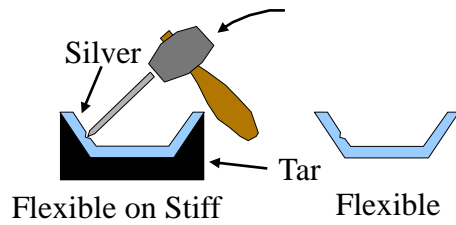


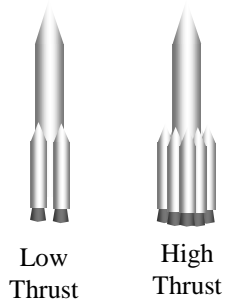
# Separate in Time

-- Under what conditions must the properties exist?  
When . . .

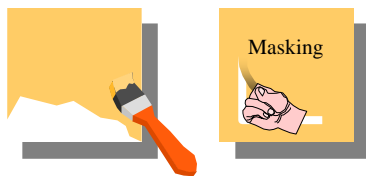
## Disposing of Carrier



## Adding / Subtracting

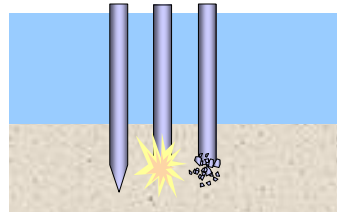


## Excessive Action

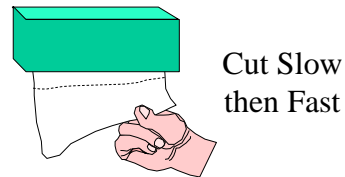


Painted Grossly then Detailed

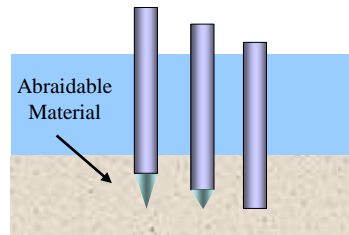
## Segmenting



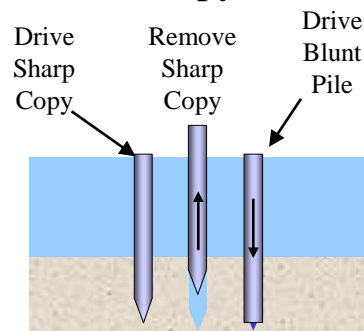
## Prior Action



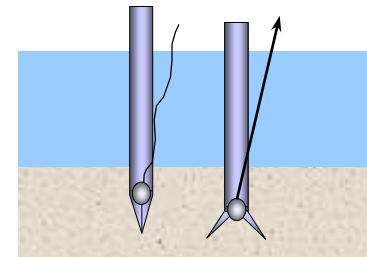
## Transformable States



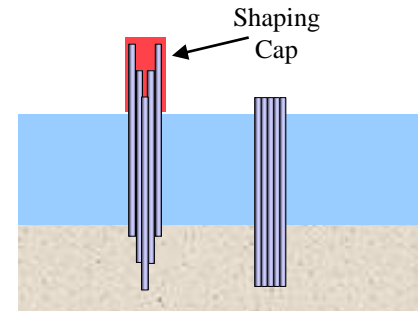
## Copy



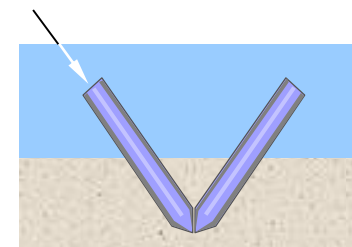
## Rearranging



## Nesting

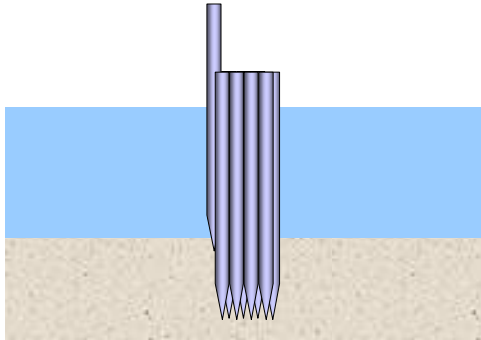


## Prior Counter Action / Cushion



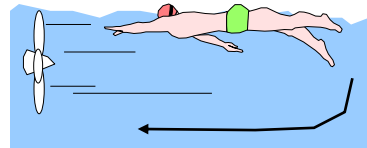
# Separate Gradually -- Can opposing property be built up over time?

## Gradually Merge



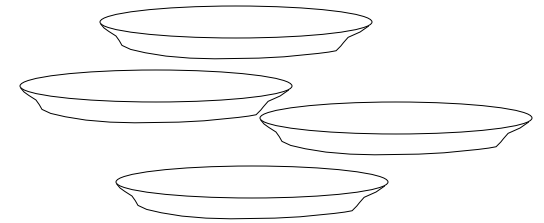
Starts Sharp and ends  
Blunt

## Repeated Use



Little water used over  
and over = much water

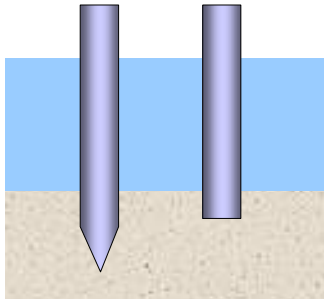
## Disposable Objects



A lot of paper plates = 1  
porcelain plate

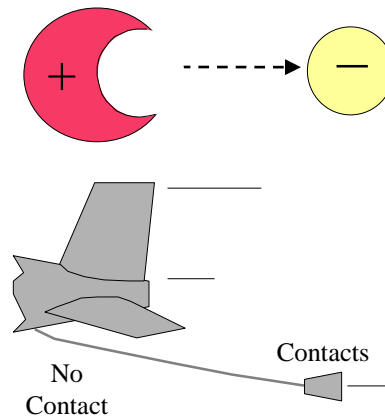
# Separate in Space -- Where must the properties exist at the same moment in time?

## Two Objects

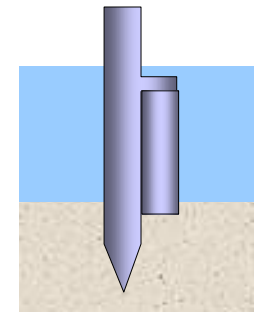
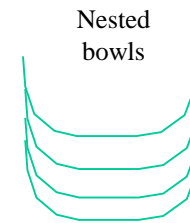


Sharp & Blunt

## Extraction

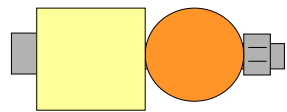


## Guided / Nesting

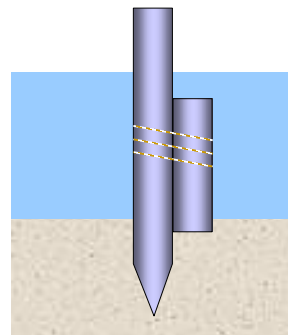


Sharp pile guiding a blunt pile

## Attached

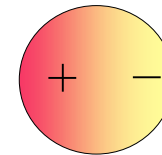


Square Round

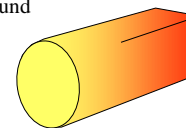


Blunt & Sharp

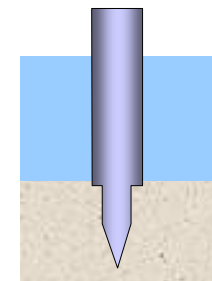
## Non-Uniform



Round



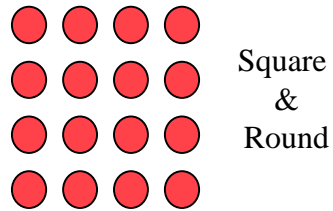
Square



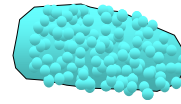
Blunt & Sharp

# Separate by Scale -- Can elements be segmented or multiplied ?

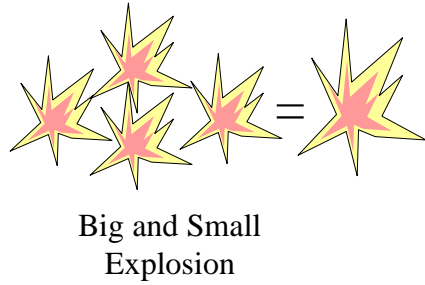
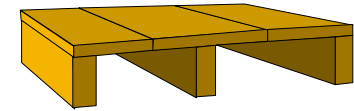
## Multiplication



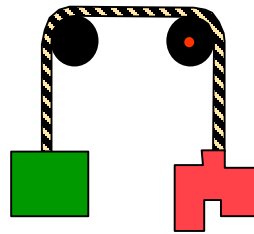
## Segmentation



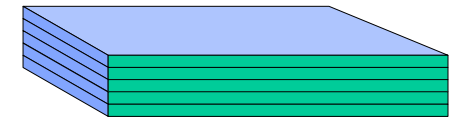
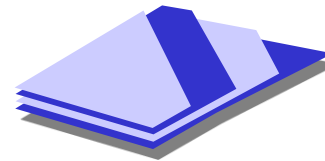
## Merging



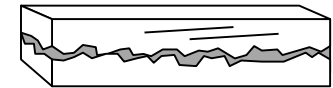
## Countering



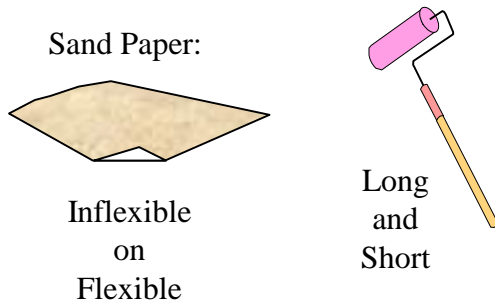
## Mixture



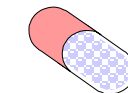
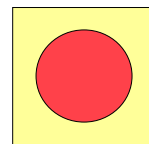
## Hiding



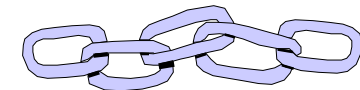
## Carrier



## Nesting

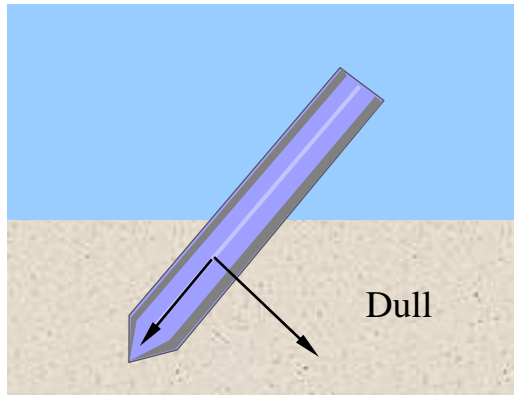


## Interacting Parts



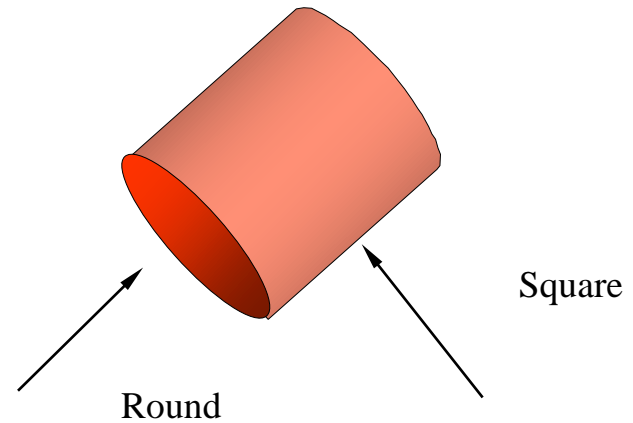
# Separate by Direction

Can there be opposing properties in different dimensions?



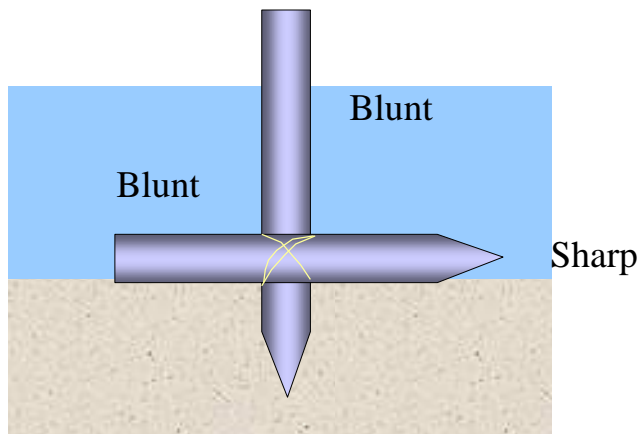
Sharp

Dull



Round

Square

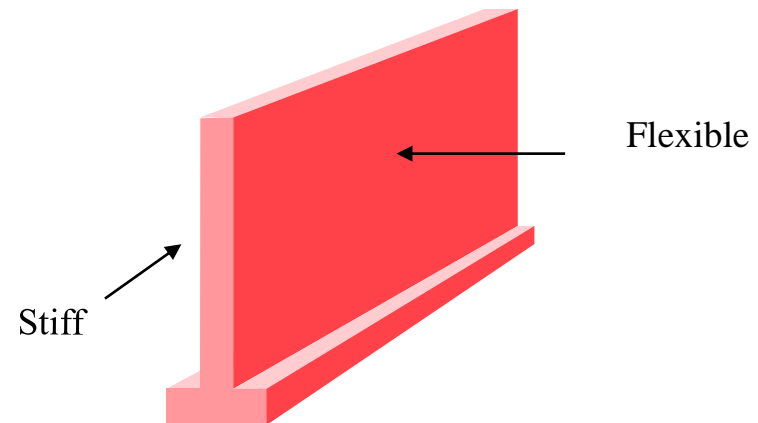


Sharp

Blunt

Blunt

Sharp

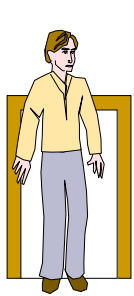


Stiff

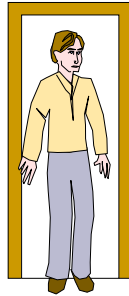
Flexible

# Separate by Perspective What if you look at it in a different way ?

## By Comparison

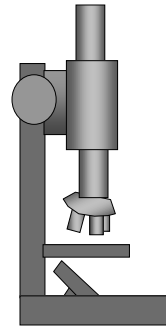


Tall  
Compared to  
Short Door



Short  
Compared to  
Tall Door

## How you Look



Large  
and  
Small

## Using Paint / Fake

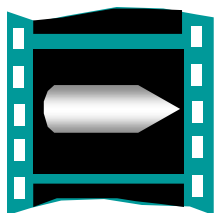


Marble and  
Wood



Exist and  
Not Exist

## Facsimile / Copy

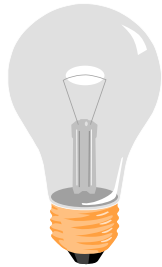


Slow



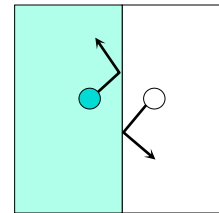
Fast

# Separate by Field Properties

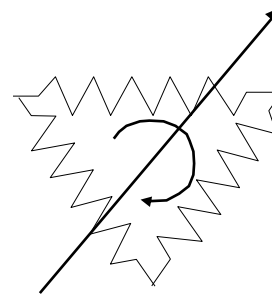


Opaque and  
Transparent

# Separate Between Substance and Field



Mixed  
and  
Unmixed



Moving  
and  
Stationary



Round  
and  
Square