COMPARISON

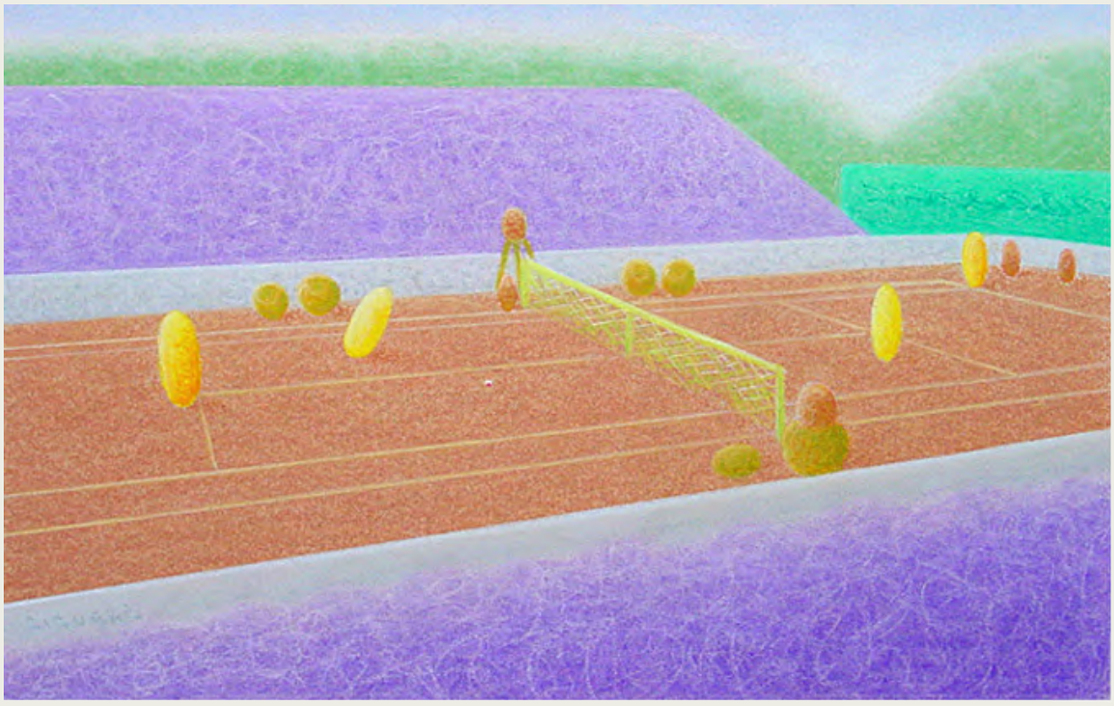
51 A (sport images)

The idea to compare parallel with non parallel through abstract and or figurative images took birth at the beginning of 1990 s. This organization is a new visual approach which I call **comparison.** Mention A = conceived spontaneously. They are listed with the linked images because of their individual numeration.

The following examples are strictly for educational purposes, comparing a parallel with a non parallel environment. Nobody can be blamed for using non parallel information since we are the result of the present and former sensory information.

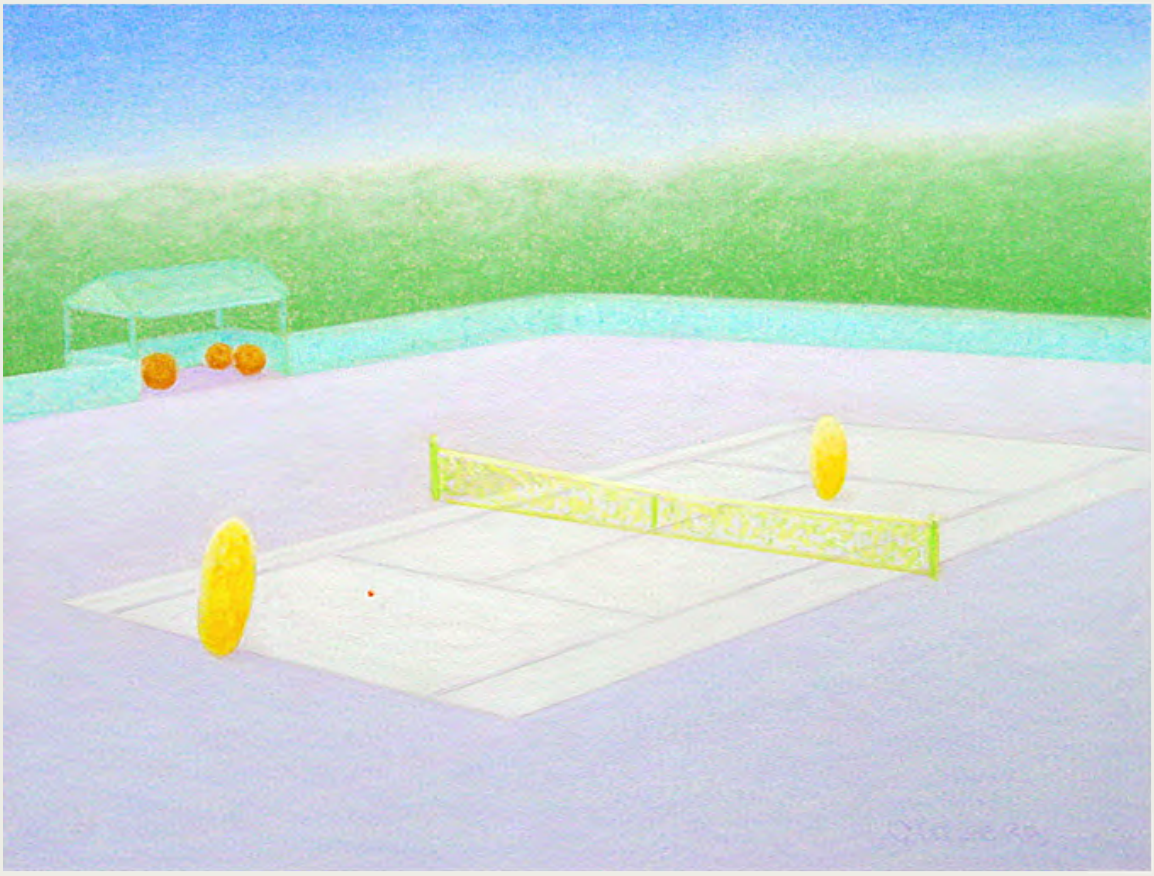
For a screen of 1000 pixels in width.

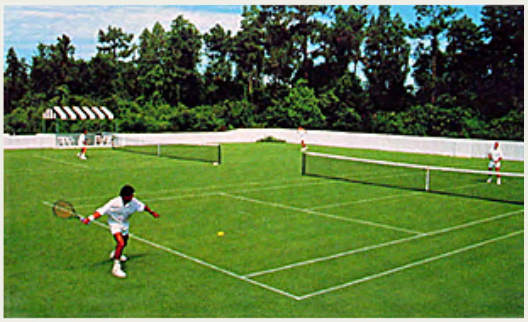
Magazines images redone using the technique of dry pastel for the parallel version and to be compared with the original image, the non parallel version, except for Vitockey. The human figure has been replaced by an ellipse or other form in order to simplify the image and also because in order to reproduce the anatomy of the human body correctly, many years of practice are required. Format: 19 (16.5 X 22 cm, approximately), length of exposure 7.55 m, 1995. For more information in connection with the application of the color, etc, please view comparison 51 B and the excerpts 51 Bx (3D).

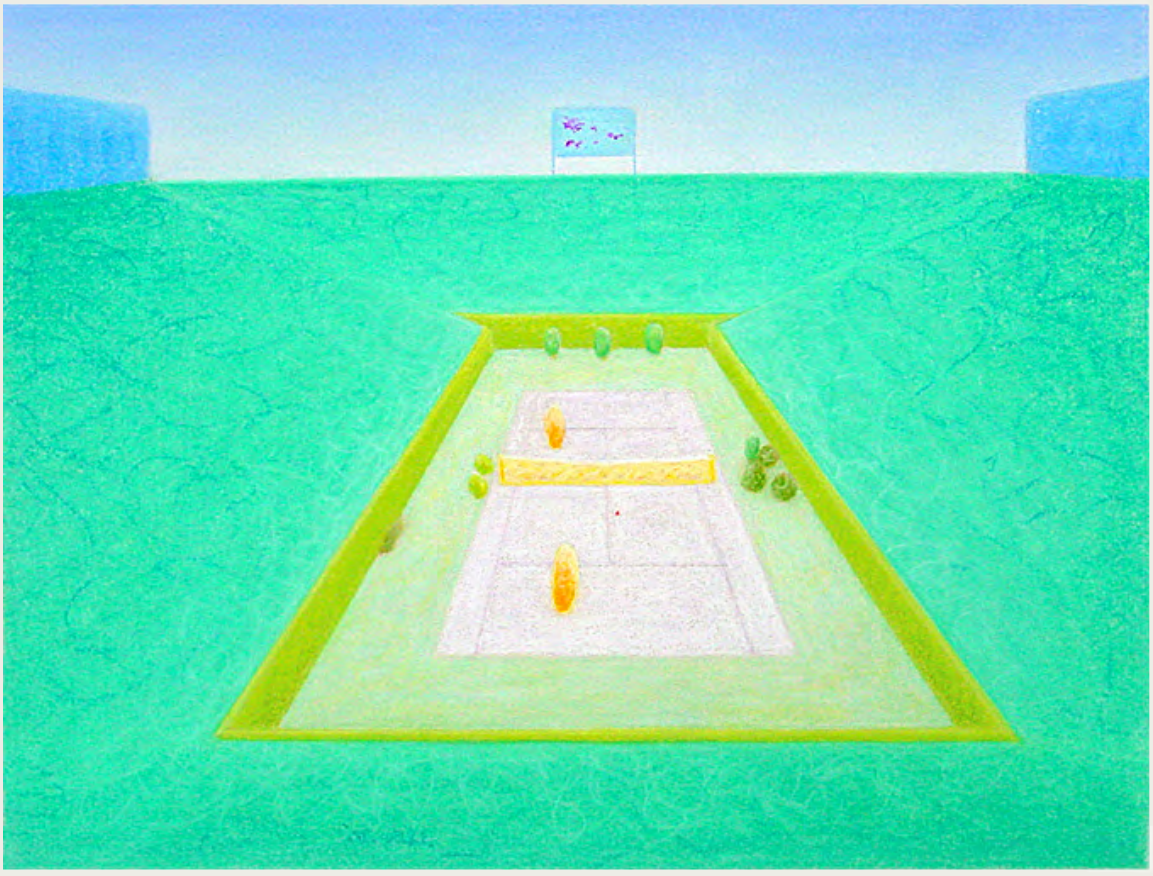


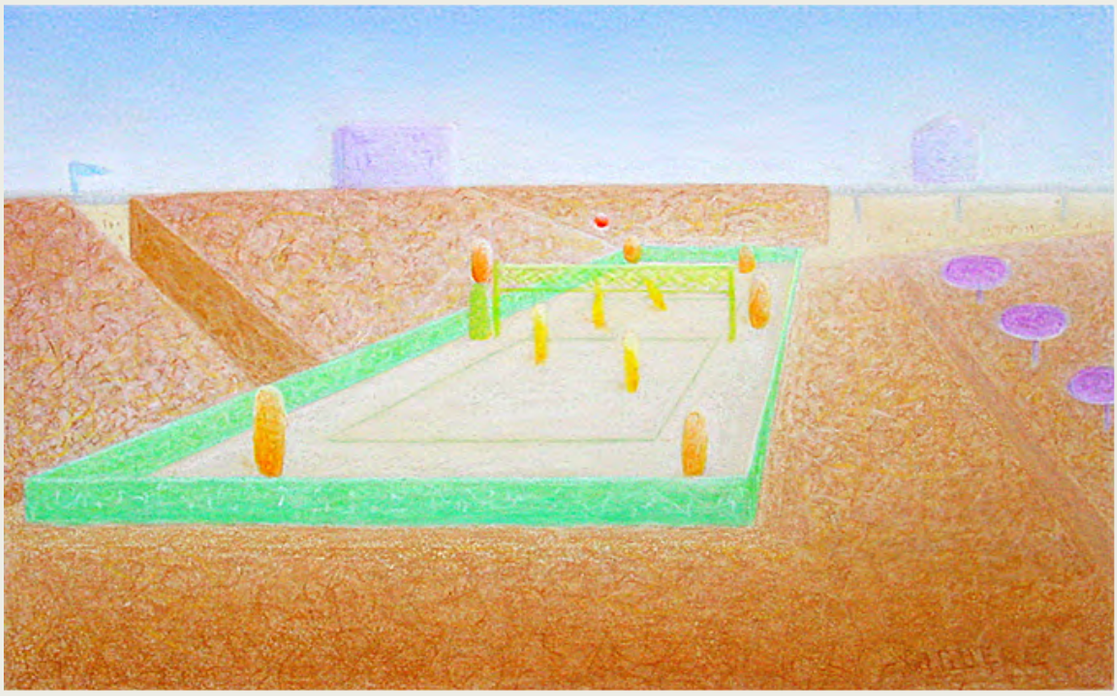
Tennis on clay:

The left image was conceived in order to explain as simple as possible (no details) the difference between a parallel and a non parallel environment. It is much easier to locate the ball in the parallel image.









Beach volleyball:

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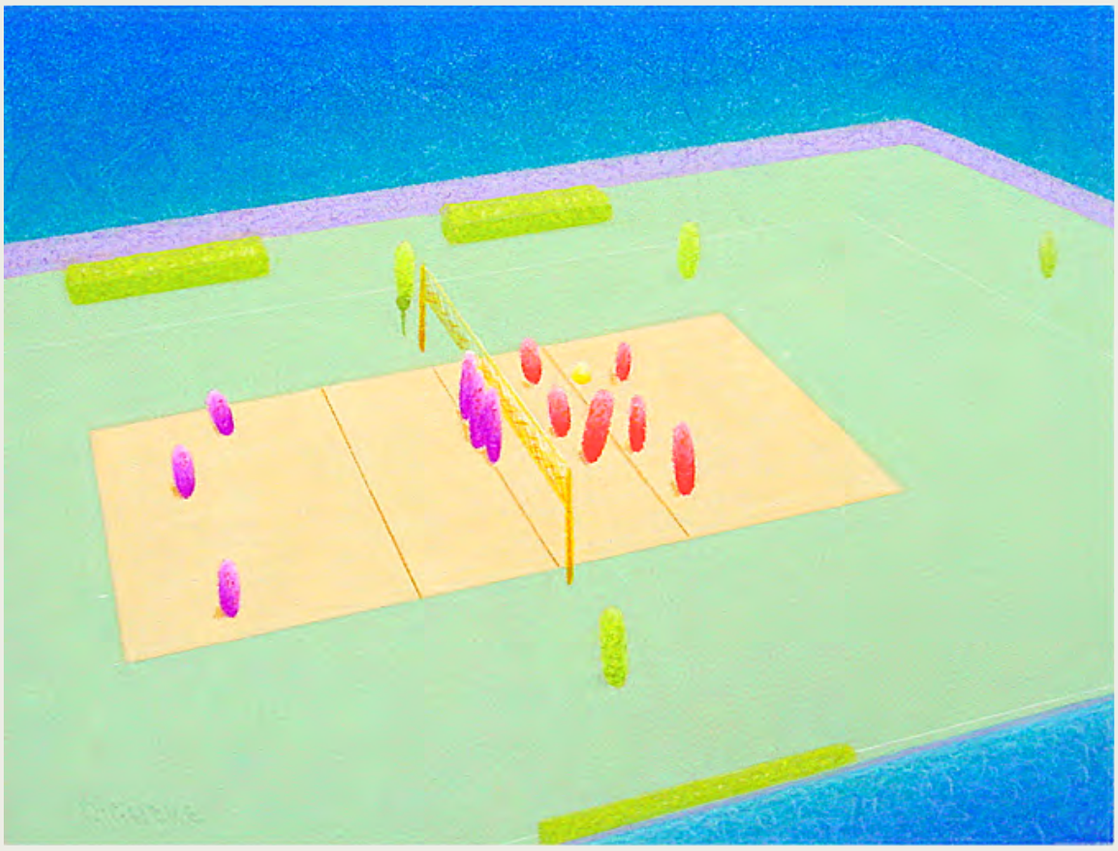
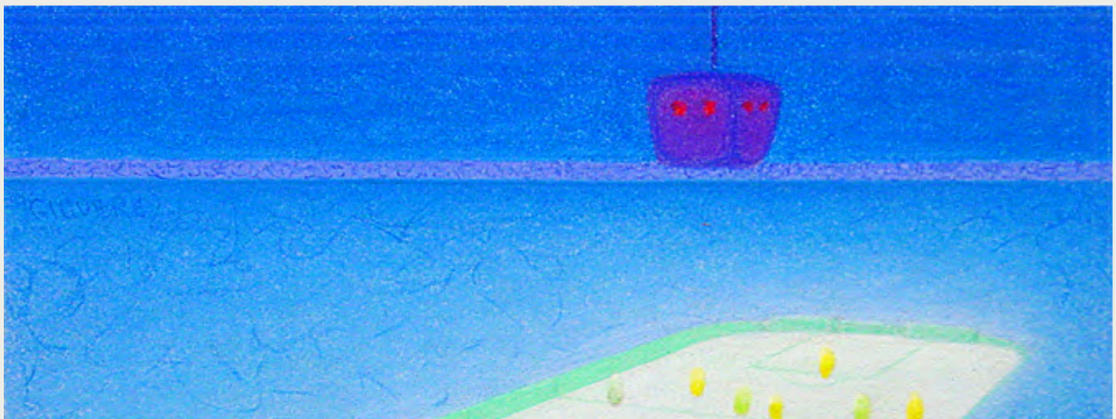
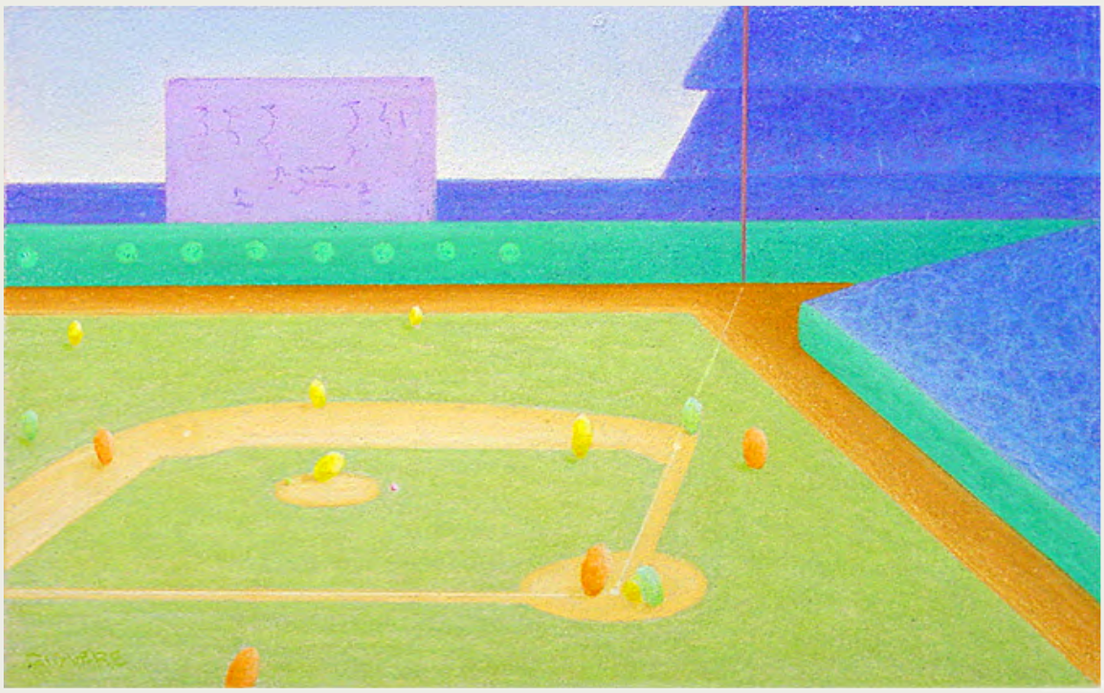
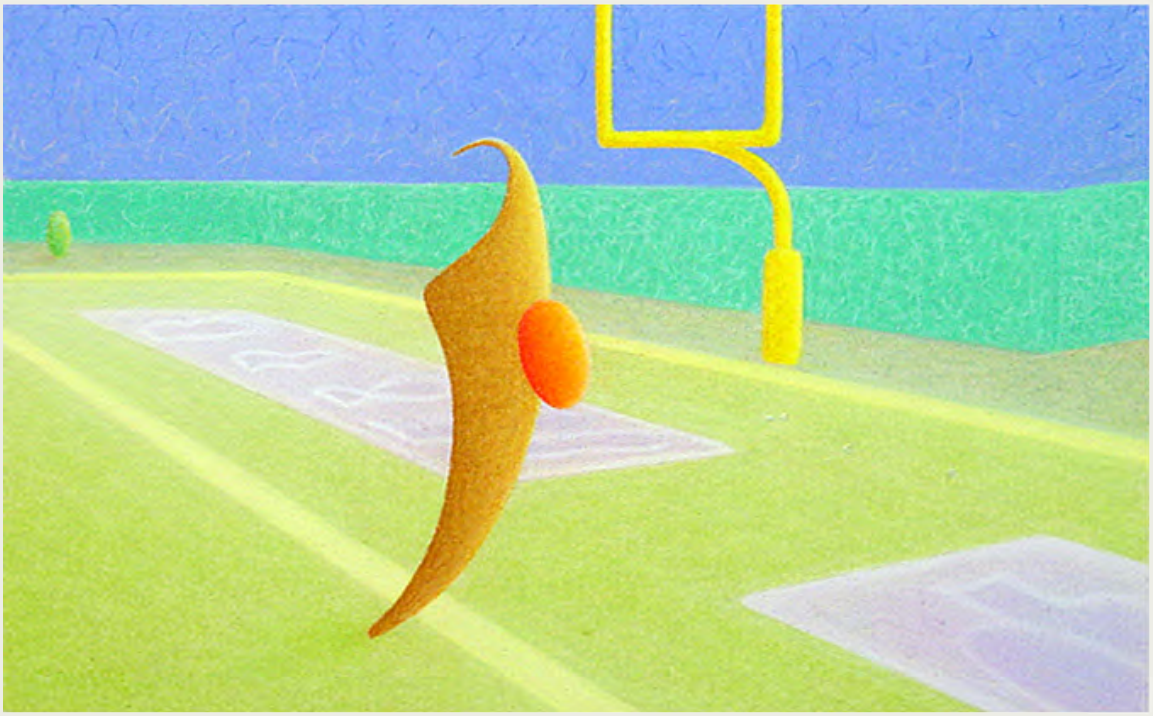


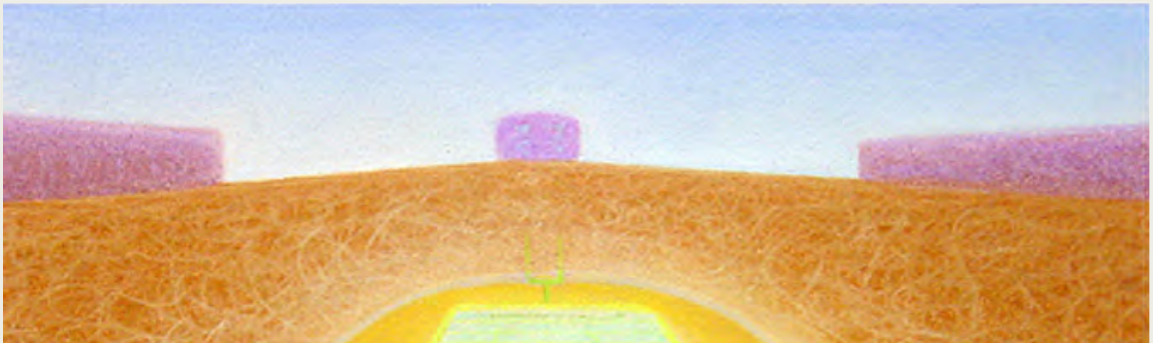


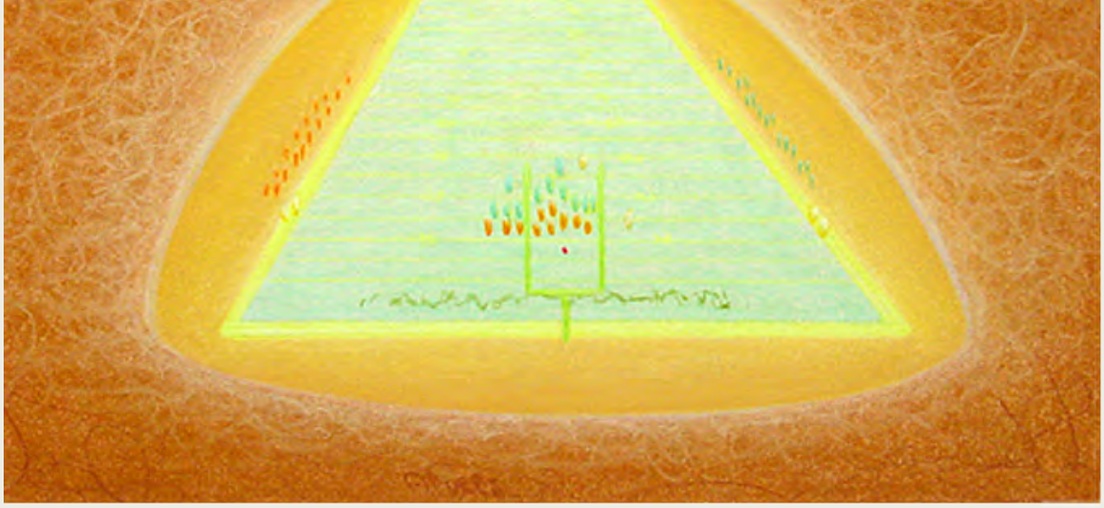


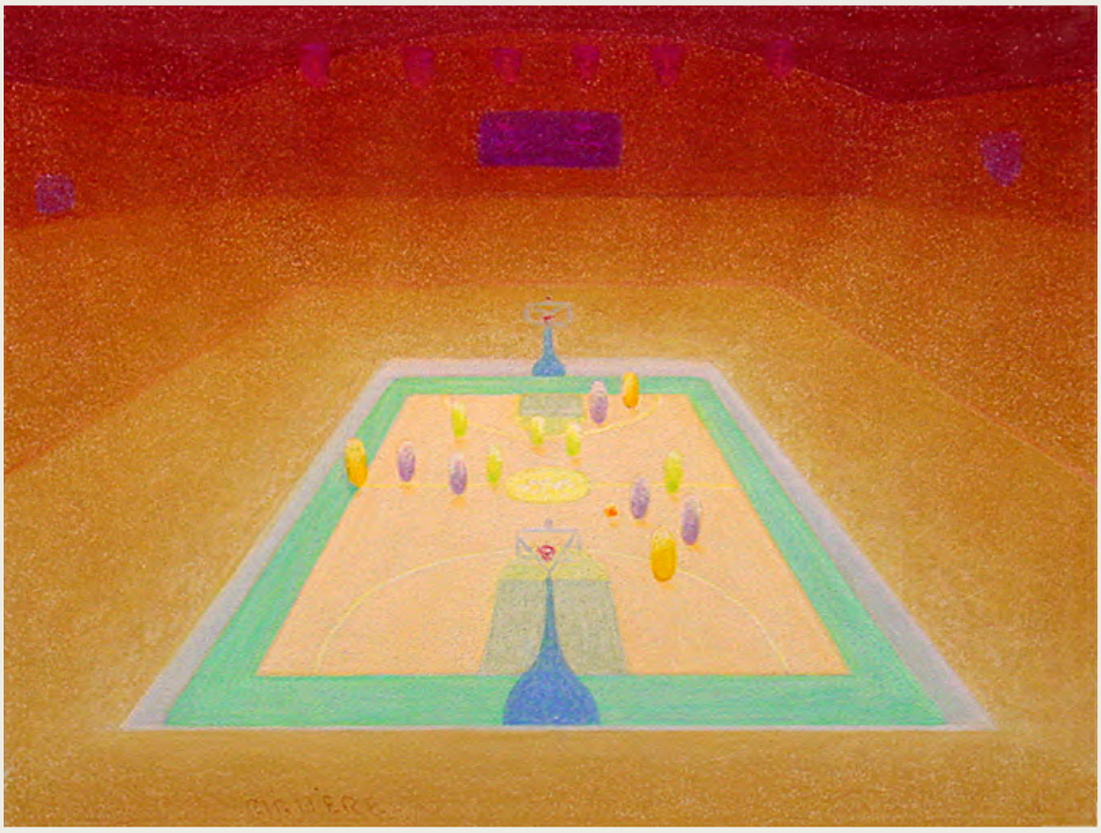
Baseball:
Very limited concentration, two shows: Teams
1) that want to win and
2) that are in competition with the entourage for the attention of the spectators.

Football:
The left image was conceived in order to explain as simple as possible (no details) the difference between a parallel and a non parallel environment. It is much easier to locate the ball in the parallel image.

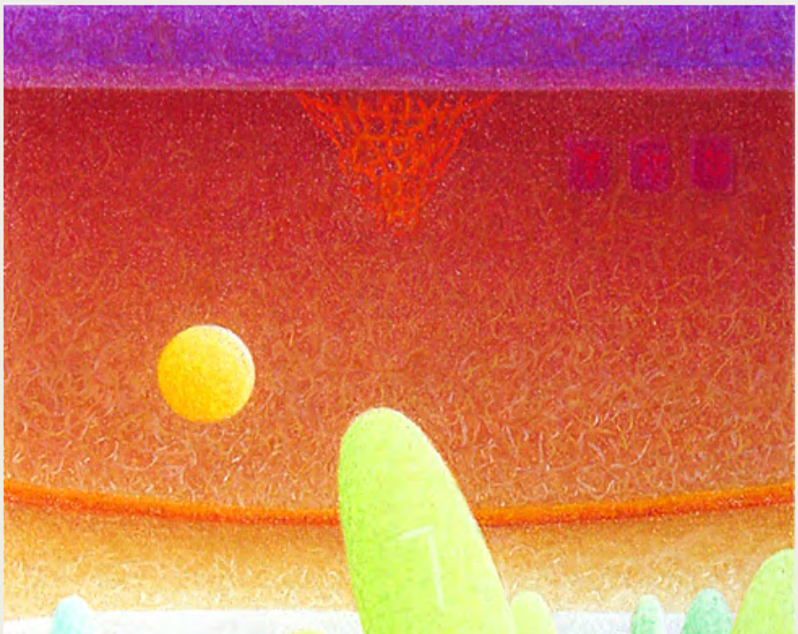


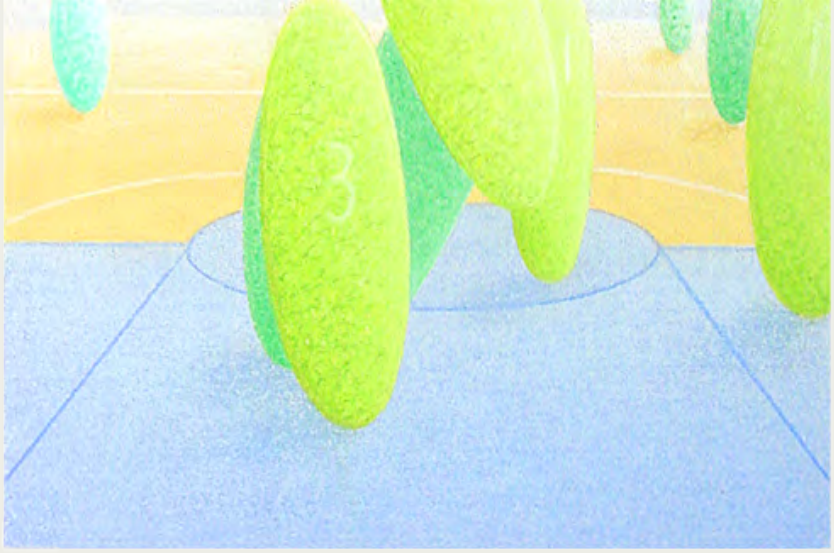


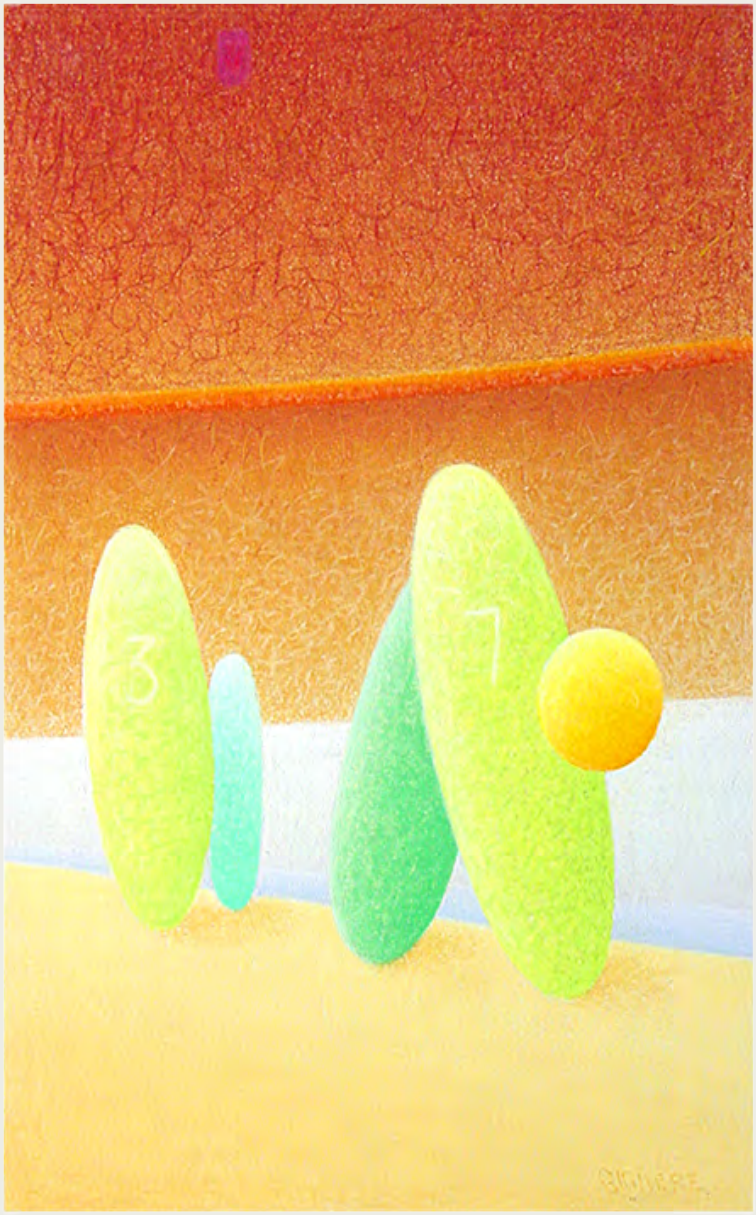




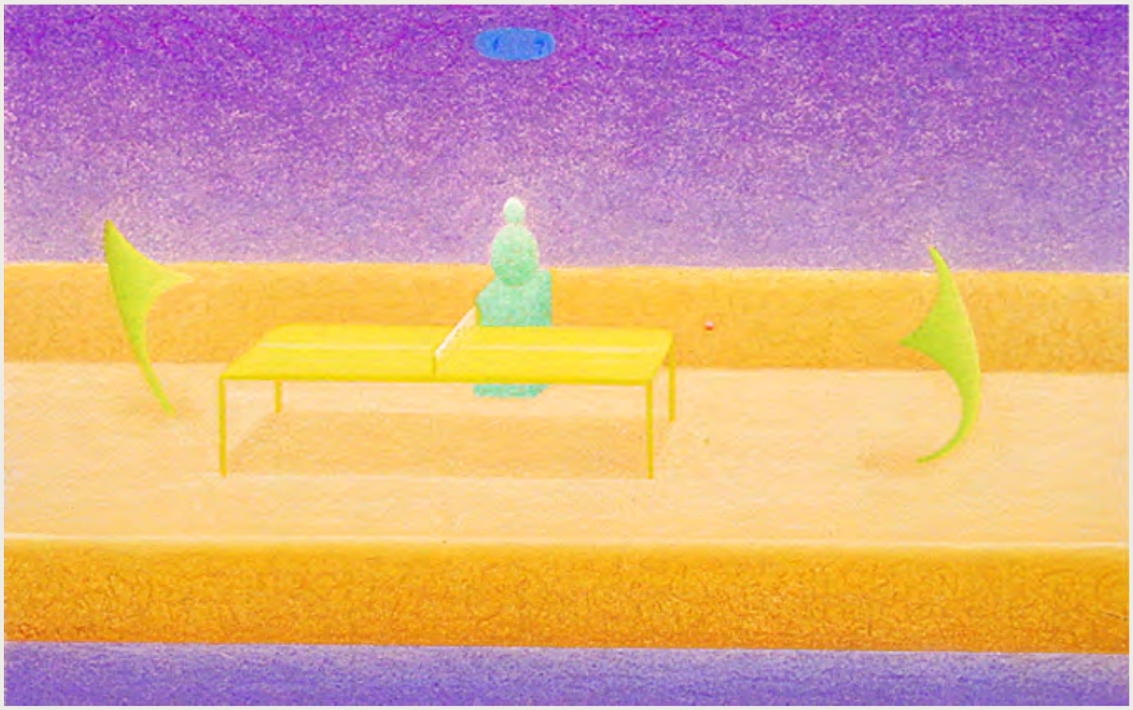
the Palestra, where the Dragons roar, the Quakers shake and the fans aren't really blue at all.

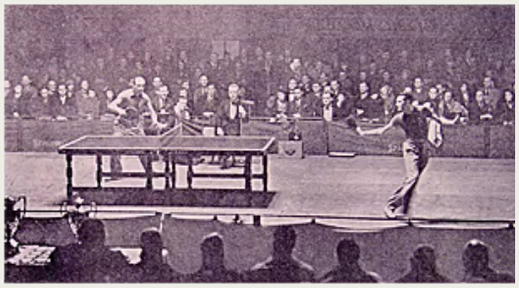


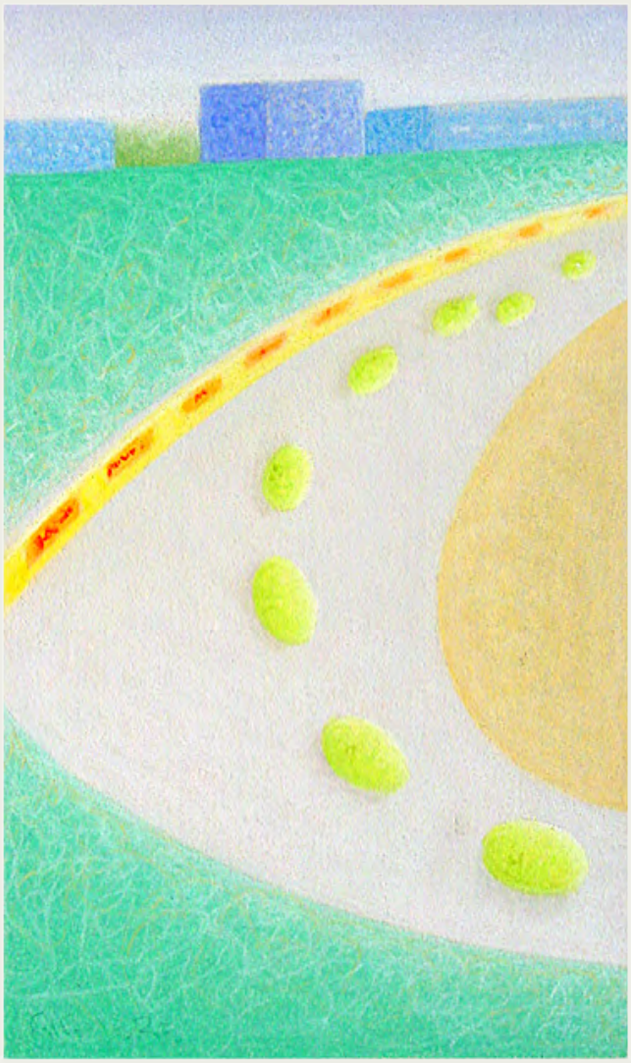




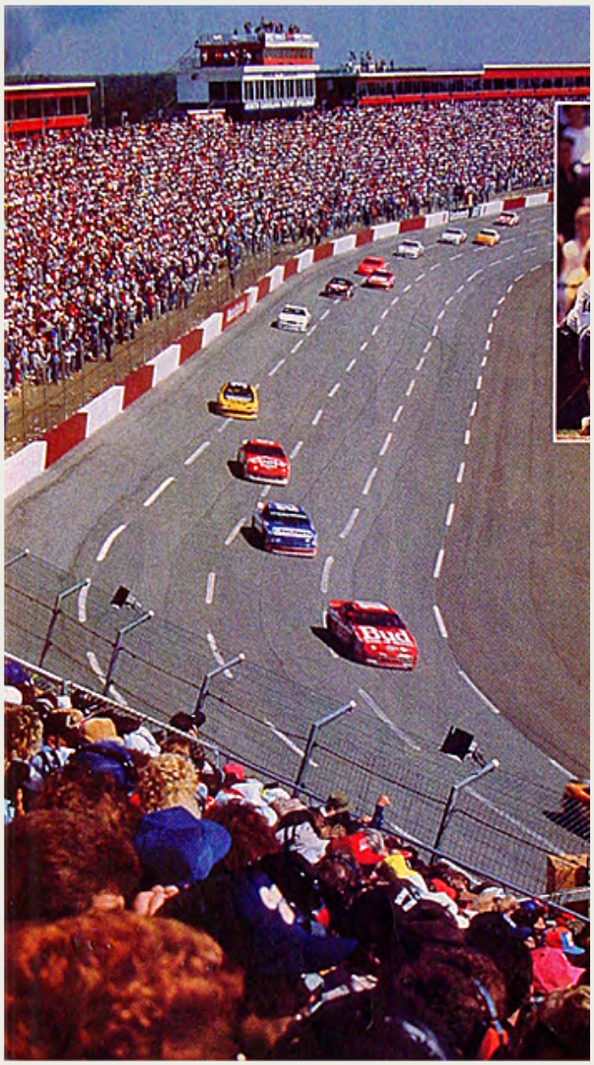
NEW YORK
3
NBA

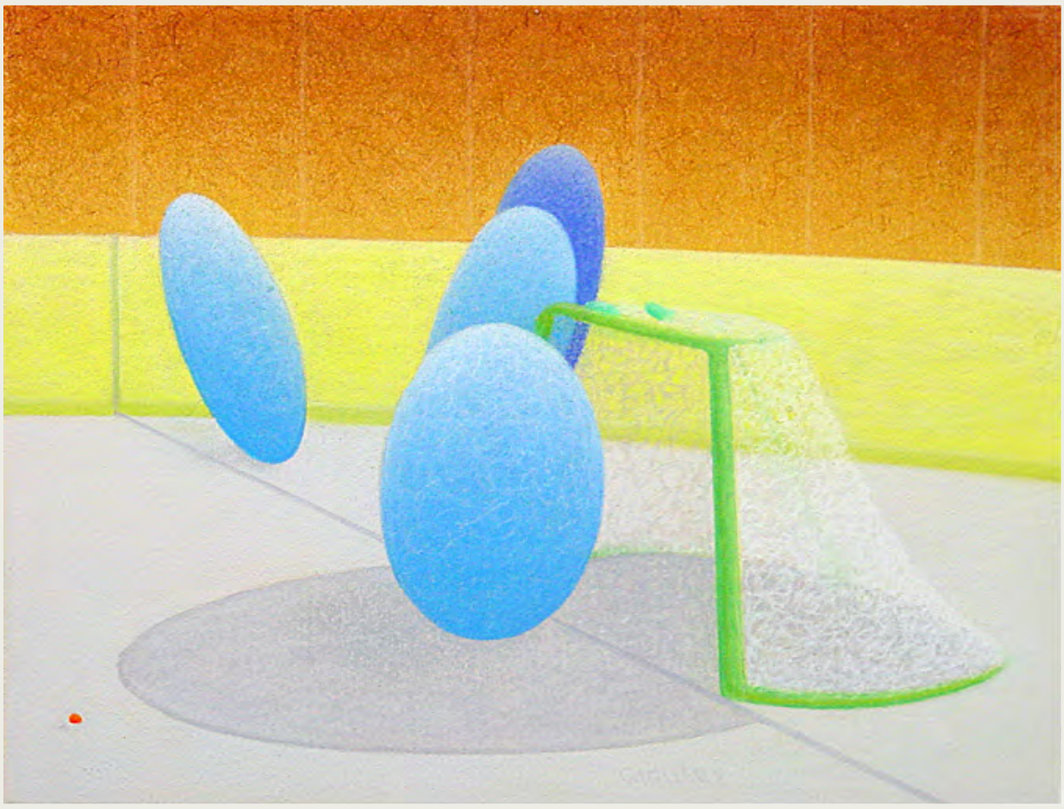




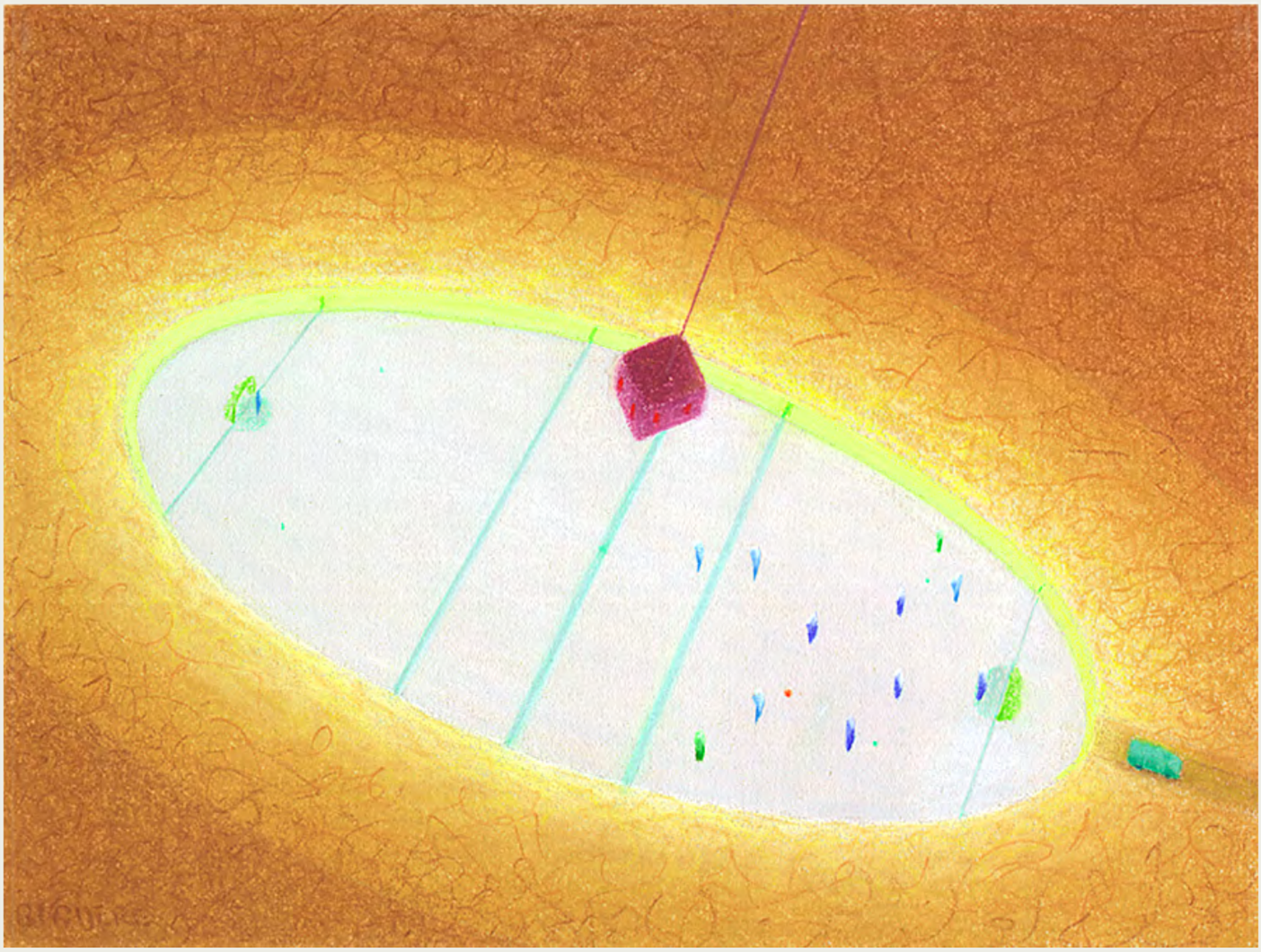


Car racing:
The possibility of being surrounded by unified sensory information in this entourage is 0%, because of the noise, the air to be breathed, the use of the forms, the color, etc.





Hockey:
The red in the non parallel image is predominant. It is used for the lines, the goal, the advertisements and the clothing. In the parallel image even the water bottle is complementary with the ensemble = elimination of visual competition = better concentration, etc.



Key image, for more information, please view the section Vitockey.