A model of a city in terms of orientation:

Strong features exaggerated, weak features suppressed.

Physical orientation features:

Lines: distinctive in color if strong, sinuous.

Fine & nested if a grid.

Forms: (refracted)

Shall the forms w/ connections where they drift - colored for strength or duration.

May leave textural symbols inside to give clues.

Points -

A basic symbol sized according to importance.

(Which perhaps take actual shape if very important, or perhaps always has actual shape w/ only symbolic color to show it is a point, still sized as to dominance). This may not be important.

Lines and points indicate distance & orientation from which seen.
Reference Areas — two-dimensional colored
slopes, perhaps with symbolic symbols to
indicate character.
Edges to be sharp or blurred according to
character boundaries.

Edges —

3-dimensional walls, to or high, according
to importance — pierced with holes
where feasible.

Slopes

Normal contour modelling, but exagger-
ated where slope apparent &
flattened where not appreciable.
Where slope a strong feature, it is rendered
by down-hill slopes.
Points of confusion:

- Symbolic 3-dim. stars - elastic.
- Small or large according importance.

Areas differentiation:

- Model grayed over.
- 2-dim. area.

Areas of ignorance:

- Model blank or cut
- out in area - whole distorted so as to 
  compress thinner size.

Distortions + turnstings:

- Model distorted, perhaps w/ solar or 
  line @ twisted point to show stress.

Dilatations:

- Model jointed & moveable @ these points.

This "orientation model" should be paired 
with actual model col. shows objective 
location of these points & areas.