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Broken Anna Shnukal 1988 Best friends tell you everything; about their kitchen renovation; about their little girl's new school. They tell you how he's leaving her for a younger model. Best friends don't tell lies. They don't take up residence on your couch for weeks. They don't call lawyers. They don't make you choose sides. Best friends don't keep secrets about their past. Best friends don't always stay best friends.

Mindhacker Ron Hale-Evans 2011-08-10 Compelling tips and tricks to improve your mental skills Don't you wish you were just a little smarter? Ron and MartyHale-Evans can help with a vast array of witty, practical techniques that tune your brain to peak performance. Founded incurrent research, Mindhacker features 60 tips, tricks, and games to develop your mental potential. This accessible compilation helps improve memory, accelerate learning, manage time, spark creativity, hone math and logic skills, communicate better, think more clearly, and keep your mind strong and flexible.

Visionary Film P. Adams Sitney 2002-10-03 Critics hailed previous editions of Visionary Film as the most complete work written on the exciting, often puzzling, and always controversial genre of American avant-garde film. This book has remained the standard text on American avant-garde film since the publication of its first edition in 1974. Now P. Adams Sitney has once again revised and updated this classic work, restoring a chapter on the films of Gregory J. Markopoulos and bringing his discussion of the principal genres and major filmmakers up to the year 2000.

Letters of James Joyce James Joyce 1966

The Spiritual Crisis of Man Paul Brunton 1984

Cartoon Animation Preston Blair 1994-01-01 In Cartoon Animation, acclaimed cartoon animator Preston Blair shares his vast practical knowledge to explain and demonstrate the many techniques of cartoon animation. By following his lessons, you can make any

character—person, animal, or object—come to life through animated movement! Animation is the process of drawing and photographing a character in successive positions to create lifelike movement. Animators bring life to their drawings, making the viewer believe that the drawings actually think and have feelings. *Cartoon Animation* was written by an animator to help you learn how to animate. The pioneers of the art of animation learned many lessons, most through trial and error, and it is this body of knowledge that has established the fundamentals of animation. This book will teach you these fundamentals. Animators must first know how to draw; good drawing is the cornerstone of their success. The animation process, however, involves much more than just good drawing. This book teaches all the other knowledge and skills animators must have. In chapter one, Preston Blair shows how to construct original cartoon characters, developing a character's shape, personality, features, and mannerisms. The second chapter explains how to create movements such as running, walking, dancing, posing, skipping, strutting, and more. Chapter three discusses the finer points of animating a character, including creating key character poses and in-betweens. Chapter four is all about dialogue, how to create realistic mouth and body movements, and facial expressions while the character is speaking. There are helpful diagrams in this chapter that show mouth positions, along with a thorough explanation of how sounds are made using the throat, tongue, teeth, and lips. Finally, the fifth chapter has clear explanations of a variety of technical topics, including tinting and spacing patterns, background layout drawings, the cartoon storyboard, and the synchronization of camera, background, characters, sound, and music. Full of expert advice from Preston Blair, as well as helpful drawings and diagrams, *Cartoon Animation* is a book no animation enthusiast should be without.

John Derian Paper Goods: Color Studies Notebooks John Derian 2021-04-13 What delights you? A vibrant red? A mysterious blue? Color studies capture that place where ground mineral meets water and light, imagination meets science, and the painter has an aha moment. John Derian is an artist and designer whose work with printed images of the past transports the viewer to another time and place. Take the journey with him, in this set of notebooks perfect for recording thoughts, impressions, lists, and drawings. 3 blank, unruled notebooks 6 unique front and back cover illustrations 64 pages each

Literature and Architecture in Early Modern England Anne M. Myers 2013-01-01 Works by William Camden, Henry Wotton, Ben Jonson, Andrew Marvell, George Herbert, Anne Clifford, and John Evelyn, when considered as a group, are texts that overturn the engrained critical notion that a Protestant fear of idolatry sentenced the visual arts and architecture in England to a state of suspicion and neglect.

Roleplaying Game Paizo Inc. Staff 2017-06 Players may be the heroes of the Pathfinder Roleplaying Game, but whole worlds rest on the Game Master's shoulders. Fortunately for GMs, the Pathfinder RPG GameMastery Guide is here to back you up. Packed with invaluable hints and information, this book contains everything you need to take your game to the next level, from advice on the nuts and bolts of running a session to the greater mysteries of crafting engaging worlds and storylines. Whether you've run one game or a thousand, this book has page after page of secrets to make you sharper, faster, and more creative, while always staying one step ahead of your players. The 320-page Pathfinder RPG GameMastery Guide is a must-have companion volume to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience

that brings the all-time best-selling set of fantasy rules into the new millennium. The Pathfinder RPG GameMastery Guide includes: * Tips and tricks for preparing and running a better game, suitable for beginning GMs and battle-hardened veterans. * Step-by-step walkthroughs for creating campaign worlds, cities, cosmologies, feudal systems, and alternate dimensions. * Difficult player types, and how to handle them gracefully. * New rules for subsystems like hauntings, chase scenes, fortune-telling, gambling games, mysteries, and insanity. * Charts to help you generate everything from interesting NPCs and fantastic treasures to instant encounters in any terrain. * Advanced topics such as PC death, game-breaking rules, overpowered parties, solo campaigns, and derailed storylines. * Sample NPC statistics for dozens of common adventuring situations, such as cultists, guardsmen, barmaids, and pirates. * ... and much, much more!

History of Placer and Nevada Counties California William B. Lardner 1924

Commonwealth of Wings Pamela Alexander 2010-06-01 Combining the best of poetry, nature writing, a biography, Pamela Alexander in her book-length "persona poem" brings to life John James Audubon and a world not yet aware of nature's limits. She distills the essence of this remarkable naturalistic-artist and gives him voice to tell his life story in fragments and letters, journal entries, actual vignettes, and lyrical passages. Captivating, and accessible, her poem reads with the authority of autobiography, the dramatic coherence of a novel, and the evocative clarity of an Audubon print. The reader, briefly transported to the natural world of America a century and a half ago, cannot help but contrast its condition today and feel a poignant sense of loss.

The Virtual Window Anne Friedberg 2009-02-13 From the Renaissance idea of the painting as an open window to the nested windows and multiple images on today's cinema, television, and computer screens: a cultural history of the metaphoric, literal, and virtual window. As we spend more and more of our time staring at the screens of movies, televisions, computers, and handheld devices—"windows" full of moving images, texts, and icons—how the world is framed has become as important as what is in the frame. In *The Virtual Window*, Anne Friedberg examines the window as metaphor, as architectural component, and as an opening to the dematerialized reality we see on the screen. In *De pictura* (1435), Leon Battista Alberti famously instructed painters to consider the frame of the painting as an open window. Taking Alberti's metaphor as her starting point, Friedberg tracks shifts in the perspectival paradigm as she gives us histories of the architectural window, developments in glass and transparency, and the emerging apparatuses of photography, cinema, television, and digital imaging. Single-point perspective—Alberti's metaphorical window—has long been challenged by modern painting, modern architecture, and moving-image technologies. And yet, notes Friedberg, for most of the twentieth century the dominant form of the moving image was a single image in a single frame. The fractured modernism exemplified by cubist painting, for example, remained largely confined to experimental, avant-garde work. On the computer screen, however, where multiple 'windows' coexist and overlap, perspective may have met its end. In this wide-ranging book, Friedberg considers such topics as the framed view of the camera obscura, Le Corbusier's mandates for the architectural window, Eisenstein's opinions on the shape of the movie screen, and the multiple images and nested windows commonly displayed on screens today. *The Virtual Window* proposes a new logic of visibility, framed and virtual: an architecture not only of space but of time.

Letters to a Young Poet Rainer Maria Rilke 2021-04-14 Essential reading for scholars, poetry lovers, and anyone with an interest in Rainer Maria Rilke, German poetry, or the creative impulse, these ten letters of correspondence between Rilke and a young aspiring poet reveal elements from the inner workings of his own poetic identity. The letters coincided with an important stage of his artistic development and readers can trace many of the themes that later emerge in his best works to these messages—Rilke himself stated these letters contained part of his creative genius.

Correspondences Tim Ingold 2020-10-20 We inhabit a world of more than humans. For life to flourish, we must listen to the calls this world makes on us, and respond with care, sensitivity and judgement. That is what it means to correspond, to join our lives with those of the beings, matters and elements with whom, and with which, we dwell upon the earth. In this book, anthropologist Tim Ingold corresponds with landscapes and forests, oceans and skies, monuments and artworks. To each he brings the same spontaneity of thought and observation, the same intimacy and lightness of touch, but also the same affection, longing and care that, in the days when we used to write letters by hand, we would bring to our correspondences with one another. The result is a profound yet accessible inquiry into ways of attending to the world around us, into the relation between art and life, and into the craft of writing itself. At a time of environmental crisis, when words so often seem to fail us, Ingold points to how the practice of correspondence can help restore our kinship with a stricken earth.

Surrealist Women Penelope Rosemont 2000-12-01 *Surrealist Women* displays the range and significance of women's contributions to surrealism. Penelope Rosemont, affiliated with the Paris Surrealist Group in the 1960s and now a Chicago poet and painter, has assembled nearly three hundred texts by ninety-six women from twenty-eight countries. She opens the book with a succinct summary of surrealism's basic aims and principles, followed by a discussion of the place of gender in the origins of the movement. The texts are organised into historical periods ranging from the 1920s to the present, with introductions describing trends in the movement for each period; and each surrealist's work is prefaced by a brief biographical statement. Authors include El Allailly, Bruna, Cunard, Carrington, Cesaire, Gauthier, Giovanna, van Hirtum, Kahlo, Levy, Mansour, Mitrani, Pailthorpe, Joyce Peters, Rahon, Svankmajerova, Taub, Zangana

Translating Chinese Tradition and Teaching Tangut Culture Imre Galambos 2015-11 This book examines Tangut translations of secular Chinese texts excavated from the ruins of Khara-khoto. After providing an overview of Tangut history and an introduction to the emergence of the field of Tangut studies, it presents four case studies grouped around different themes. A central concern of the book is the phenomenon of Tangut appropriation of Chinese written culture through translation and the reasons behind this.

A History of Experimental Film and Video A.L. Rees 2019-07-25 Avant-garde film is almost indefinable. It is in a constant state of change and redefinition. In his highly-acclaimed history of experimental film, A.L. Rees tracks the movement of the film avant-garde between the cinema and modern art (with its postmodern coda). But he also reconstitutes the film avant-garde as an independent form of art practice with its own internal logic and aesthetic discourse. In this revised and updated edition, Rees introduces experimental film and video to new readers interested in the wider cinema, as well as offering a guide to enthusiasts of

avant-garde film and new media arts. Ranging from Cézanne and Dada, via Cocteau, Brakhage and Le Grice, to the new wave of British film and video artists from the 1990s to the present day, this expansive study situates avant-garde film between the cinema and the gallery, with many links to sonic as well as visual arts. The new edition includes a review of current scholarship in avant-garde film history and includes updated reading and viewing lists. It also features a new introduction and concluding chapter, which assess the rise of video projection in the gallery since the millennium, and describe new work by the latest generation of experimental film-makers. The new edition is richly illustrated with images of the art works discussed.

Hot-Wiring Your Creative Process Curt Cloninger 2006-10-03 Design philosophies can be useful, but inspiration, creative strategies, and efficient work habits are what really get the job done. Designer, instructor, and author Curt Cloninger provides a multitude of strategies, tools, and practices that readers can use to inject a big dose of creativity into just about any design project. With illustrations drawn from 20th-century French philosophy, medieval manuscripts, punkrock posters, and more, Curt's innovative text introduces readers to his personal toolkit for hot-wiring the creative process. You'll learn strategies to:

- Recognize and believe in your creative powers
- Develop effective methods for evaluating your own work
- Draw inspiration from the past
- Use standard software in experimental ways, and find nonstandard applications to create new effects
- Maintain a personal design playground
- Mine your subconscious with the Oblique Strategies Cards, developed by Brian Eno and Peter Schmidt
- Un-stick your imagination by "blitz-designing" mock-ups

Curt Cloninger is an artist, designer, author, and instructor in Multimedia Arts & Sciences at the University of North Carolina at Asheville. His book *Fresh Styles for Web Designers: Eye Candy from the Underground* (New Riders, 2002) is an industry standard on creative Web design solutions. Curt's art and design work has been featured in I.D. Magazine, HOW Magazine, The New York Times, Desktop Magazine, and at digital arts festivals from Korea to Brazil. He regularly speaks at international events such as HOW Design, South by Southwest, Web Design World, and FILE. His pirate signal broadcasts from lab404.com to facilitate lively dialog.

Silver Lining Journal Shreya Badonia 2017-12-02 Silver Lining Journal is a self-explanatory journal which is designed to help you find yourself through a series of prompts to bring a positive change in your life. How well do you know yourself? What do you want from your life? This journal will help you answer the arduous questions about life. Every chapter in the journal contains a principle which can leverage readers to attain a prosperous and mindful life. It includes a planner and chart where you can write about your goals and plan your future because people don't plan to fail but fail to plan.

Dinosaur Era - Primary Story Journal Skye Print Skye Print Books 2018-08-08 Primary Composition Notebook Large 8.5x11 in./21.6x27.9 cm 50 Sheets/100 Pages Story paper pages with a blank picture space on the top half and primary ruled lines on the bottom half of the page. The dotted midline and thick baseline make handwriting practice easier for kids in preschool and elementary school learning how to write. Compatible with the common handwriting methods used in schools such as Zaner-Bloser, D'Nealian, and McDoughal Littel.

Enchanted Fairy Tales Judy Mastrangelo 2020-09-09 ENCHANTED FAIRY TALES is a collection of some of the most famous and beloved classic Fairy Tales, written by great authors of the past. These stories have been adapted and illustrated by Judy Mastrangelo,

who is a world-renowned Artist and Author specializing in fantasy artwork. Her beautifully detailed and colorful paintings follow in the Fine Art tradition of the "Artists of the Golden Age of Illustration". For those of all ages who enjoy the world of fantasy, this book will be a magical delight. Some of the stories she has chosen for this book are: Peter Pan, Hansel and Gretel, Cinderella, Thumbelina, The Wizard of Oz, Alice in Wonderland, The Frog Prince, A Midsummer Night's Dream, Sleeping Beauty, King Arthur, Jack and the Beanstalk, etc.

Sot-Weed Factor John Barth 2022-08-09 This is Barth's most distinguished masterpiece. This modern classic is a hilarious tribute to all the most insidious human vices, with a hero who is one of the most diverting . . . to roam the world since Candide. A feast. Dense, funny, endlessly inventive (and, OK, yes, long-winded) this satire of the eighteenth-century picaresque novel--think Fielding's Tom Jones or Sterne's Tristram Shandy--is also an earnest picture of the pitfalls awaiting innocence as it makes its unsteady way in the world. It's the late seventeenth century and Ebenezer Cooke is a poet, dutiful son and determined virgin who travels from England to Maryland to take possession of his father's tobacco (or sot weed) plantation. He is also eventually given to believe that he has been commissioned by the third Lord Baltimore to write an epic poem, The Marylandiad. But things are not always what they seem. Actually, things are almost never what they seem. Not since Candide has a steadfast soul witnessed so many strange scenes or faced so many perils. Pirates, Indians, shrewd prostitutes, armed insurrectionists--Cooke endures them all, plus assaults on his virginity from both women and men. Barth's language is impossibly rich, a wickedly funny take on old English rhetoric and American self-appraisals. For good measure he throws in stories within stories, including the funniest retelling of the Pocahontas tale--revealed to us in the 'secret' journals of Capt. John Smith--that anyone has ever dared to tell. --Time

Allegories of Cinema David E. James 1989 Discusses avant garde films produced during the sixties, and considers the work of Stan Brakhage and Andy Warhol

Dearest George Alicia Souza 2020-02-17 Yes. I admit. I'm in love. (Ugh!) But let's be realistic--I'm married and when that happens, realism sets in pretty quick. Those recurring used socks on the floor make sure of it! But I'm in love with being in love. The comfort of their humanness, the warmth of their voice and even the sweatiness of hand-holding of someone you adore. Dearest George hopefully captures that. The everyday kinda love an infinite number of kisses, huge doses of longing when they're away, just a wee bit of creepy stalking, lots of chips eating (one needs special nutrition) & the occasional banter about who made the first move. He DID. (I need this in print so this debate ends once & for all.) PS: He'll tell you some story about a bus and all. DO NOT listen. Close your ears and hum. Trust me.

The Book Of Dog Hemali Sodhi 2022-01-17 There's nothing quite like the incredible relationship between a human and a dog. From the moment we lay eyes on an adorable puppy or a wonderful adult dog who becomes part of our life journey, we share innumerable moments of pure joy with our furry best friends. With forty-five original pieces by some of India's leading writers, outstanding new voices and individuals who have dedicated their lives to animal welfare, The Book of Dog is a testament to how deeply dogs touch us, to the special bond we have with them and the unique place they hold in our hearts and our lives. Through a series of unforgettable real-life stories--funny, poignant, warm and joyous -- the authors celebrate the remarkable dogs they have known and loved. This book is a must-read for everyone who cherishes dogs and the perfect gift for a dog-lover friend. It will engross and

delight readers of all ages as they go through one memorable story after another. -- The Book of Dog is a project to which the editor and all the authors have contributed for free. All royalties will go to registered animal welfare charities. CONTRIBUTORS Aanchal Malhotra, Abhishek Joshi, Amitava Kumar, Ananya Vajpeyi, Anindita Ghose, Anita Nair, Anuja Chauhan, Arunava Sinha, Ashok Ferrey, Ashwin Sanghi, Atul Sarin, Bulbul Sharma, Cyrus Broacha, Devdutt Pattanaik, Divya Dugar, Fiona Fernandez, Geetan Batra, Gillian Wright, Gulzar, Jai Arjun Singh, Jerry Pinto, Keshava Guha, Mahesh Rao, Maneka Gandhi, Manjula Narayan, Manu Bhattathiri, Mark Tully, Meenakshi Alimchandani, Naomi Barton, Nilanjana S. Roy, Orijit Sen, Paro Anand, Prerna Singh Bindra, Rajdeep Sardesai, Ruskin Bond, Sarnath Banerjee, Shobhaa De, Shrutkeerti Khurana, Sian Morton, Siddharth Dhanvant Shanghvi, Sooni Taraporevala, Sumita Mehta, Tandrili Kuli, Tishani Doshi, Vikas Khanna.

Swami and Friends R. K. Narayan 2012-07-25 R. K. Narayan (1906—2001) witnessed nearly a century of change in his native India and captured it in fiction of uncommon warmth and vibrancy. Swami and Friends introduces us to Narayan's beloved fictional town of Malgudi, where ten-year-old Swaminathan's excitement about his country's initial stirrings for independence competes with his ardor for cricket and all other things British. Written during British rule, this novel brings colonial India into intimate focus through the narrative gifts of this master of literary realism.

Dorothea Beale of Cheltenham Elizabeth Raikes 1908

Roland Cashel Charles James Lever 1858

this bridge we call home Gloria Anzaldúa 2013-10-18 More than twenty years after the ground-breaking anthology This Bridge Called My Back called upon feminists to envision new forms of communities and practices, Gloria E. Anzaldúa and AnaLouise Keating have painstakingly assembled a new collection of over eighty original writings that offers a bold new vision of women-of-color consciousness for the twenty-first century. Written by women and men--both "of color" and "white"--this bridge we call home will challenge readers to rethink existing categories and invent new individual and collective identities.

Songs of a Dead Dreamer Thomas Ligotti 2010-03-31

The Young Elites Marie Lu 2014-10-07 From the New York Times bestselling author of the Legend series I am tired of being used, hurt, and cast aside. Adelina Amouteru is a survivor of the blood fever. A decade ago, the deadly illness swept through her nation. Most of the infected perished, while many of the children who survived were left with strange markings. Adelina's black hair turned silver, her lashes went pale, and now she has only a jagged scar where her left eye once was. Her cruel father believes she is a malfetto, an abomination, ruining their family's good name and standing in the way of their fortune. But some of the fever's survivors are rumored to possess more than just scars—they are believed to have mysterious and powerful gifts, and though their identities remain secret, they have come to be called the Young Elites. Teren Santoro works for the king. As Leader of the Inquisition Axis, it is his job to seek out the Young Elites, to destroy them before they destroy the nation. He believes the Young Elites to be dangerous and vengeful, but it's Teren who may possess the darkest secret of all. Enzo Valenciano is a member of the Dagger Society. This secret sect of Young Elites seeks out others like them before the Inquisition Axis can. But when the

Daggers find Adelina, they discover someone with powers like they've never seen. Adelina wants to believe Enzo is on her side, and that Teren is the true enemy. But the lives of these three will collide in unexpected ways, as each fights a very different and personal battle. But of one thing they are all certain: Adelina has abilities that shouldn't belong in this world. A vengeful blackness in her heart. And a desire to destroy all who dare to cross her. It is my turn to use. My turn to hurt.

Smart Governance for Health and Well-being: the Evidence World Health Organization. Regional Office for Europe 2014 Governance for health describes the attempts of governments and other actors to steer communities, whole countries or even groups of countries in the pursuit of health as integral to well-being. This study tracks recent governance innovations to address the priority determinants of health and categorizes them into five strategic approaches to smart governance for health. It relates the emergence of joint action by the health and non-health sectors, public and private actors and citizens, all of whom have an increasing role to play in achieving seminal changes in 21st century societies. The chapters presented here were initially commissioned as papers to provide the evidence base for the new European policy framework for health and well-being, Health 2020. Calling for a health-in-all-policies, whole-of-government and whole-of-society approach, Health 2020 uses governance as a lens through which to view all technical areas of health.

Gregg Shorthand John Robert Gregg 1905

Business Writing Skills Notebook and Journal 2020-01-17 BUSINESS WRITING SKILLS Still looking for an awesome gift? Then you must get this BUSINESS WRITING SKILLS. Perfect gift for men, women, especially your dad, mom, brother, sister, uncle, aunt, friends or grandparents to celebrate their anniversary. Great gift to write bright ideas and happiness reminders, to-do lists and meeting planner, as well as take notes, or just have fun and get creative gift ideas for you, your family or friends that match your rule BUSINESS WRITING SKILLS Features: Unique design Can be used as diary, diary, notebook and sketchbook 109 discarded pages of lined paper High quality paper Perfect for gel, pen, ink, marker or pencils. 6 x 9 in dimensions; Portable size for school, home or travel Printed on white paper

How to Write Alastair Fowler 2006-09-21 How to Write is an introductory guide to writing, aimed at people who think they can't write, or for whom writing is an ordeal. Broken down into short topic-based chapters on everything from beginning to revising, it demystifies the writing process by taking the reader through each stage necessary to bring a piece of writing to a decent finish. The book also offers a wealth of invaluable practical considerations, including when and where to write, when to printout and when to edit onscreen, what type of pen works well for revisions, and the hazards of the paperclip. The author is a seasoned writer whose encouraging but uncompromising guidance will delight as well as instruct. Offering practical advice in a lucid, no-nonsense style, How to Write will be ideal for both students and professional people who need to write during the course of their work.

Bentham and the Arts Anthony Julius 2020-05-11 Bentham and the Arts considers the sceptical challenge presented by Bentham's hedonistic utilitarianism to the existence of the aesthetic, as represented in the oft-quoted statement that, 'Prejudice apart, the game of push-pin is of equal value with the arts and sciences of music and poetry. If the game of push-pin furnish more pleasure, it is more valuable than either.' This statement is one part of a

complex set of arguments on culture, taste, and utility that Bentham pursued over his lifetime, in which sensations of pleasure and pain were opposed to aesthetic sensibility. Leading scholars from a variety of disciplines reflect on the implications of Bentham's radical utilitarian approach for our understanding of the history and contemporary nature of art, literature, and aesthetics more generally.

The Grid Book Hannah B Higgins 2009-01-23 Ten grids that changed the world: the emergence and evolution of the most prominent visual structure in Western culture. Emblematic of modernity, the grid is the underlying form of everything from skyscrapers and office cubicles to paintings by Mondrian and a piece of computer code. And yet, as Hannah Higgins makes clear in this engaging and evocative book, the grid has a history that long predates modernity; it is the most prominent visual structure in Western culture. In *The Grid Book*, Higgins examines the history of ten grids that changed the world: the brick, the tablet, the gridiron city plan, the map, musical notation, the ledger, the screen, moveable type, the manufactured box, and the net. Charting the evolution of each grid, from the Paleolithic brick of ancient Mesopotamia through the virtual connections of the Internet, Higgins demonstrates that once a grid is invented, it may bend, crumble, or shatter, but its organizing principle never disappears. The appearance of each grid was a watershed event. Brick, tablet, and city gridiron made possible sturdy housing, the standardization of language, and urban development. Maps, musical notation, financial ledgers, and moveable type promoted the organization of space, music, and time, international trade, and mass literacy. The screen of perspective painting heralded the science of the modern period, classical mechanics, and the screen arts, while the standardization of space made possible by the manufactured box suggested the purified box forms of industrial architecture and visual art. The net, the most ancient grid, made its first appearance in Stone Age Finland; today, the loose but clearly articulated networks of the World Wide Web suggest that we are in the middle of an emergent grid that is reshaping the world, as grids do, in its image.

Momentum Planner Charlie Gilkey 2018-08