



TDM
16 Oct 84
0923

SG1A



A flat angle rising
manade

B -

SG1A



A flat solid
manade

B -

S-2

white grey p₂

flat

rising

like like

pattered

hard

rising

SG1A



A set manade

B structure

A flat
solid

B land

S-2.
naig
gray
flat
smooth
tall
hard
buildings
other buildings near c
cool c
sand
can sand p
cold smells p
strange smells c

At Break
- can interested

SG1A



A long flat
manade

B

S-2
hard c

At Break
airport
with buildings

S-2
white
green
large area
gray
rising
bulldozing

AI Break
peculiar

S-2

D

AT

EF

T

I

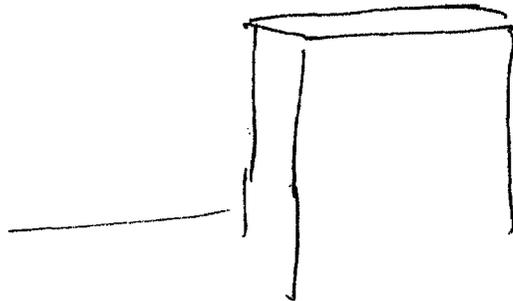
AOL

ALS

bulldozing

gray

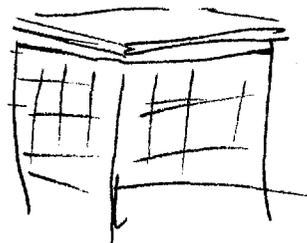
rising
flat
tall



patterned

people

SK



S-2

D

AT

EI

T

Bech

I

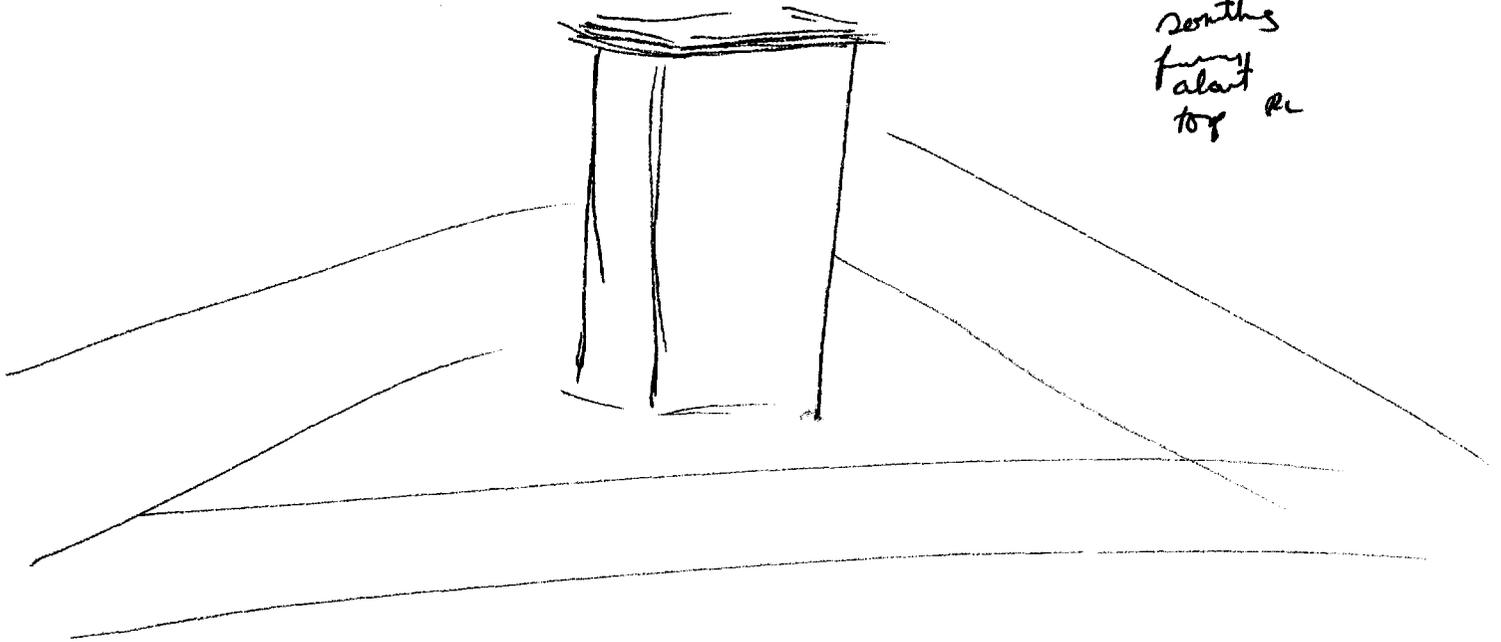
AOL

A/S

sloping

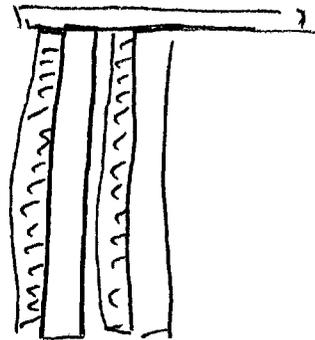
SK

seems
furry
about
top RL



open
area

SK

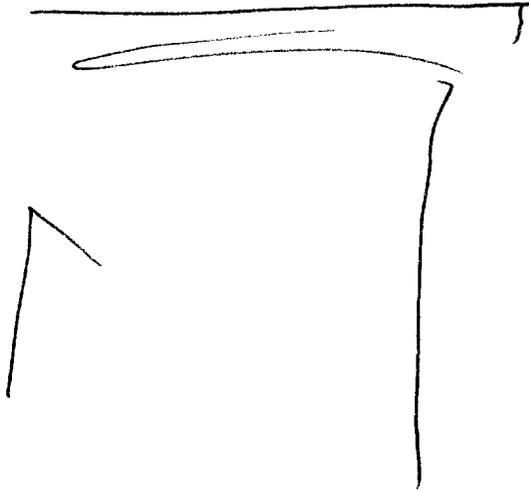


gray

tall
thin
wide
rising

seems to
stand by N
itself

SG1A



A Rises upwards
B building

3-2
flat
sloping
pointed
up
curving

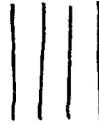
A sloping up
angled
manmade
B —

Caf Break

A flat rising
manmade
B building

A straight
manmade
B road

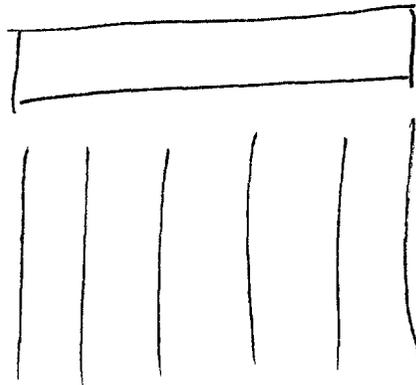
6



A Vetravadd
B shuldig

S-2
Vetelen
grogs
Cunnes

SL

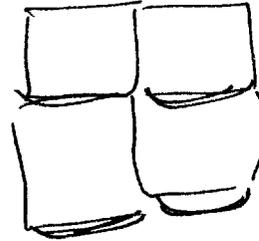


Aol D
Break

7

Aol Break

Squares



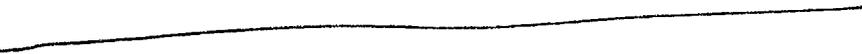
SG1A



A M Break



SG1A



A flat land
manade

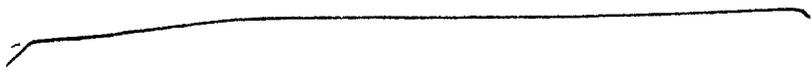
D-

5-2

which
flat
whitish
slightly raised

AT Break
Stage

SG1A



A Wide open
narade

B-

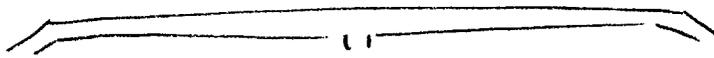
A Ang slope
narade

B-

Aol Break
partially undegrad

S-Z

SK



S-Z

flat
wide
band

corners c
raised

AS Break
strange

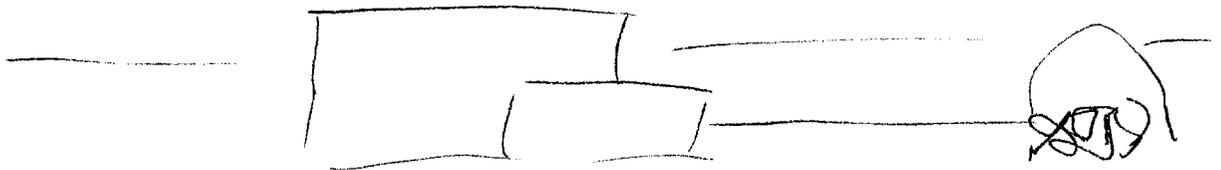
angled c

Sloped 0.5

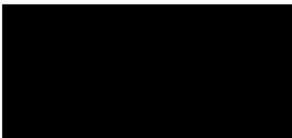
S-2
cords
long cords
smells
stall smells

Buch

SK



SG1A



in Buch

SG1A



A flat solid
narrow
B-

A rising net
narrow

B-

A rising net flat
narrow
buildings

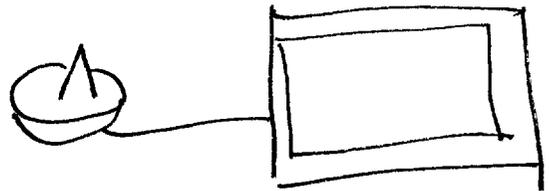
5-2

gray Pc
yellow Pc

curse
point Pc
flat

open
bulldog

Aol Break



SIC



Break