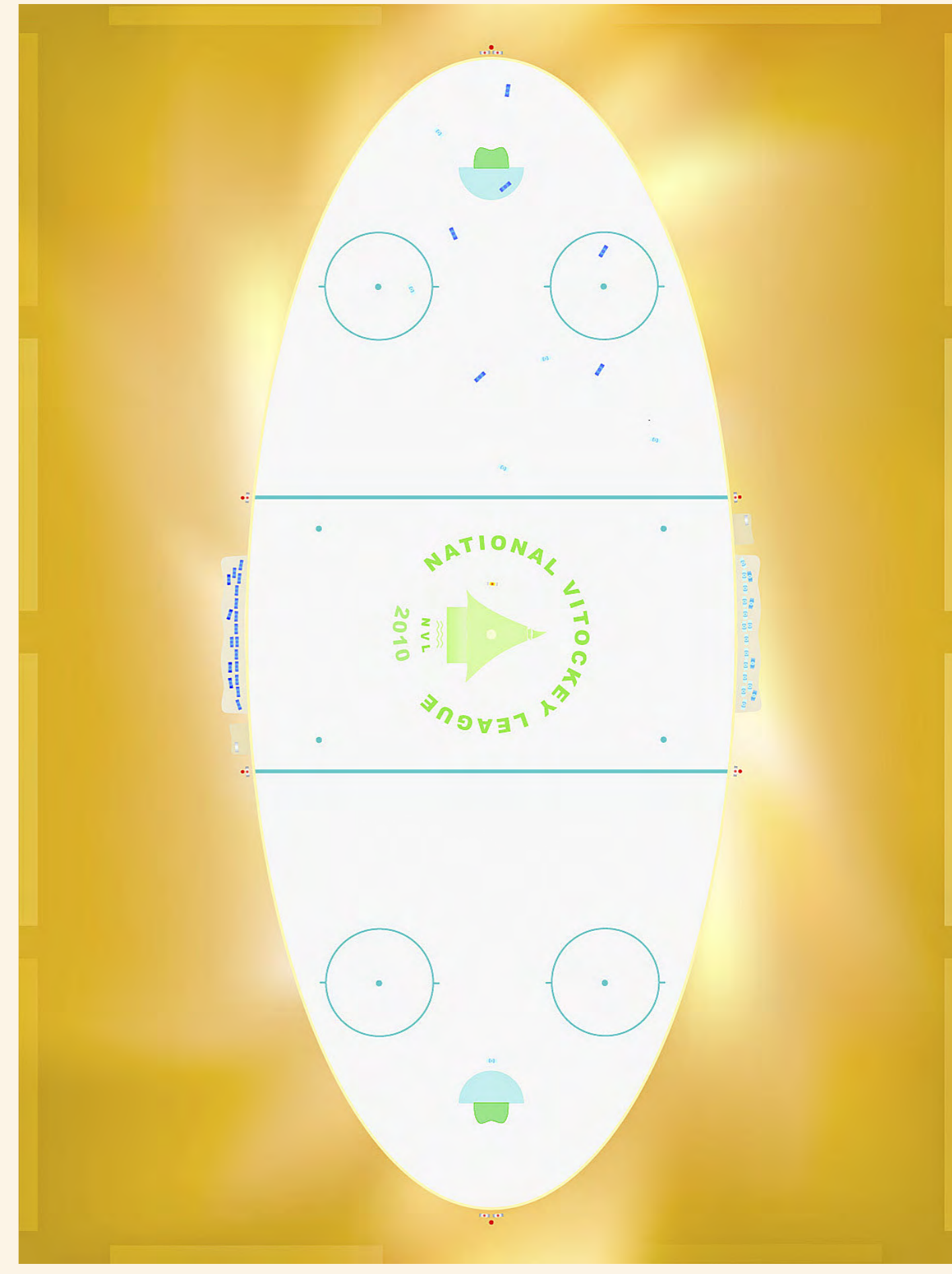
Light is made of transparent rays that are aligned in. These rays do not repeat (used only once) and complement one another to reproduce light. When we analyze the colors of our planet, we discover that they are mainly opaque but follow the same principle.

Example: Sky = blue / blue / purple, water = blue / blue / green (especially close to the equator), vegetation = green, round, rocks, the animals (mostly medium and large size) = brown and gray, rare fruits, vegetables, animals, sunrises and sunsets, etc = yellow / red / purple, etc

In nature each element has its own family of color. Let us take a horse for example; we do not find a blue or blue purple horse (color of the sky) or a red one (color of an apple). The horse is either brown or white or gray or black and has a different texture than any of the surroundings. It complements its entourage, the vegetation (green), the ground (brown with a different texture), etc. When it walks or gallops, it does not enter into conflict with the static or moving forms (clouds...) of the surrounding = natural unified sensory information. In nature, the elements are complementary in order to form a unit just like the transparent rays of the rainbow which produce the light. What follows is an example of the color used by each element which can be employed for this game. Each element uses one respective color family. The following is the result of more than 30 years of clarifying Parallel Color ©.

- Ice =  \_\_\_\_\_
  - boards =  \_\_\_\_\_
  - spectators (for total organization) =     \_\_\_\_\_
  - advertising: a) above the rink (in between periods) =   \_\_\_\_\_
  - and b) center of the ice, logo of the home team =    \_\_\_\_\_
  - goal and net =   \_\_\_\_\_
  - line, circle, circle center, goalie's circle =   \_\_\_\_\_
  - Six players = team 1  team 2
  - coaches, assistants, first aid, etc. =   (ties) =
  - towels =  water bottles, mask (transparent) =
  - One referee (on the ice). He has a uniform whose color varies depending of the two teams that take part. Basically
  - and sweater / helmet =     8 referees (outside the rink) =
  - score board =   the goal's light =
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- Zamboni (a golden rectangle on the side, etc.) =  \_\_\_\_\_
  - maintenance personnel =   \_\_\_\_\_
- The person who sings the national anthem (color to be determined according to the teams that play, the banners of the teams, trophy, etc are used to complement the environment between the periods. The ice becomes white (snow ) as the game is played, no element can use white opaque because of visual conflict. The same applies for the red which is already used for the referees and the scoring. The players wear off white colors and no reds like the referees...
- Suggestion: In a parallel environment it is easy to recognize the puck as long as it is dark. It can be a purple almost black symbolizing the union of the oppositions like blue and red,  etc. Please view the PDF Vitockey.

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Theories: The use of this system means visual sensory information is instantly recognized (color). Each element uses a family of colors and complements the others to work as a unit. The simplicity of this visual environment is instantaneously recognized by the player and stimulates the desire to improve as a player and as a team. This is because the thought process is not busy trying to find the missing parts of the visual environment. Once the mind has recognized the visual information it strives towards knowledge gathering ways to improve whatever needs to be. With the combination of the Curve, the Golden Rule, Parallel Color ©, Expansionist Color © and a transitional Color Kit ©, we can reproduce environments that can help the players and the spectators to consciously and unconsciously search for solutions to ecological, social, and political problems...

Please, view the animations Vitockey / list / flash... and try to measure the cerebral activities for both parallel and non parallel color.

## Non parallel color

The following is an example of the present manufactured world. The world of sports does not escape this visual non unified sensory information unknown to the thought process at birth.

- Ice =  \_\_\_\_\_
- boards =   \_\_\_\_\_
- spectators (for total organization) =           \_\_\_\_\_
- advertising on the boards, above the rink, on the ice, etc =                \_\_\_\_\_
- logo of the home team =    \_\_\_\_\_
- goal and net =   \_\_\_\_\_
- line, circle, circle center, goalie's crease =    \_\_\_\_\_
- Six players = team 1   team 2
- coaches, assistants, first aid, etc. =   (ties) =
- towels =   water bottles, mask (transparent) =
- 4 referees on the ice =
- score board =
- zamboni =        maintenance =
- singer of the national anthem =
- trophy, etc =   <