COMPARAISON

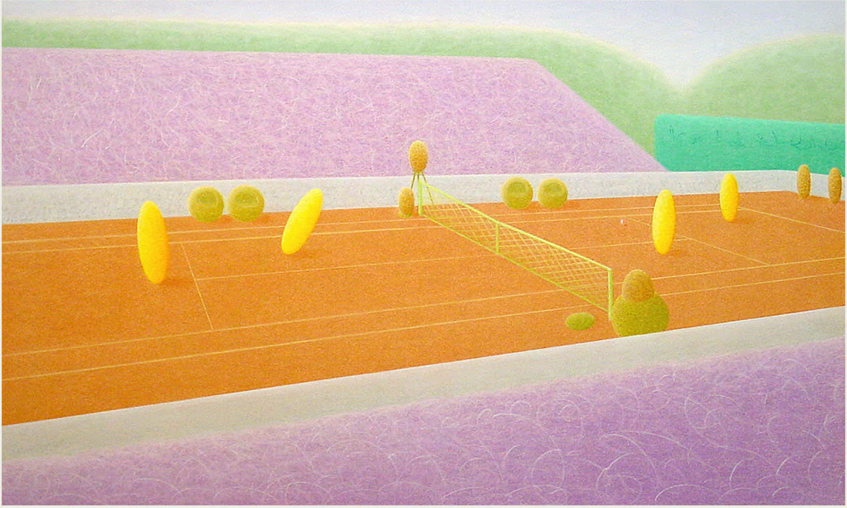
51 B (sport images)

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.

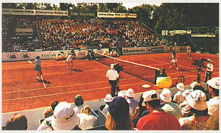
For a screen of 1200 pixels in width.

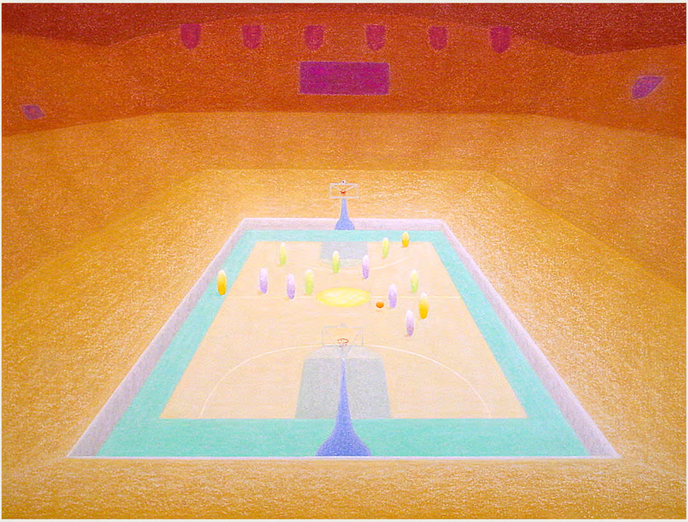
Minimal explanations of sport images 2 D redone according to the definition of a parallel environment, using the technique of dry pastel. The human figure has been replaced by an ellipse or other form in order to simplify the image and also because in order to reproduce the anatomy of the human body correctly, many years of practice are required. Format: 8 (31 X 41 to 31 X 52 cm, and when framed to 51 X 76 cm), 1995.
For more information, please view comparison 51 A and the excerpts 51 Bx (3D).



The spectators 🟪 , the ground 🟧 , the lines 🟧 , the referees… 🟫 , the players 🟨 , the ball 🟥 , the chairs 🟨 , the surrounding of the court (no publicity) ⬜ , the main building 🟩 , the vegetation 🟩 , the sky 🟦 .

Tennis on clay:
Above: Parallel environment = each element uses only one family of color in order to complement the others. The athletes being separated by a net use the same family of color in order to simplify the environment (there is an almost infinite amount of choices regarding the use of forms in clothing).
Right: Non parallel environment = several of the elements are in competition for all the families of color and the use of various forms.

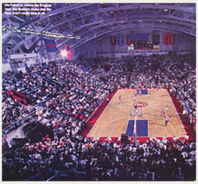


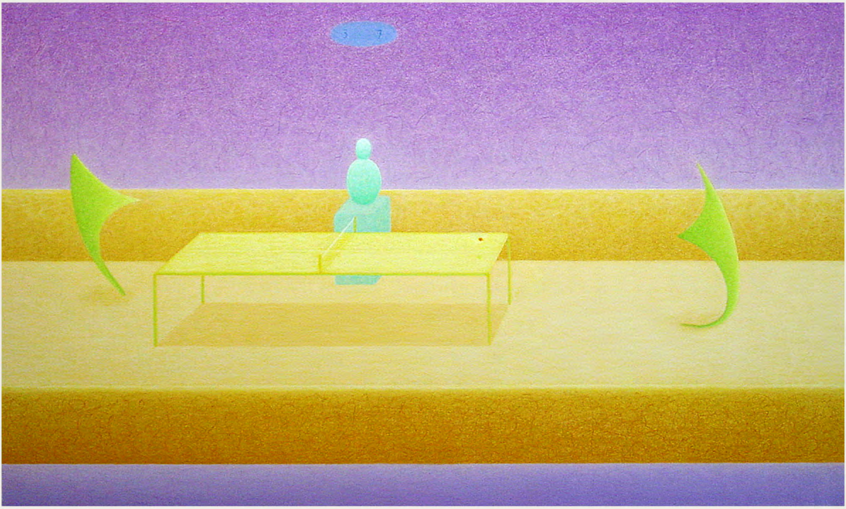


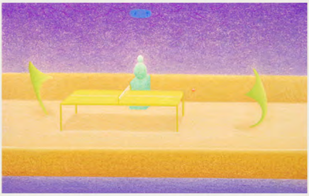
The baskets are 🟥 because the balloon is = 🟧 logical continuity, etc.

Basketball:
Above: Parallel environment = each element uses only one family of color in order to complement the others and to free the thought process.

Right: Non parallel environment = the repetition of the combination red / white / blue environment = the banners, the advertising, the spectators, the teams use white and red, the floor… = visual competition…

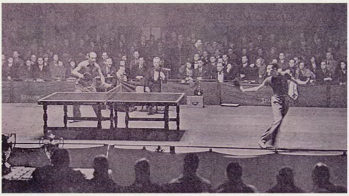


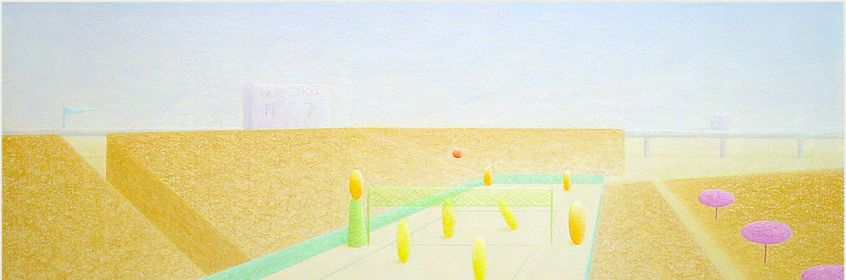


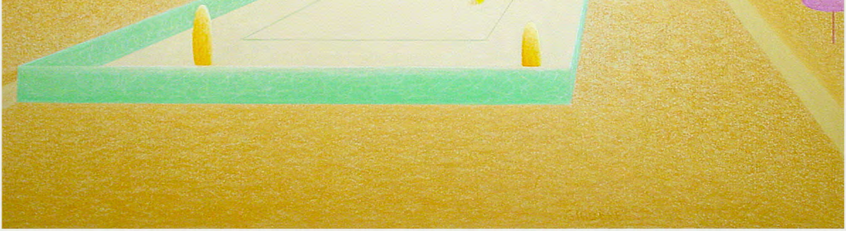


Ping pong:
Above: Stage B.
The forms were influenced by the player on the right side of the photograph.

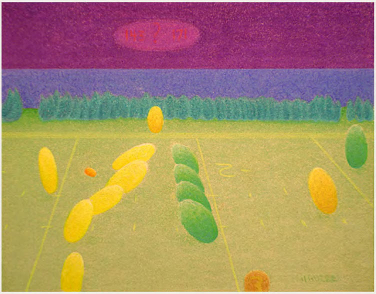
Left: Stage A

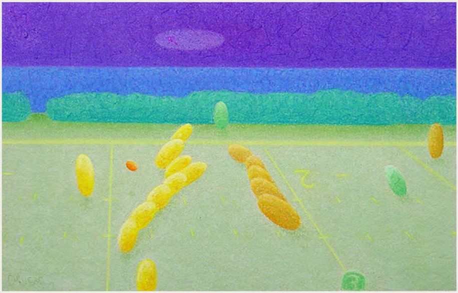


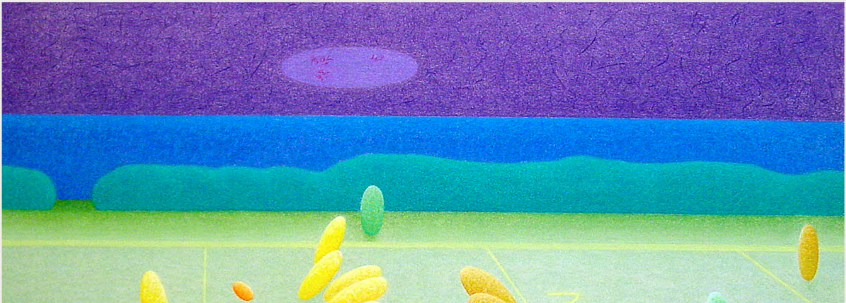


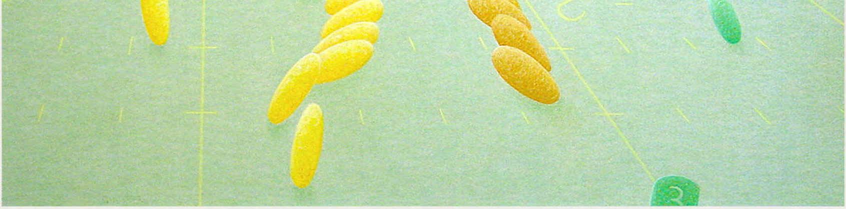


Beach volleyball:
Above: Parallel environment = each element uses only one family of color in order to complement the others. Taking into consideration that there is no vegetation, the surrounding of the court is green.
Right: Non parallel environment = several of the elements are in competition for all the families of color.

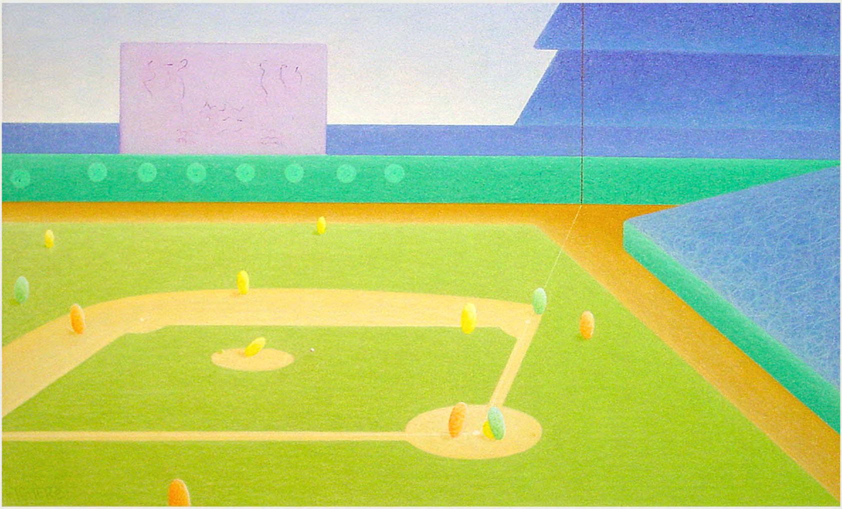








Football : Top left: The first stage (aa)
Top right: The second stage (A)
Above: The final stage (B).
These images were conceived in order to explain as simple as possible (no details) the difference between a parallel and a non parallel environment. It is much easier to locate the ball in the parallel images than in the right one.

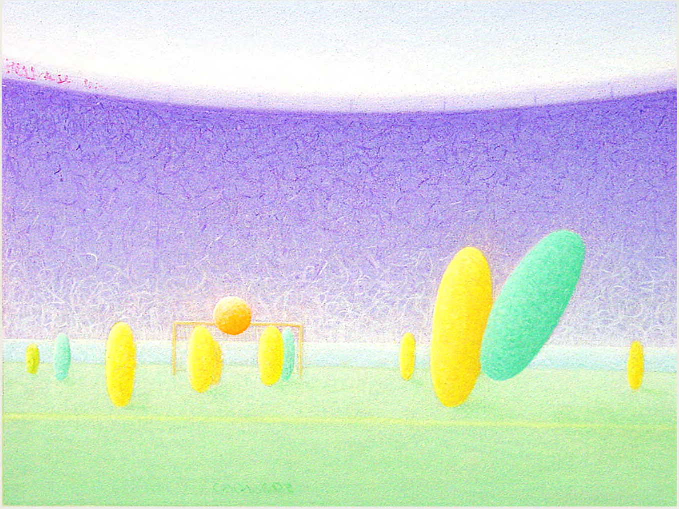


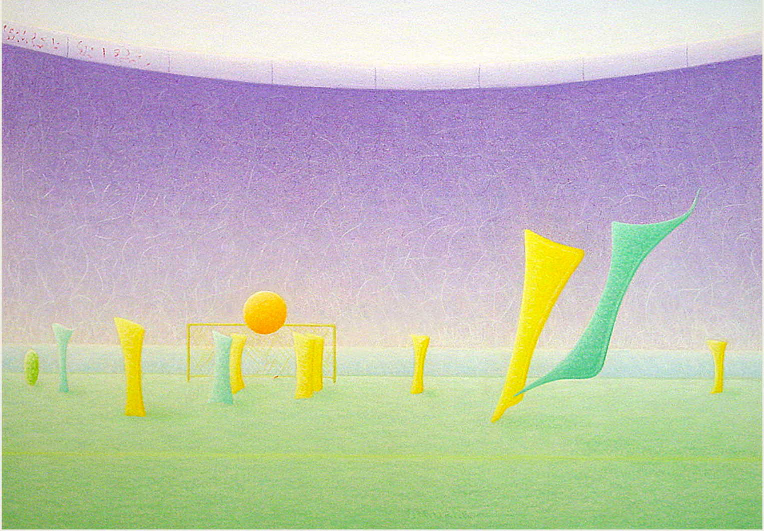
Baseball :
Parallel environment: The lines ⚪ , the sky 🔵 , the spectators 🔵 , the advertising in the field 🟢 , the referees 🟢 , the grass 🟢 , the ground 🟤 , the team in the field 🟠 , the team at bat 🟡 , the ball 🟣 , the large advertising sign ⚪ .
A simplified environment for the athletes and the spectators. Theories: Instantaneous visual recognition. Better reflexes for the athletes and the possibility for the athlete and the spectator to figure out how to improve or simplify anything.

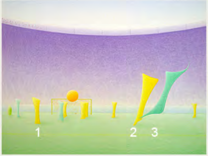
Non parallel environment: The ⚪ = the lines / the players / the ball / the advertising on the back wall and the large advertisement / the spectators / etc. The white, the value of the colors and colors are used by several elements. Theory:

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

waldbaums
UNBEATABLE PRICES
Budweiser
Nothing Beats A Bud.
Carvel
BALL STRIKE OUT
ROCKIES
METS
WIZ
FUJIFILM
CHEMICAL
Coca-Cola
macy's





Soccer: Above this image is the study for “Coup frappé”
Above “Coup frappé”, each element of the image complements the others.
The importance of an image is how the elements fit together.
For example the forms symbolizing the athletes are mainly vertical,
The form numbered 1 is partially oblique left and
the form numbered 2 is oblique right, it prepares the hitting motion of #3.
The ball (orange) is moving towards the net and the water bottle on the ground is red (continuity), etc.