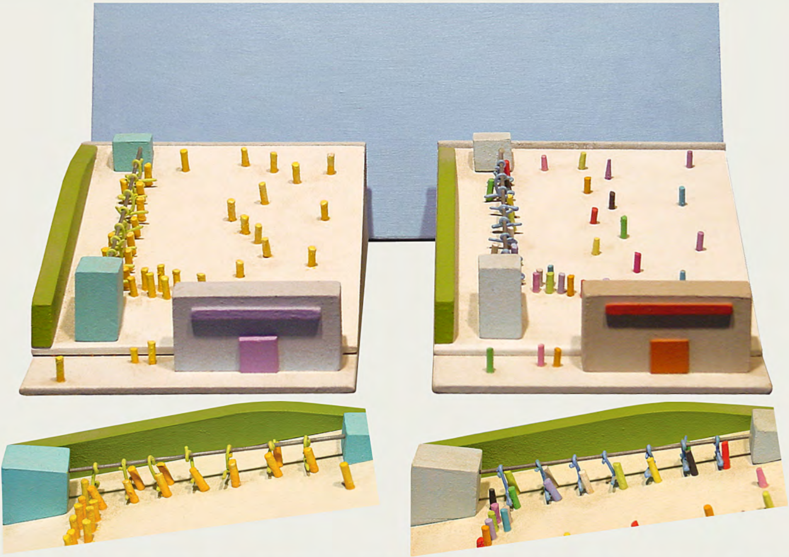
COMPARAISON

51 B (EXCERPTS and EXTRAS)

Minimal explanations of sport models made out of wood and other media. They are conceived according to the definition of a parallel environment, and are very precise. The human figure has been replaced by a cylindrical or rectangular form in order to simplify the image. For more information, please see the comparisons 51 A, B, connecting images 24, 25, 39 C and their excerpts, the game Vitockey (PDF, Pt, and animation), SOLO (Fr) / AS 50 – 55 a b – 56 – 58 – 59 – 64. .

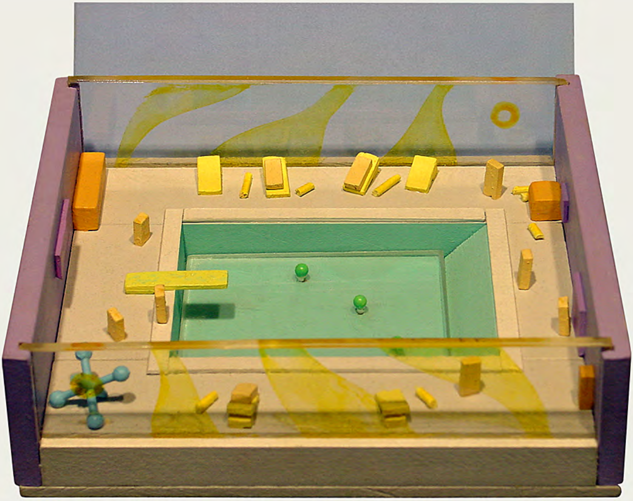
The examples which follow are strictly for educational purposes, nobody is accused of anything because we are the result of present and former sensory information. A screen of 1200 pixels in width is recommended.



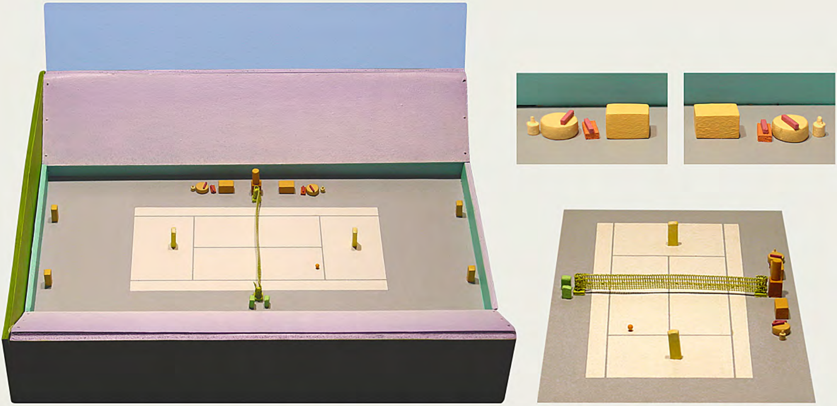
Ski, left: Parallel environment, the color used by each element complements the others; this includes the sky (on a sunny day).

Right: Non parallel environment, this plague of color consciously and unconsciously stimulates the thought process to find a solution. It is more obvious in the waiting line, etc.

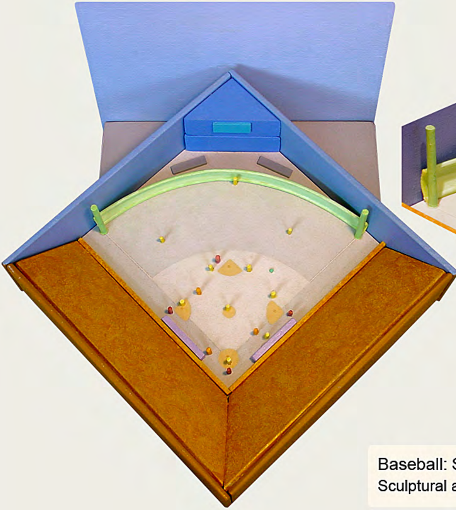
Sculptural arrangement 43 (20 X 10 X 3 cm approximate), end of 1980 s.

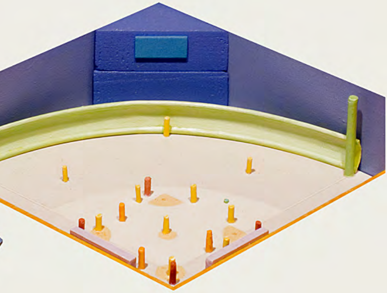


Indoor swimming pool: The yellow and the orange are used by elements inside and also on the windows, this is because these colors inside are opaque and on the windows, they are transparent. Sculptural arrangement 47 (10 X 14 X 3 cm approximate), end of 1980 s.

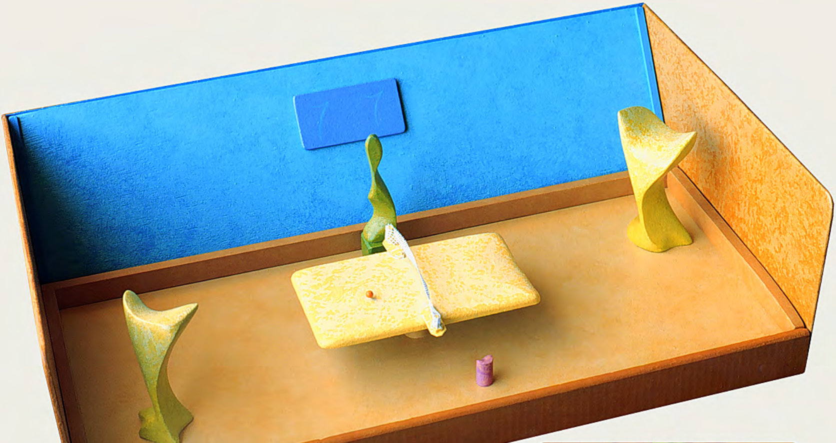


Tennis on cement: The color used by each element (ball, bottle of water, chair, equipment, net,) complement the others. Sculptural arrangement 32 (37 X 42 X 10 cm), end of 1980 s.



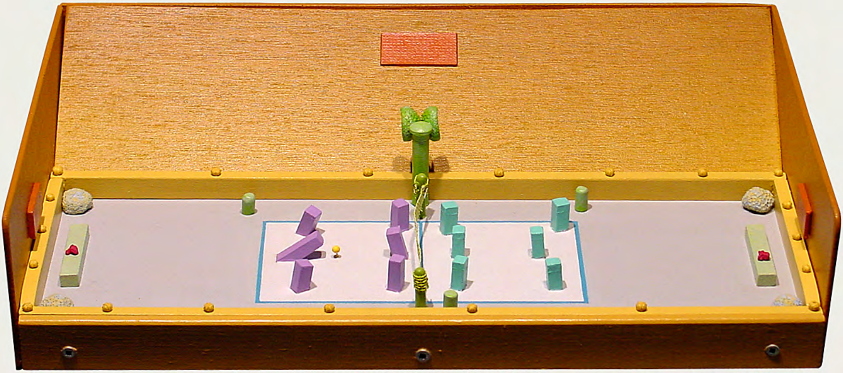


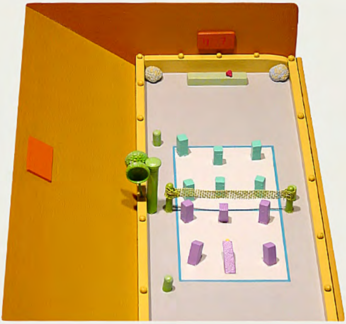
Baseball: Study for a baseball game using a green ball.
Sculptural arrangement 46 (15 X 15 X 4 cm), end of 1980 s.



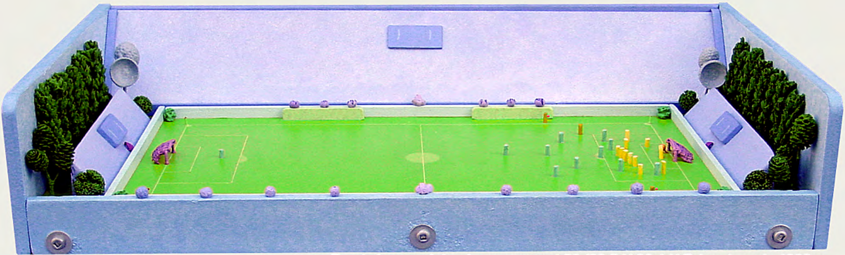
Ping pong
The players use the same color because they are separated

by a net and it simplifies the environment.
Sculptural arrangement 34 (22.5 X 37 X 10.5 cm), end of 1980 s.

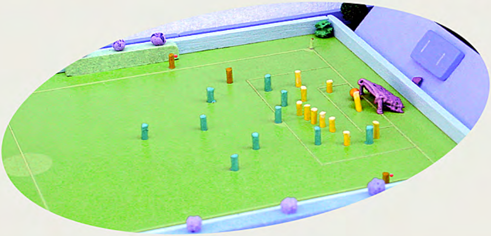


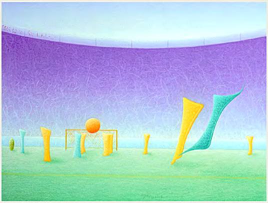


Volley ball: The ball is the only element which uses yellow. The central post close to the net is used by the referee and the speakers, etc.
Sculptural arrangement 33 (22.5 X 37 X 8 cm), end of 1980 s.



Front view, sculptural arrangement 50 (20.5 X 36.1 X 7.1 cm), early 1990 s.



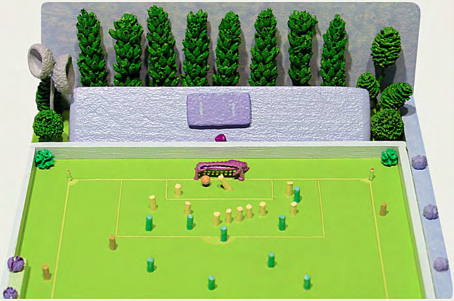


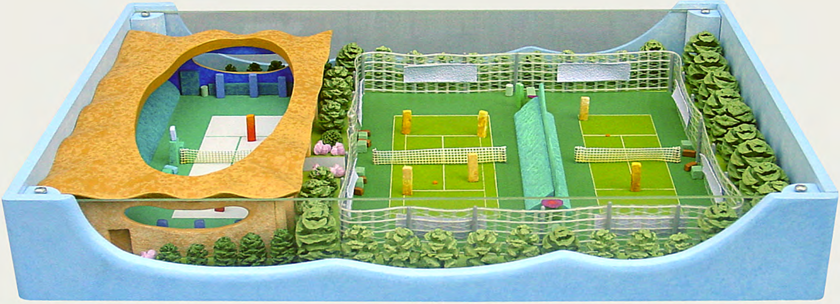
"Coup frappé", part of comparison 51 B, pastel 522 D (31.25 X 41.5 cm)

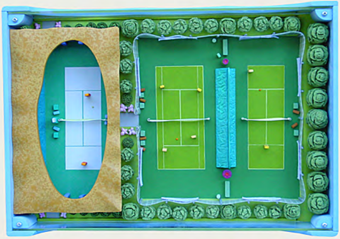
Parallel environment: Sky = 🟦 , score board = 🟪 , one team goalie included = 🟦 , vegetation (grass / lines - light green-) = 🟩 ⬜ , seat for the players = 🟩 , the other team including the goalie = 🟨 , the ball = 🟧 , the referees = 🟫 , the line markers = 🟥 , the goals = 🟪 , flowers = 🟪 , the spectators = 🟦 , etc.

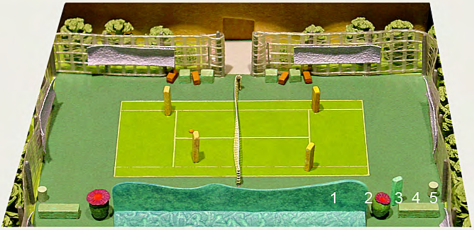
Each element complements the others in order to reproduce unified sensory information. This facilitates instantaneous recognition of the environment, thus letting the athlete concentrate on how to improve, etc.

Theories: Better reflexes for the athletes, access to solutions regarding any problem dealing with politics, science, ecology, etc for the players and the spectators because the thought process is not busy trying to unconsciously find the missing parts of the broken visual sensory information.

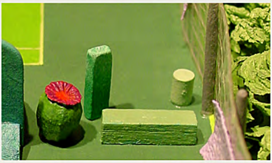


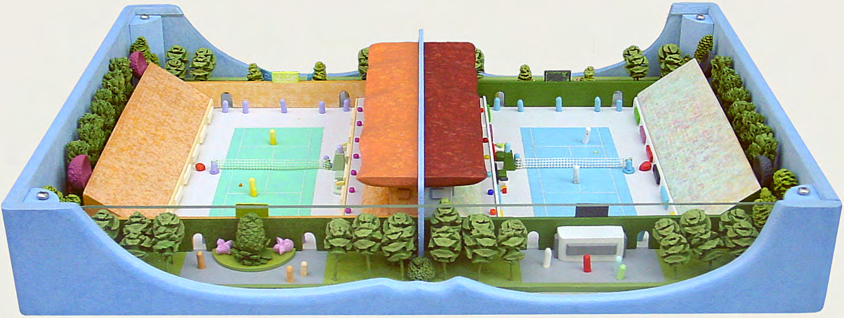


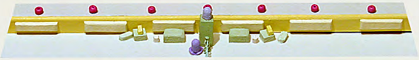


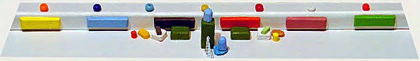


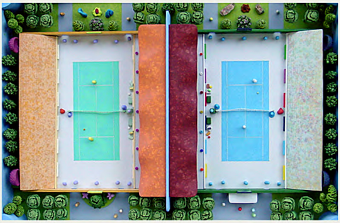
Tennis on hard court, a conservative approach
The parallel organization is simpler in order to facilitate the changes in real life.
1 = seats for the spectators, 2 = flowers, 3 a spectator, 4 separation, 5 garbage bin, etc
Sculptural arrangement 64 (23.3 X 34 X 5 cm), end of 1990 s.



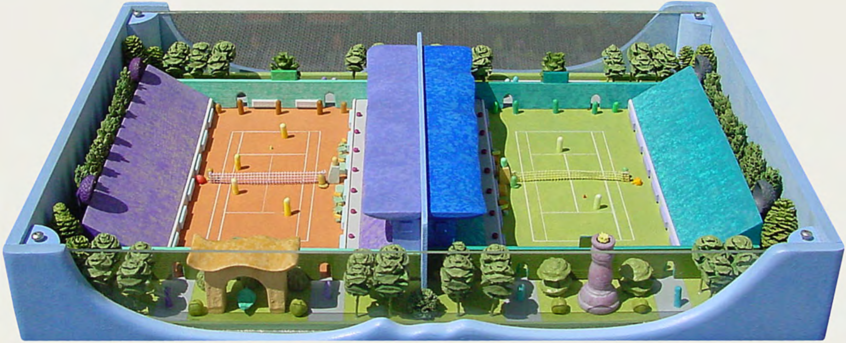


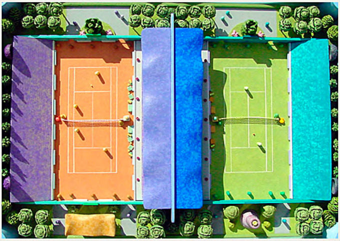






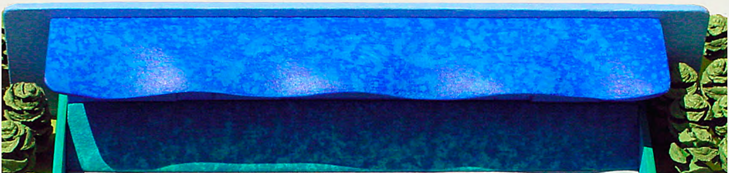
Tennis on hard court, parallel versus not parallel
Left side = parallel environment, the color used by each element complements the others. Deduction: Advanced reflexes, more equal performance, mutual respect, etc
Right side = non parallel environment, each element uses several colors, more obvious while looking at the equipment of the athletes and the advertisements.
Theories: Confusion, reflexes and unequal performance, no respect for one another, etc.
Sculptural arrangement 58 (24.7 X 34.6 X 5.4 cm), at the end of 1990 s.

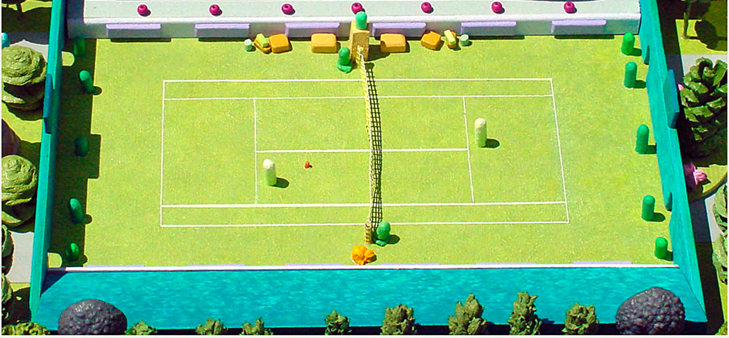




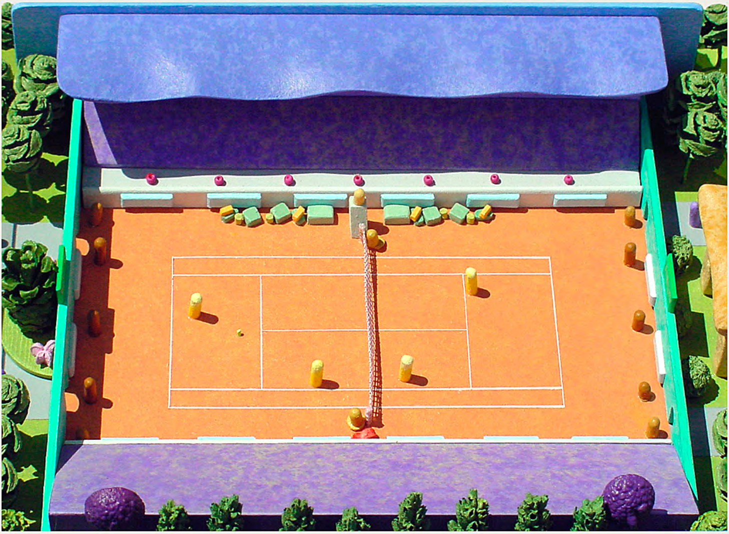
Tennis on clay and grass
Left side = clay (parallel environment),
Right side = grass (parallel environment). The color used by each element complements the others.
Theories: Advanced reflexes, more equal performance, mutual respect, etc.

Sculptural arrangement 59 (24.7 X 34.6 X 5.4 cm), at the end of 1990 s.

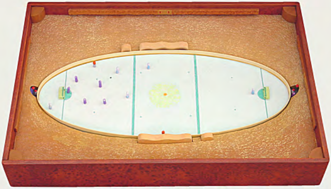


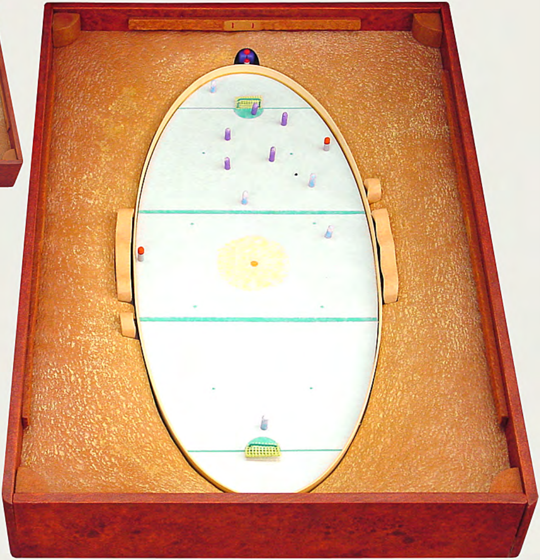


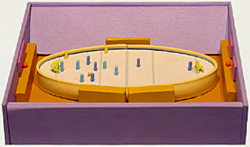
Parallel environment: Sky 🟦, vegetation 🟩, flowers 🟥, ground 🟩, net 🟨, chairs for the players 🟧, bags of the players 🟫, rackets… 🟩, dustbins 🟩, players 🟨, referee / line judges / runners of ball 🟩, ball 🟥, spectators 🟦, advertisements 🟪, score board 🟦, etc. Deduction: Fluid thinking for improvement.



Parallel environment: Sky 🟦, vegetation 🟩, flowers 🟥, ground 🟧, net ⬜, chairs for the players 🟩, bags of the players 🟩, rackets… 🟨, dustbins 🟩, players 🟨, referee / line judges / runners of ball 🟫, ball 🟩, spectators 🟪, advertisements 🟦, score board 🟪, etc. Deduction: Fluid thinking for improvement.







Vitockey is a new game on ice or cement or plastic that can be compared to Pass & Score. It is designed to combine for the first time Transition, Parallel Color ©, Expansionist Color ©, the Curve, the Golden Formula, etc.

Sculptural arrangements: low left # 39 (10 X 14 X 3 approximate) at the end of 1980 s,
and right # 63 (24.6 X 35 X 5 cm) 1995.

For more information, please see the section Vitockey.

Giguère