

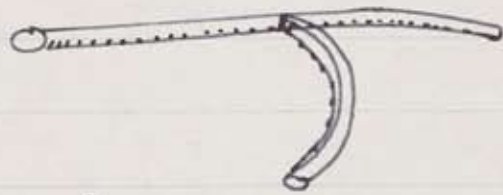
1

A model of a city in terms of orientation:

Strong features exaggerated, weak features suppressed.

Physical orientation features:

Lines:



distinctive in color if strong, singular.

Fine & neutral if a grid.

Forms: (spatial)



shell-like forms, w/ connections where they exist - colored for strength or direction.

may have textural symbols inside to give details

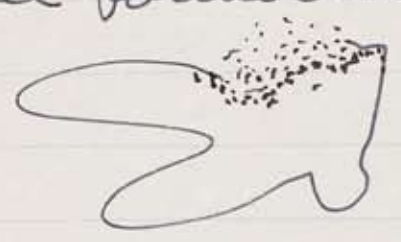
Points -



a basic symbol sized according to rel. 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) thin rays out from it indicate distance & direction from which seen.

Reference Areas - two-dimensional colored slopes, perhaps w/ textural symbols to indicate character.

Edges to be sharp or blurred according to character boundaries.



Where important, these areas may be exaggerated in size.

Edges -



3-dimensional walls, low or high according to importance - pierced with holes where permeable.

Slopes

Normal contour modelling, but exaggerated where slope apparent & flattened where not appreciable. Where slope a strong feature, it is reinforced by down-hill arrows.



Points of confusion -



symbolic 3-dim. stars - chaotic.
small or large according importance.

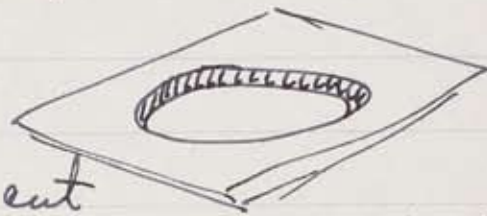
Areas disorientation

model grayed over
2-dim. area.



Areas of ignorance

model blank or cut
out in area - whole distorted so as to
compress this in size.



Distortions & twistings

model distorted, perhaps w/ color or
lines @ twisted point to show stress.

Dislocations

model jointed & movable @ these points.

This "orientation model" should be paired
w/ a scale model which shows objective
locations of these points & areas.