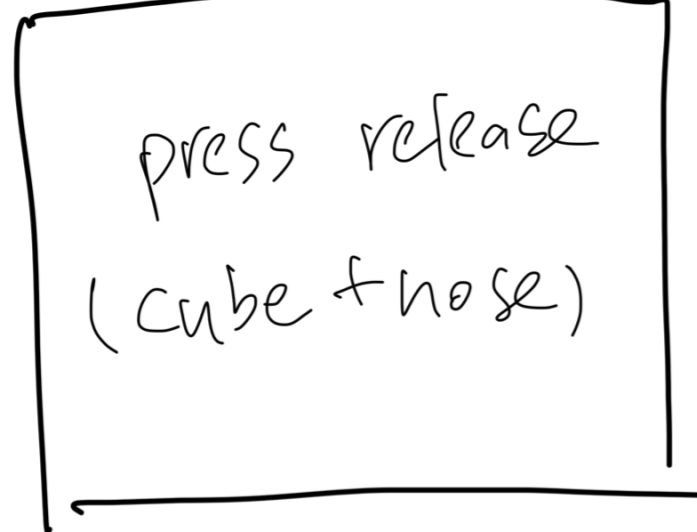
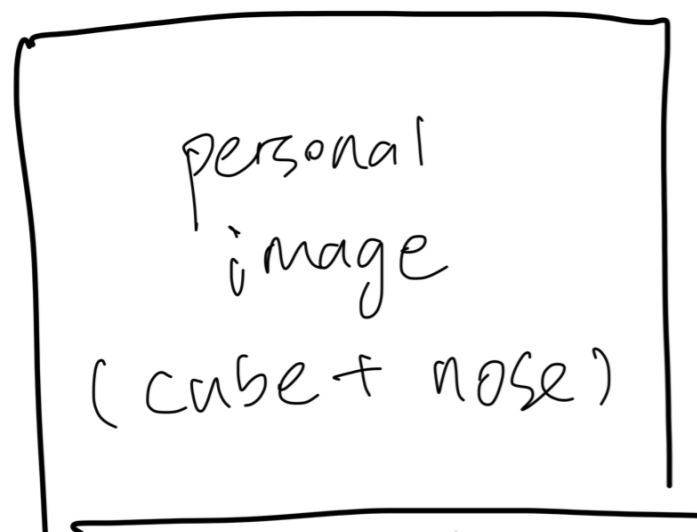
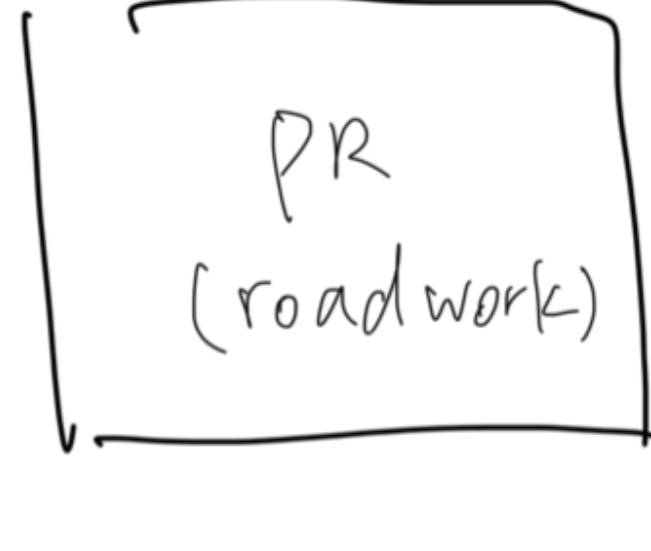
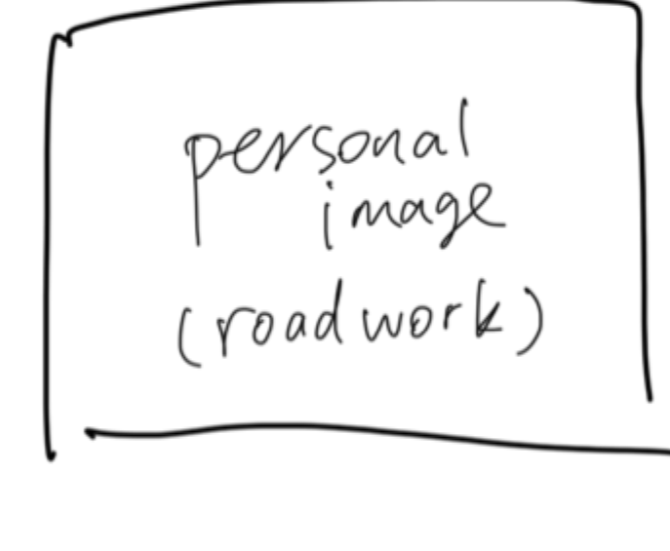
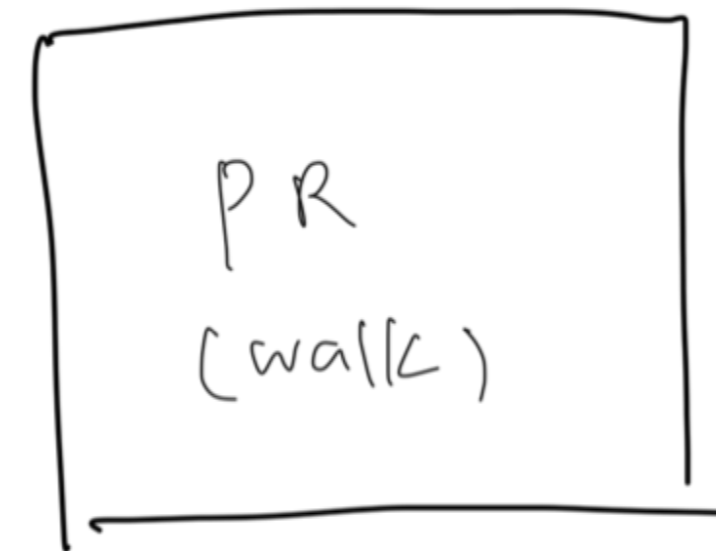
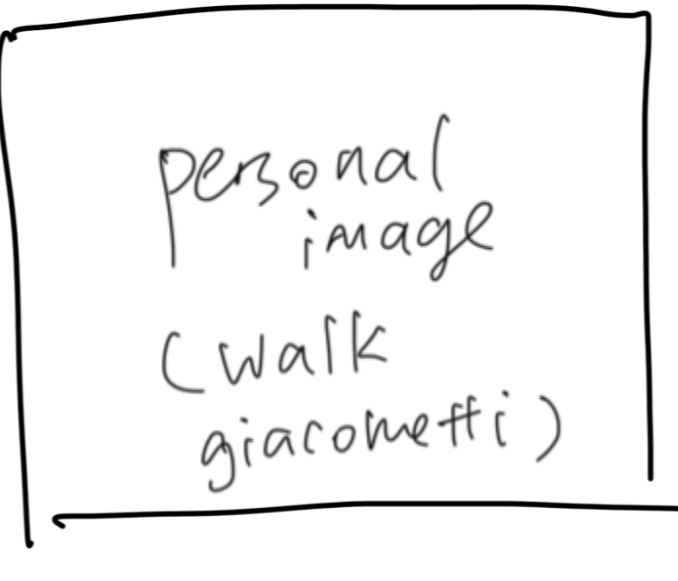
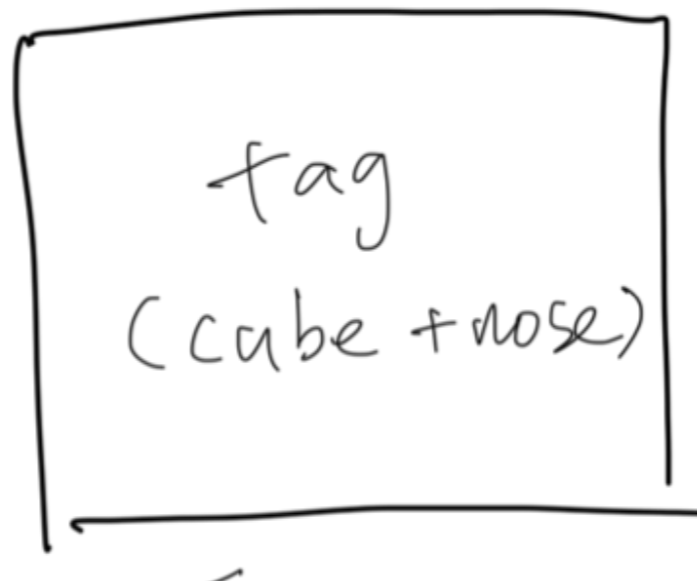


FOLD 1
(ZINE)
(LINEAR)

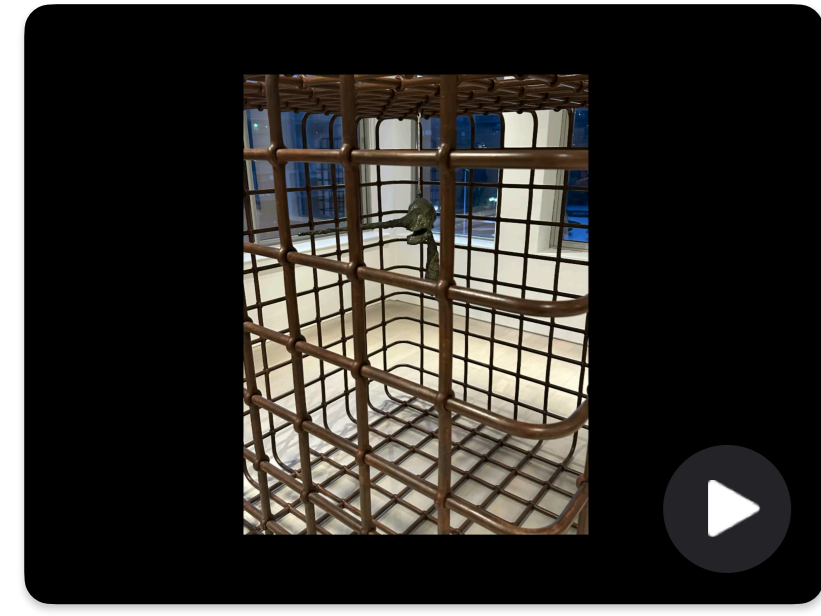
as dictionary



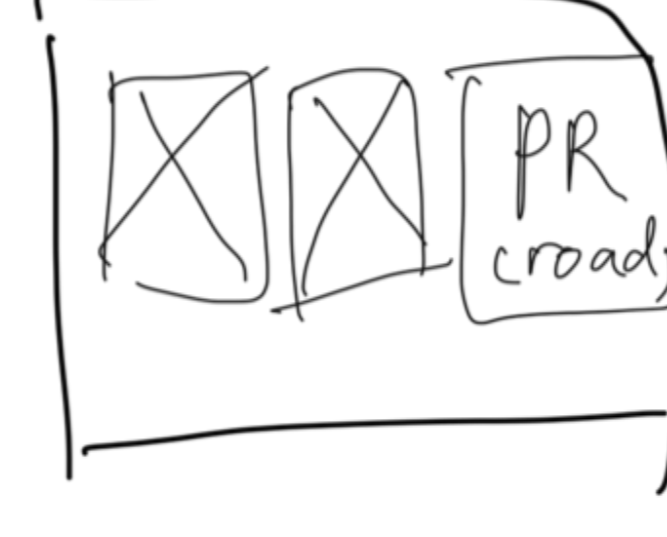
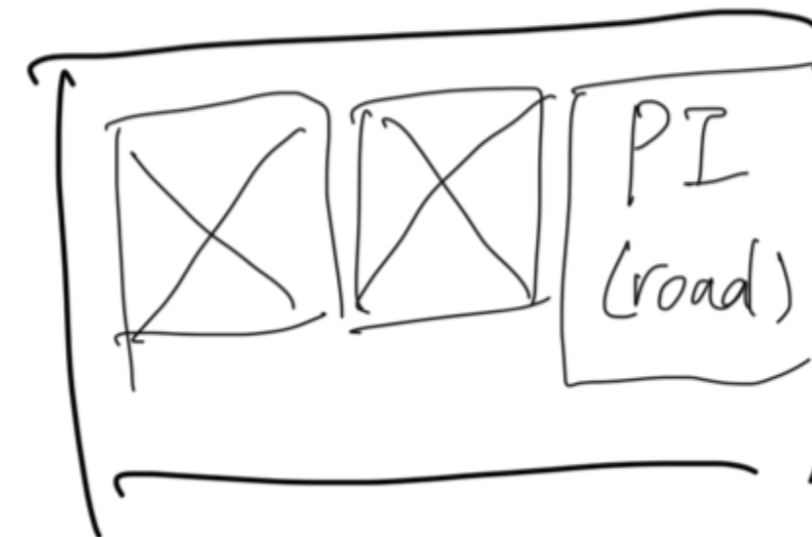
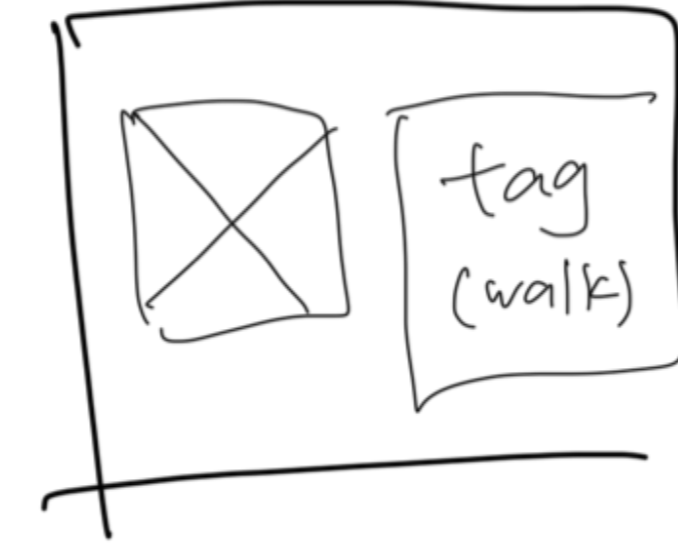
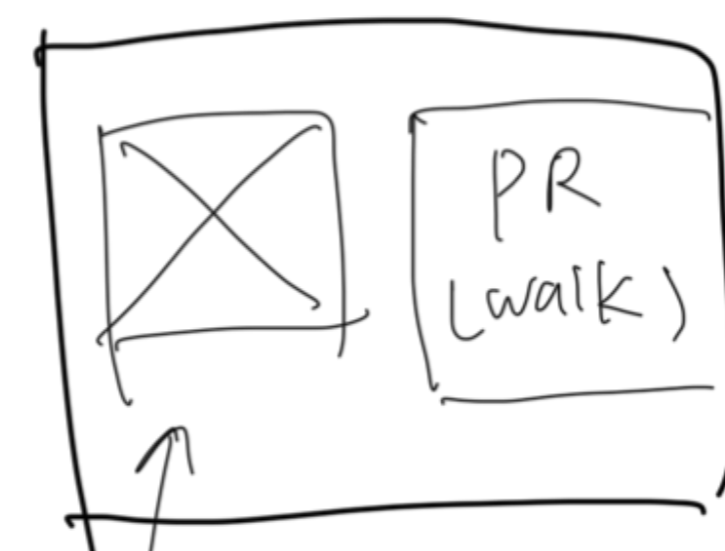
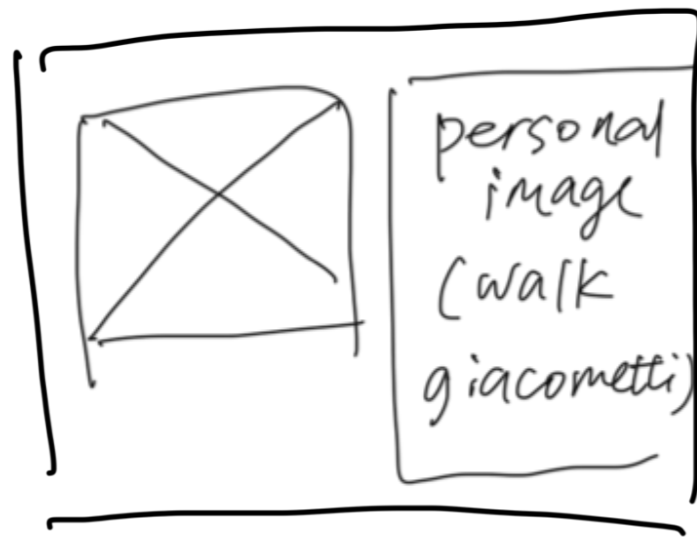
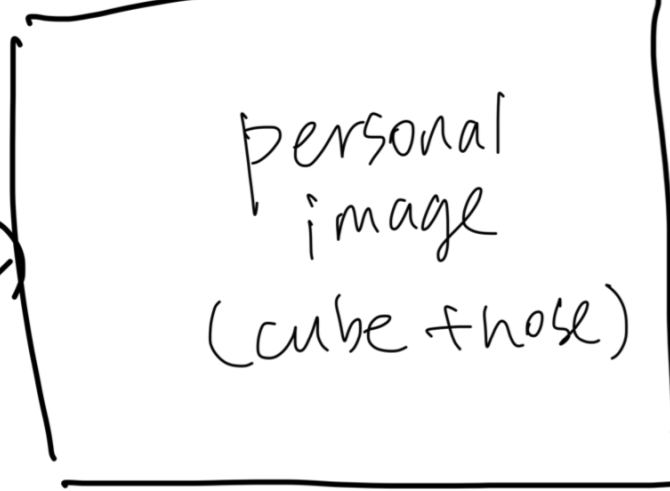
(layered)



same

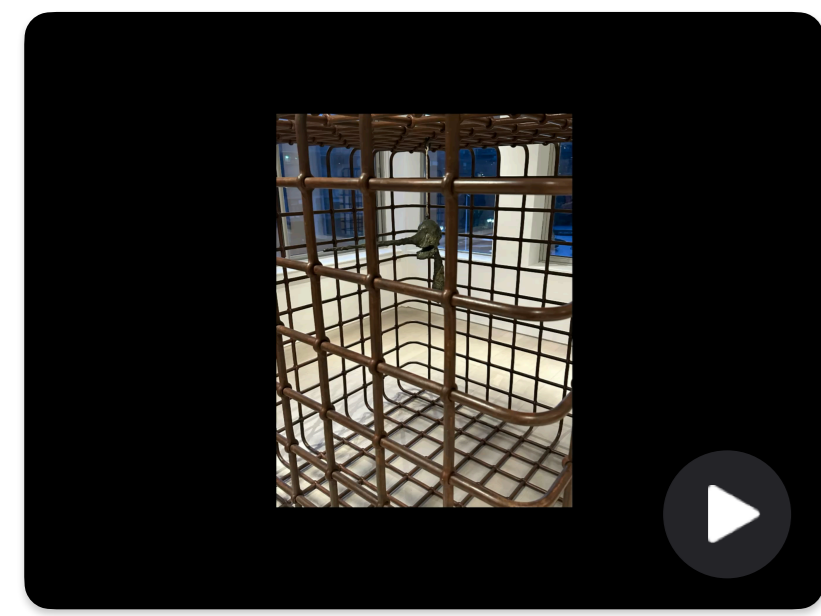


FOLD 2
(GENERAL)
(NESTED)



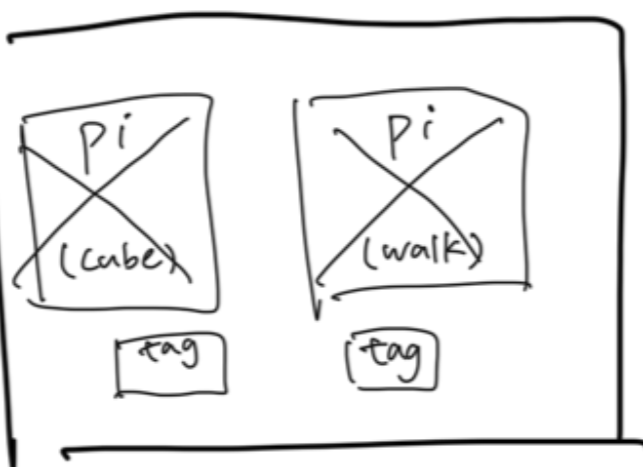
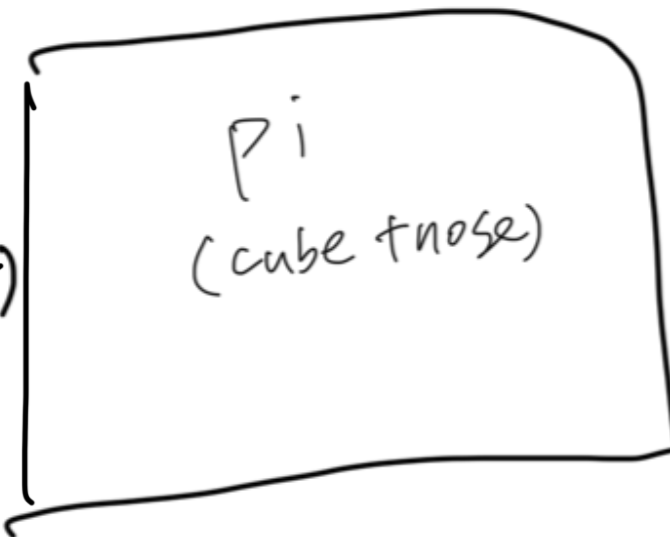
jump back & play.
REFRAME
To change the frame without changing the object.

speed 2x

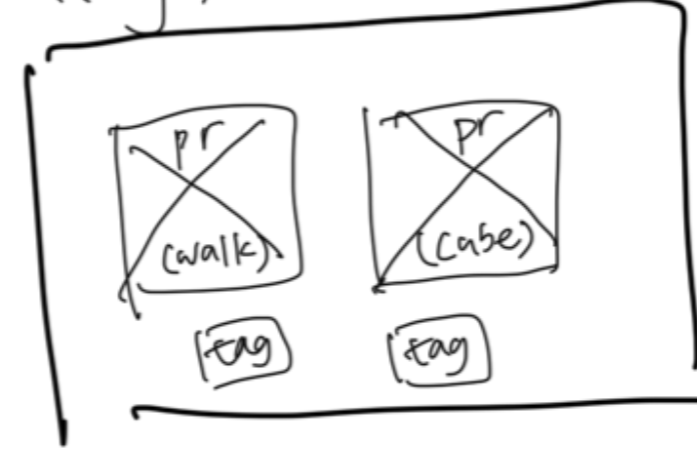


FOLD 3
(INTUITIVE)
(non-linear)

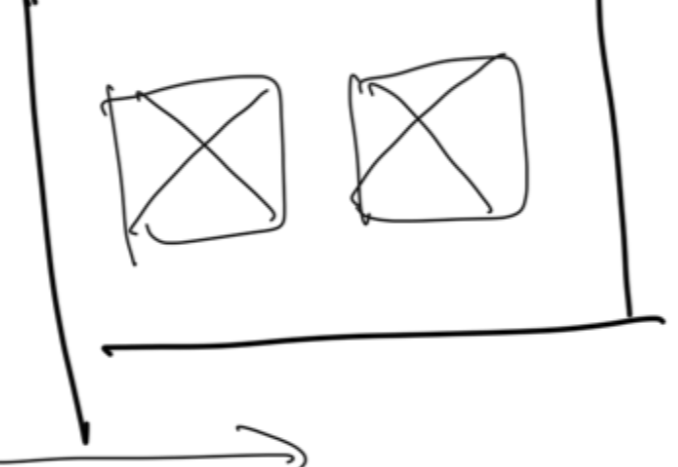
modular juxtaposition



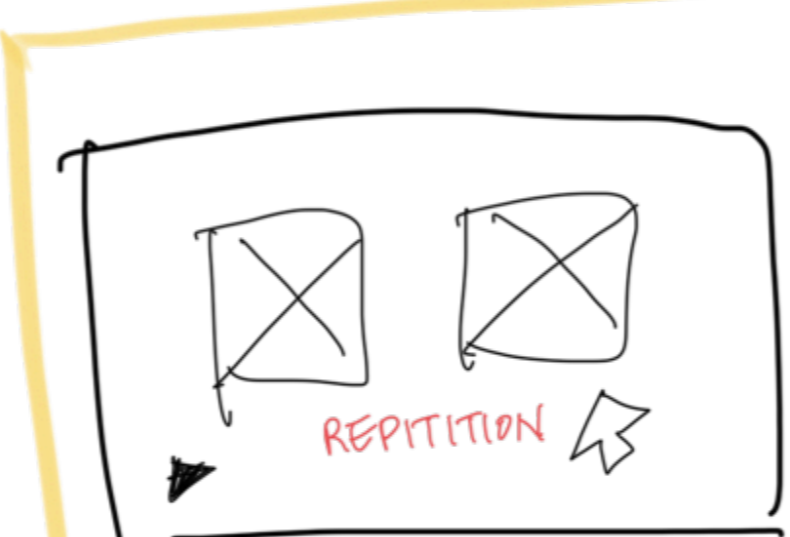
still image <tag>



(multiply)



change unit. repetition

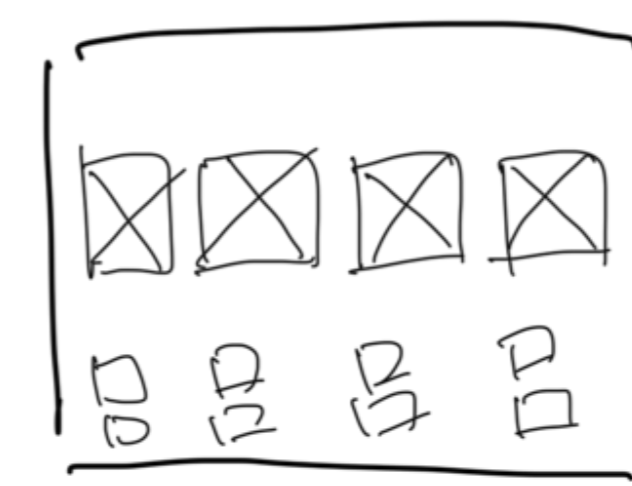


Not the same image twice. The second time, you know you have seen it before.

jump back

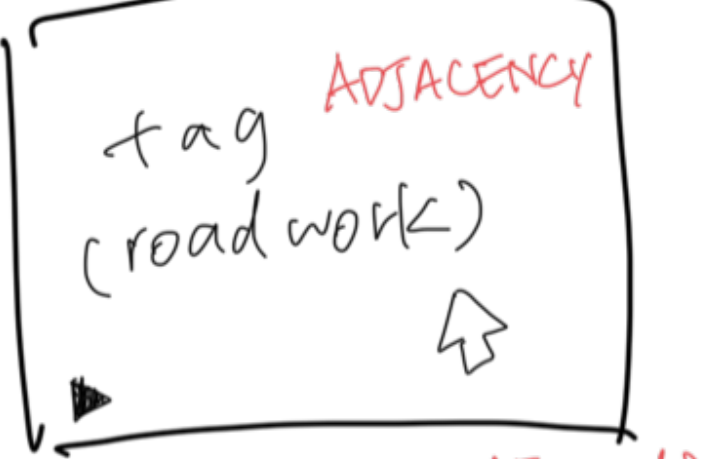


The duration a viewer stops before a work. usually unmeasured.

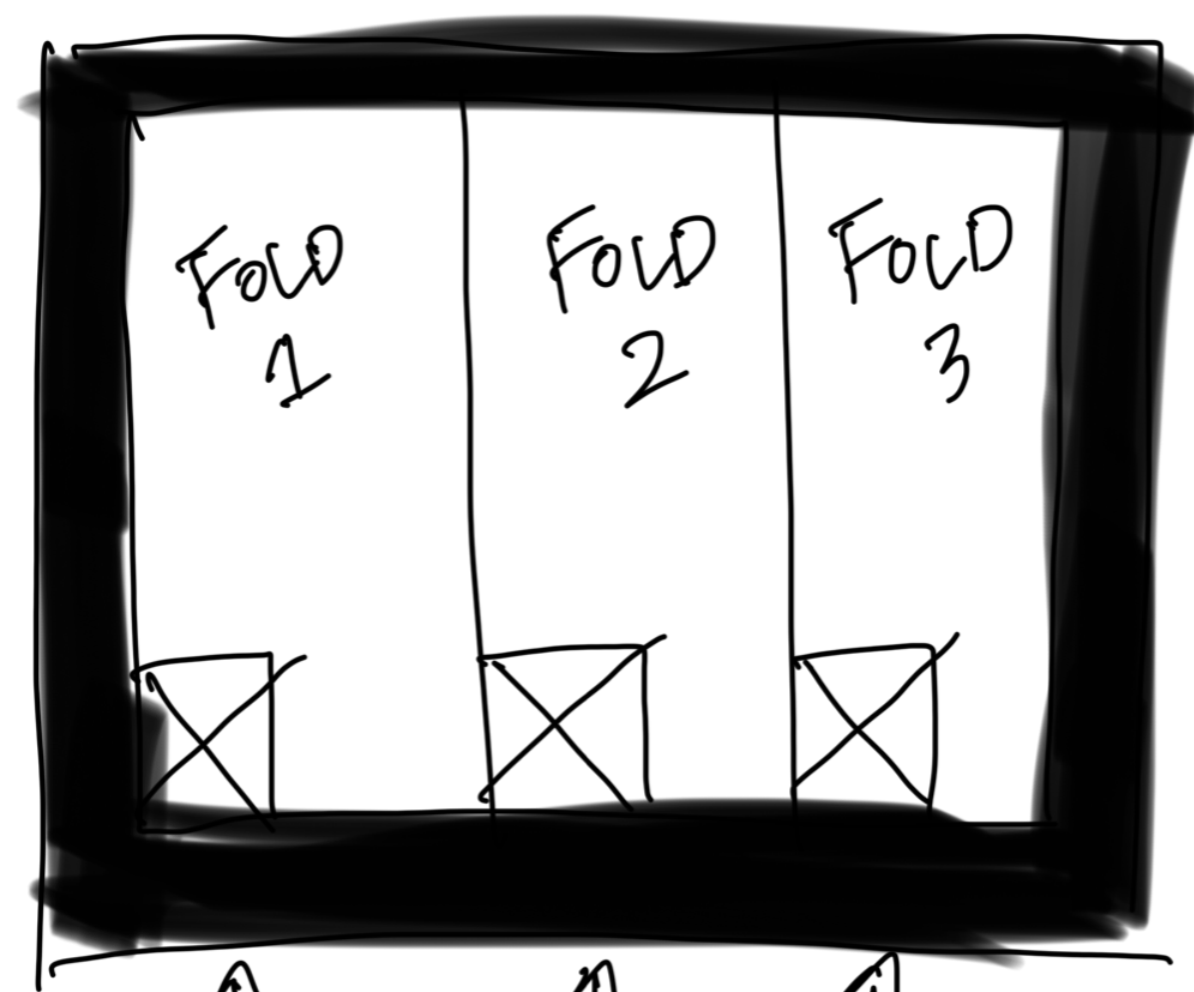


index repetition.

INTERLUDE



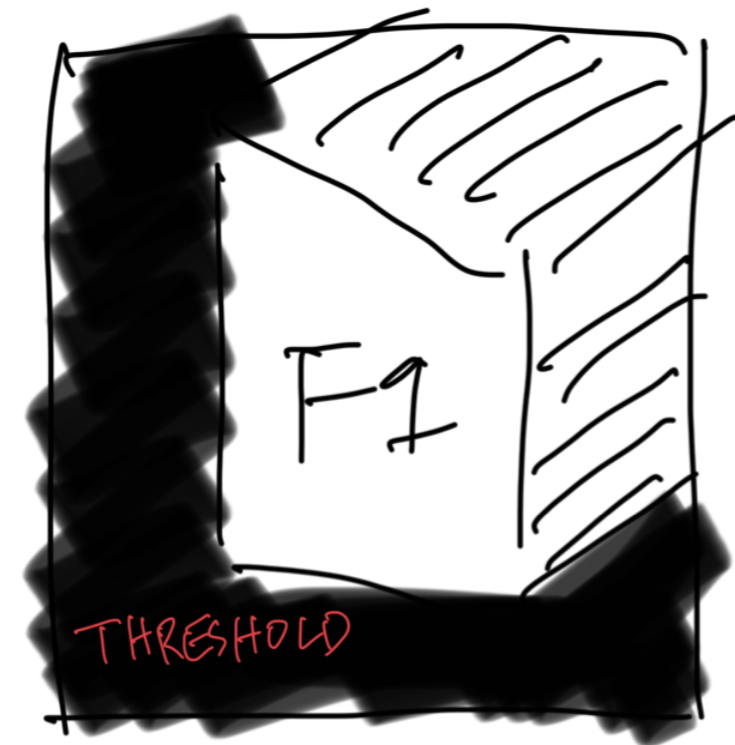
(5 seconds)
The relation between two works placed next to each other.



BLANK FOLDING
STRUCTURE SHOOTING
(hand flip)



FOLD AS
CUBE



THRESHOLD

The point at which a viewer enters a new space of looking.



00=01

link the beginning

FOLDING SHAPES READING BY STAGING
A PARADOX. YOU THINK YOU HAVE AGENCY.
BUT UNFOLDING ALWAYS HAPPENS WITHIN A FRAME
I DESIGNED.