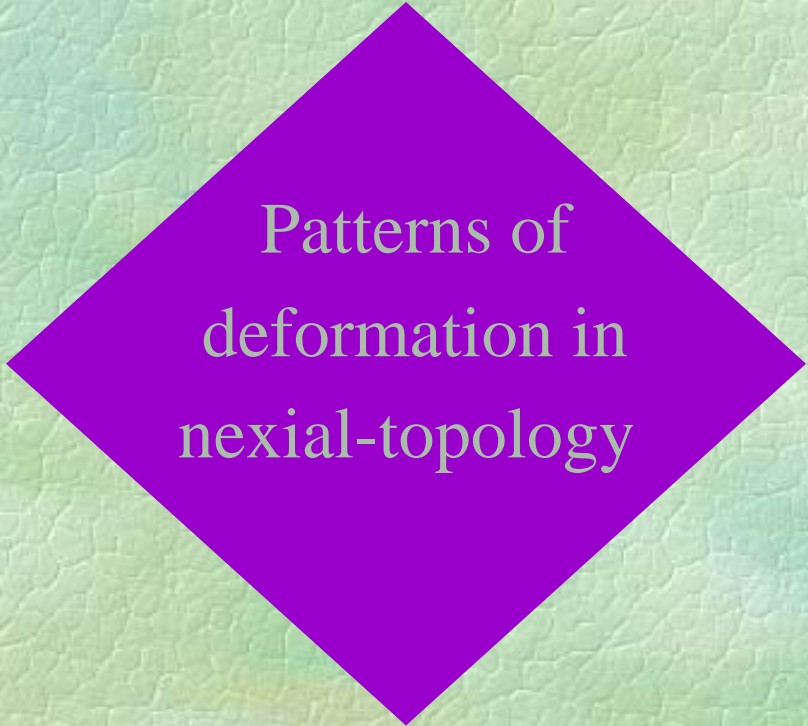


3 geometric rules of nexial-topologic deployment

Note: these graphic rules are read without perspectival geometries. Transferring them into mathematics or worded explanations involves a ‘turn inside-out’.



Patterns of
deformation in
nexial-topology



3 geometric rules

to 'turn-around' / 'turn upside-down' / 'turn inside-out'

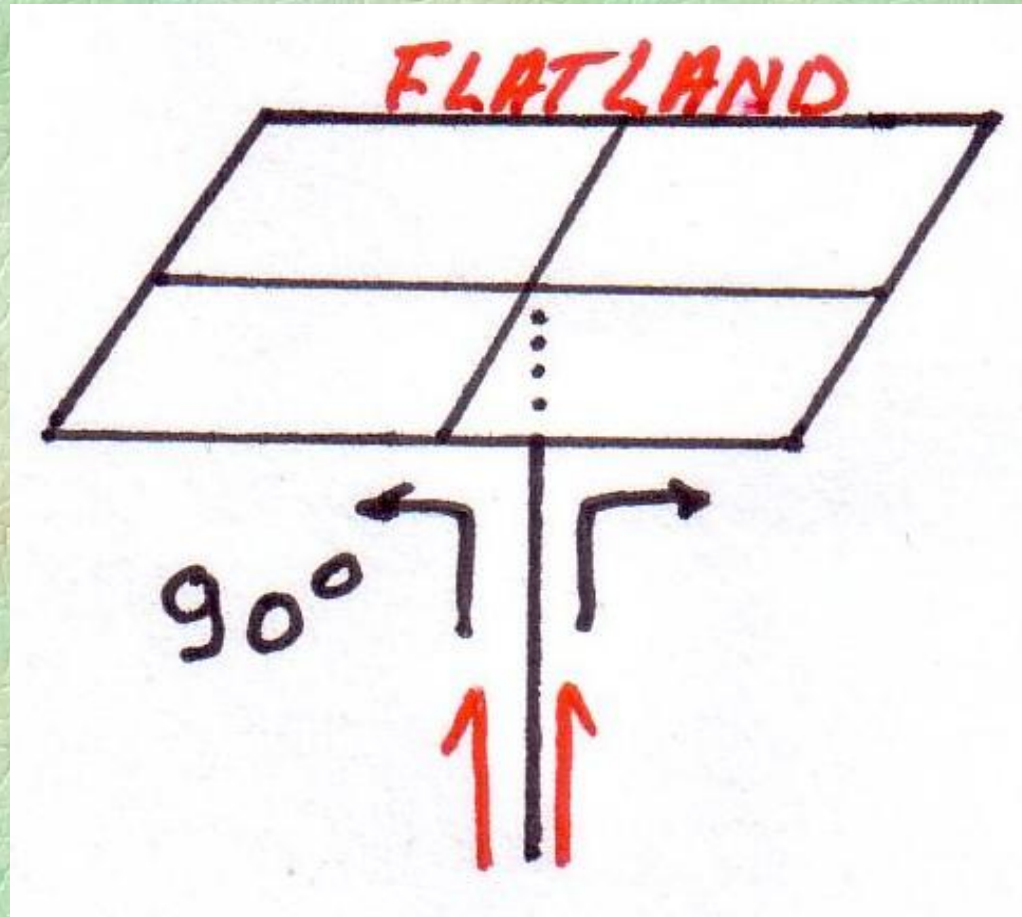
Rule of 90°: *spreading-at-surface 'deploys' and localises in extended naturalistic and realistic spaces*

Rule of 180°: *built-in symmetry & circularity creates general-specific perspective*

Rule of 360°: to complete-perfect deployment into 'systems', 'worlds' (some 'hidden' or 'lost') is boundary making-breaking, H-inversion, Sc- reversal, Sc-H-'return', and yields repetition, instability, and endless fine-tuning

All 3 operations hide 'drift'

90 °: ‘swelling’ becomes flat ‘spreading’

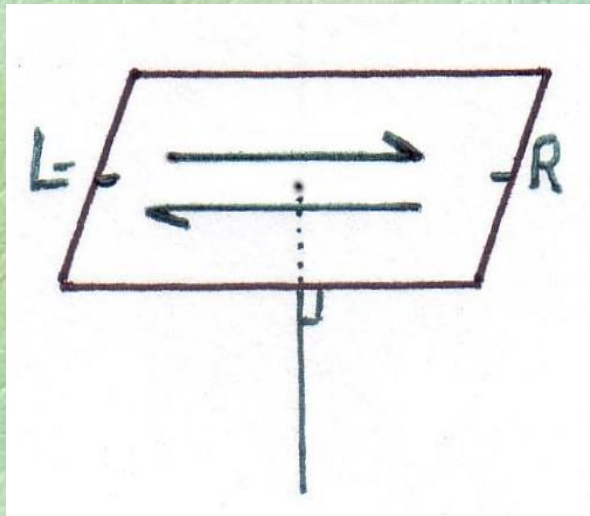


Sc-covariant deployment and H-division

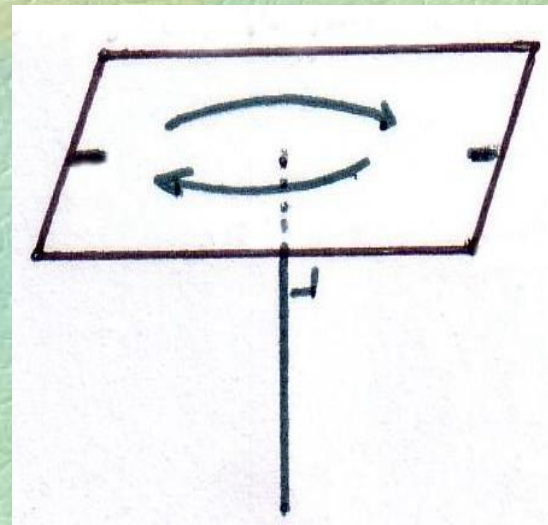
180 °: spreading to flat flows

L- ② R-
perspectives perspectives

Explanation ↔ Experience



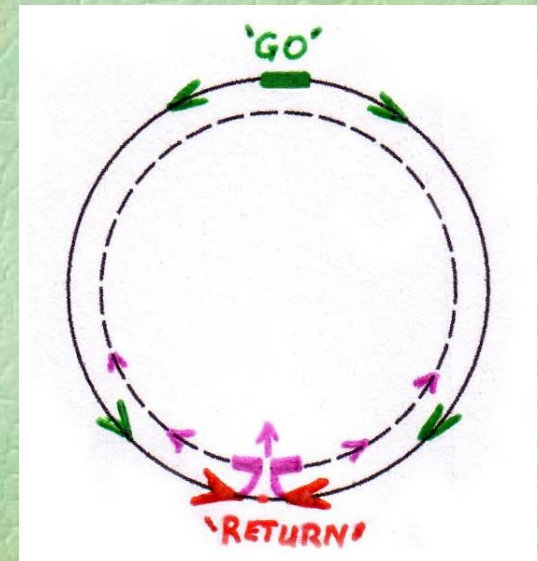
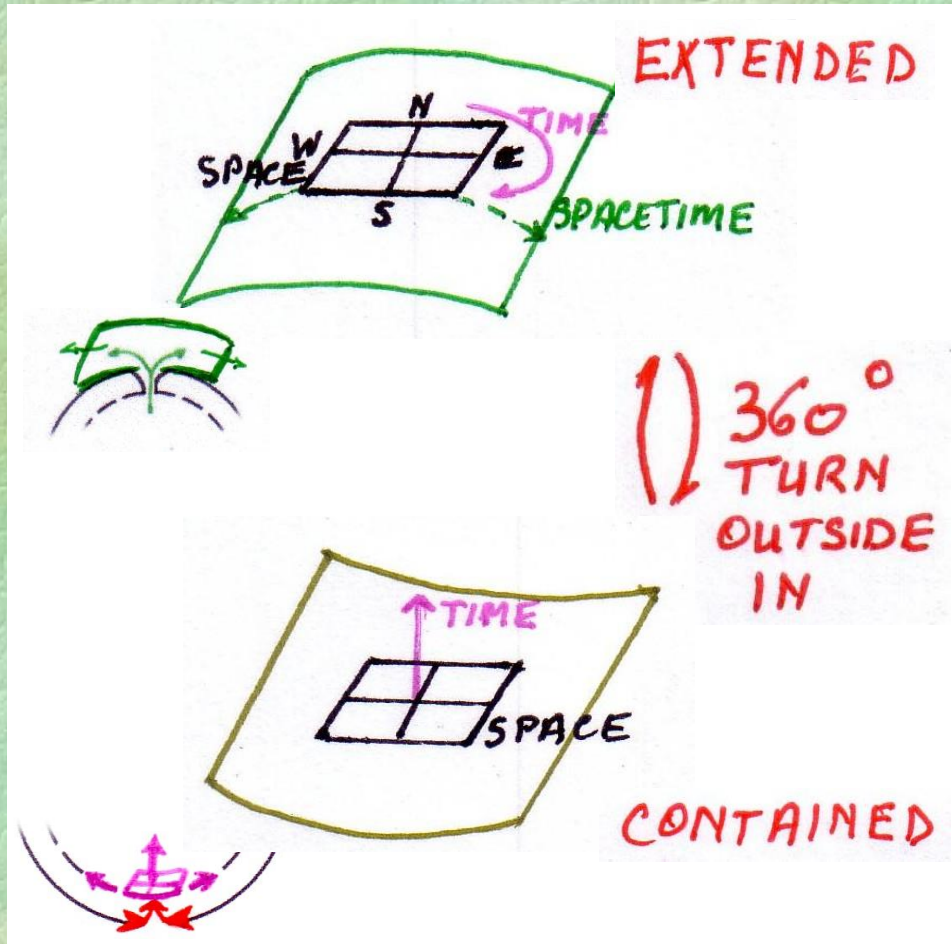
SYMMETRY



CIRCULARITY

Perspectival self-consistency of Sc-H-virtual reality
global limitation ② degrees of specific freedom

360 ° ‘Turn-around’: bubble-worlds making

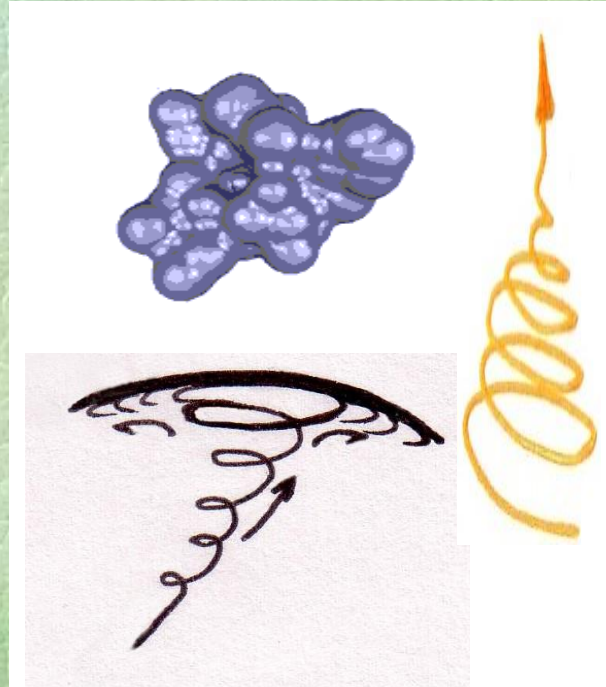


2-surfaces-sphere
(outside, inside) turning
outside-in (or inside-out)

Sc-unfold & H-enfold: containment

– Conventionalised topology --

Repeat quantised unfold-enfold:



endless bubble-worlds making ② breaking

Drift: scattering, wasting

'Ease' as materially 'easy' (reified)

Re-Construct an 'environment' for 'Humans'

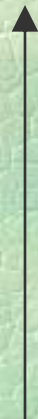
∞ 'Growth' ↔ Wasteland

Construct ② Destruct

'cut-off' Tree ② digging Claw



Flatten Land



Machine's
"degrees of
freedom"

Icon acted out:
sickle, hook or
metal dinosaur
(Great) claw



‘Nexial’-topology:
an animated geometry
without boundary, criticality, or bubble-systems.

Thank you

mbouchon@ozemail.com.au

marika bouchon, University of Western Sydney

Ph.D. research advisor:

Professor Stuart Hill, Foundation Chair Social Ecology

