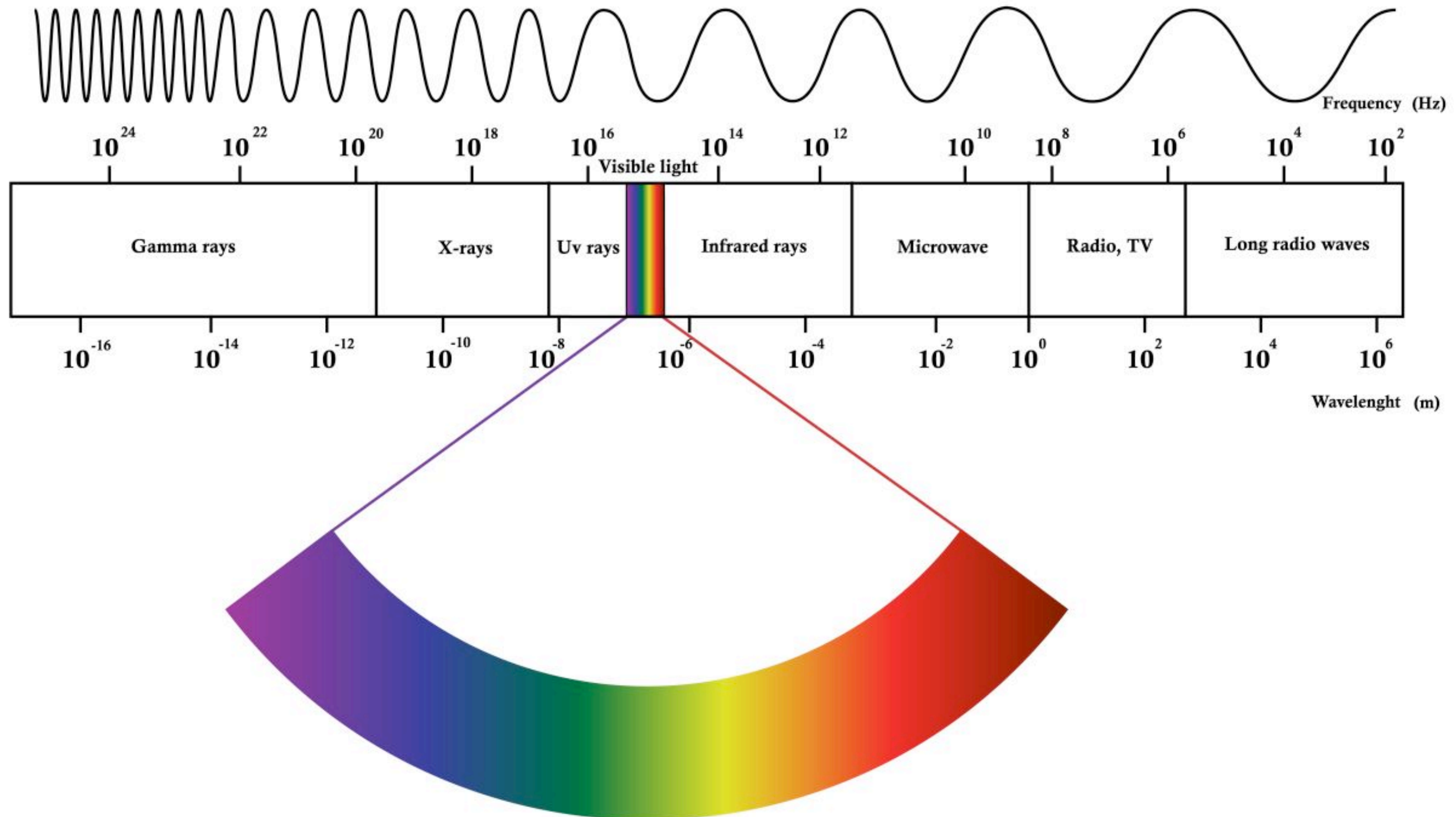
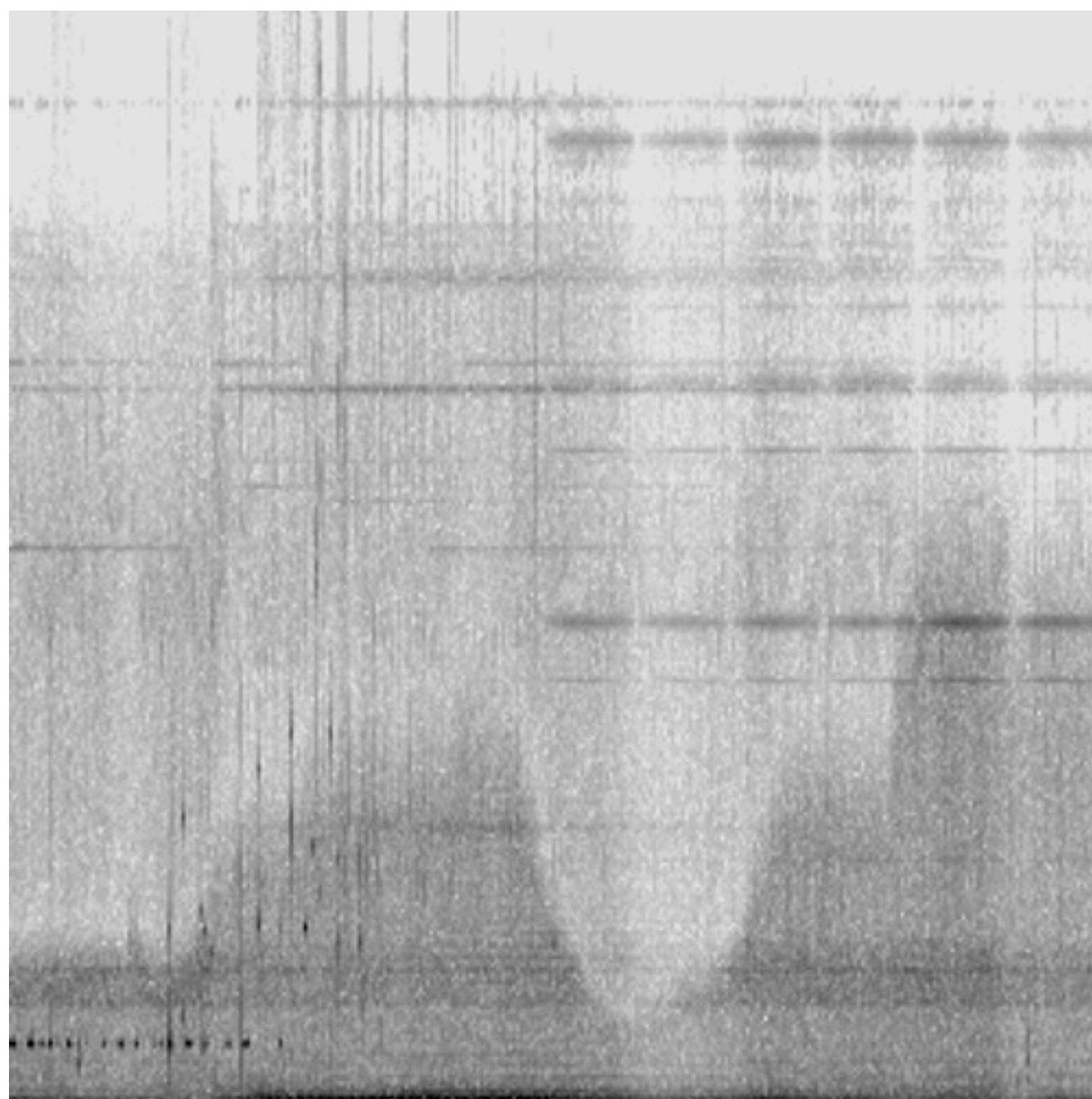


Part 1: Electromagnetic Landscapes and Code Poetry





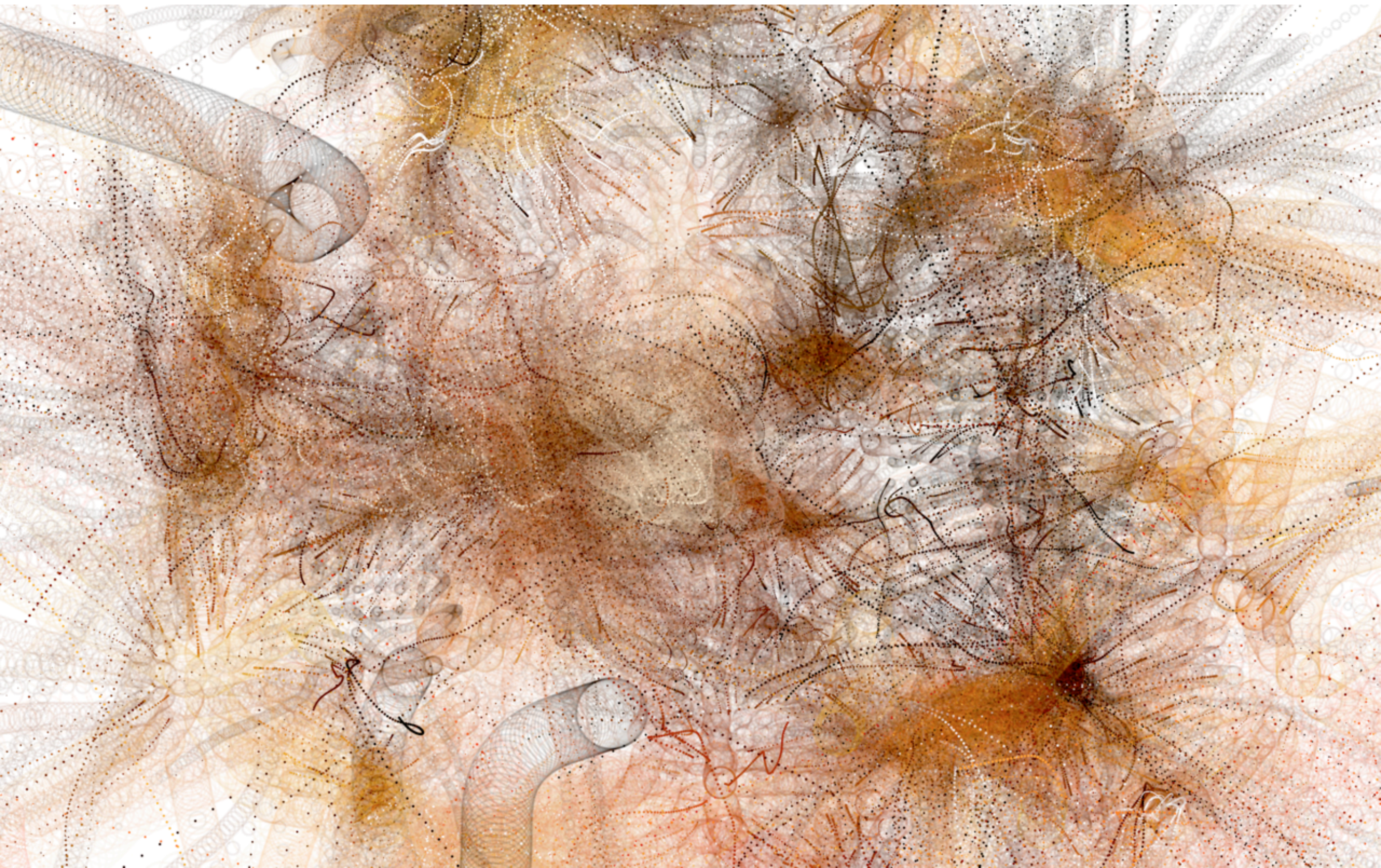


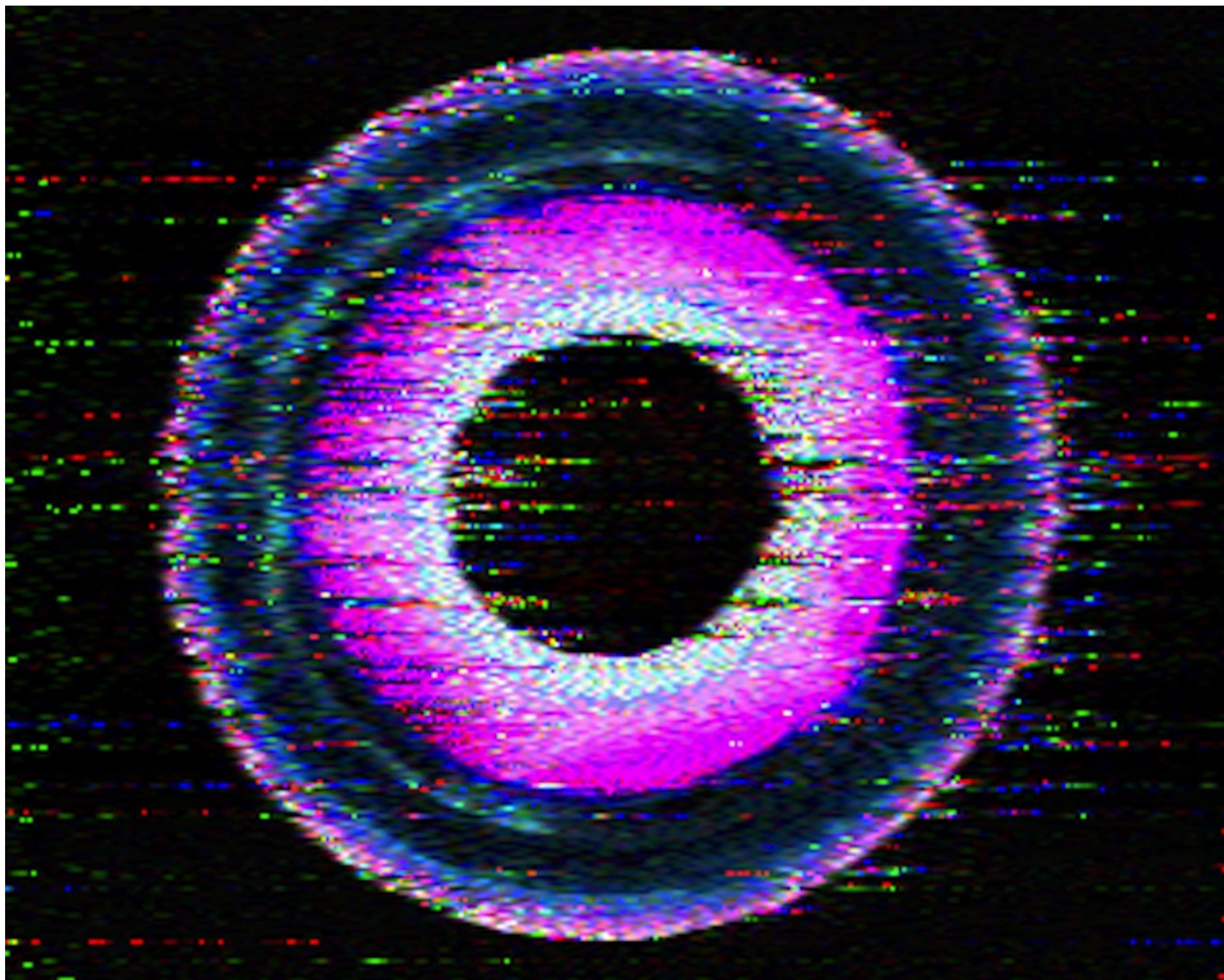




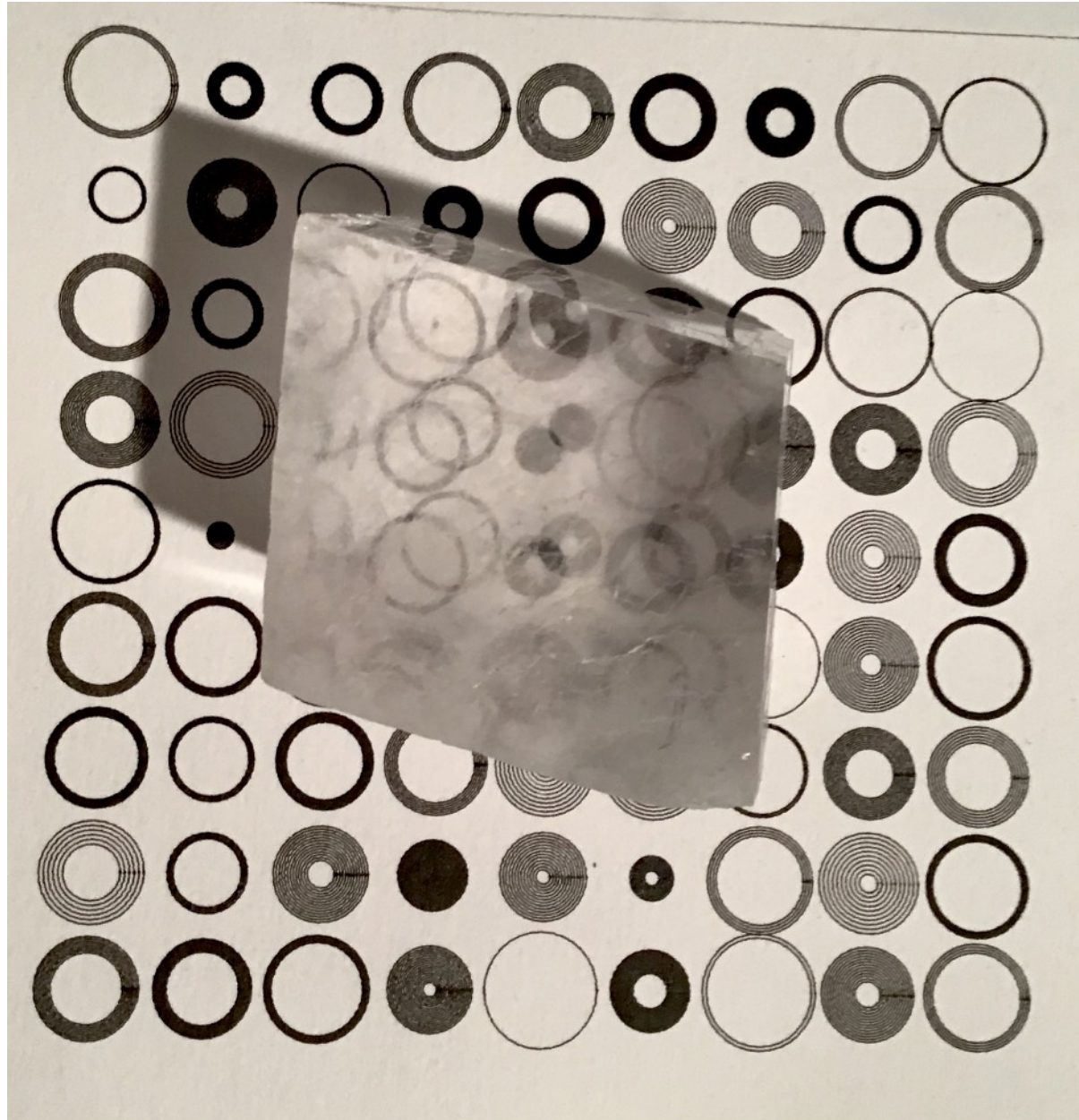


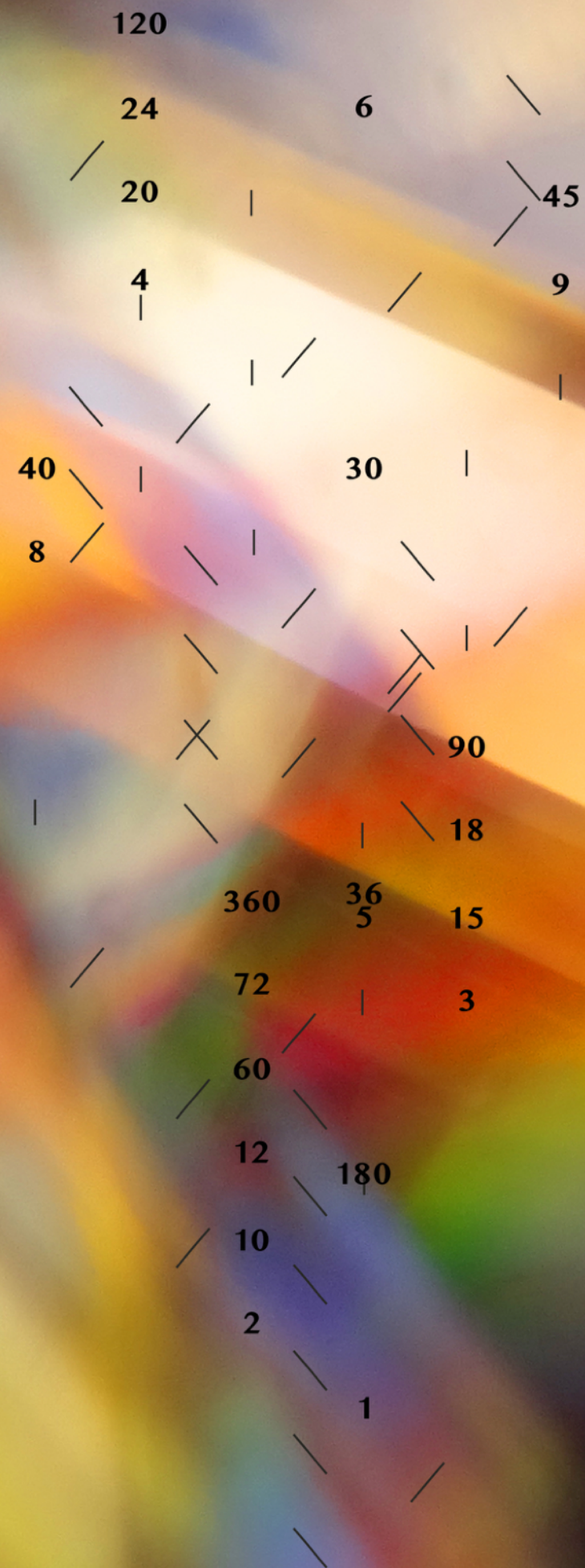


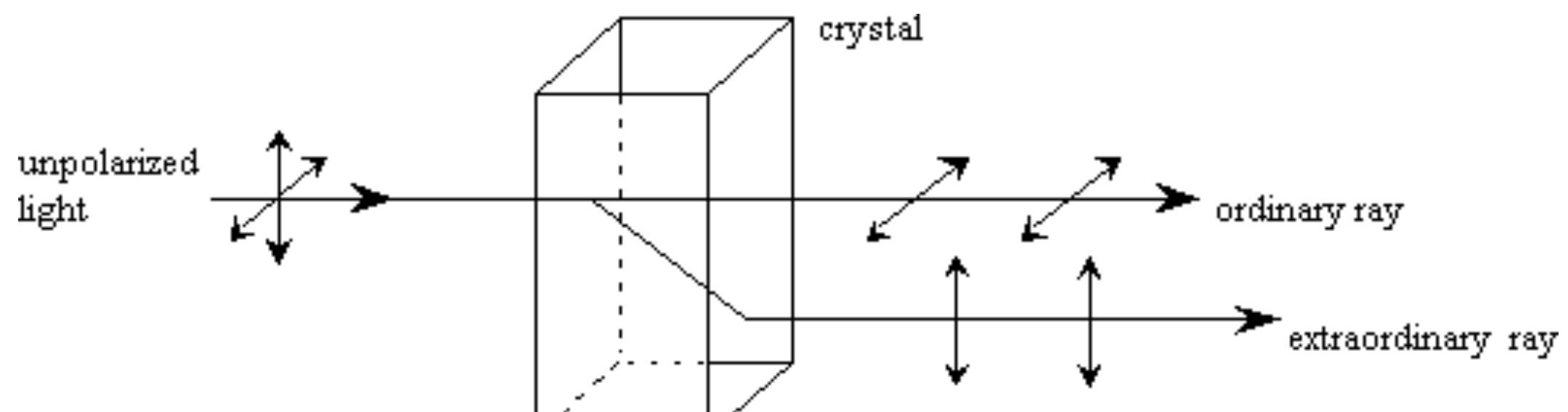




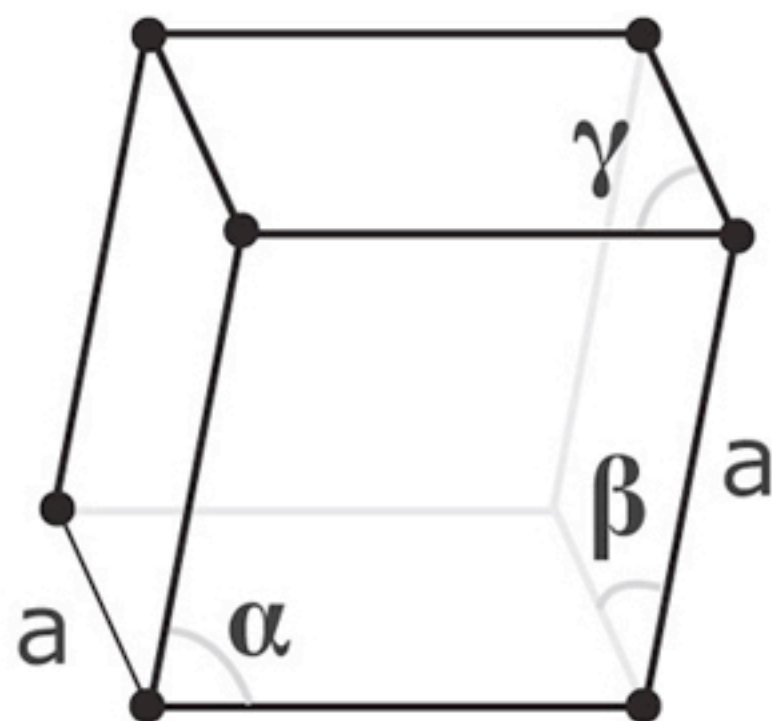
Part 2: SuperLattice

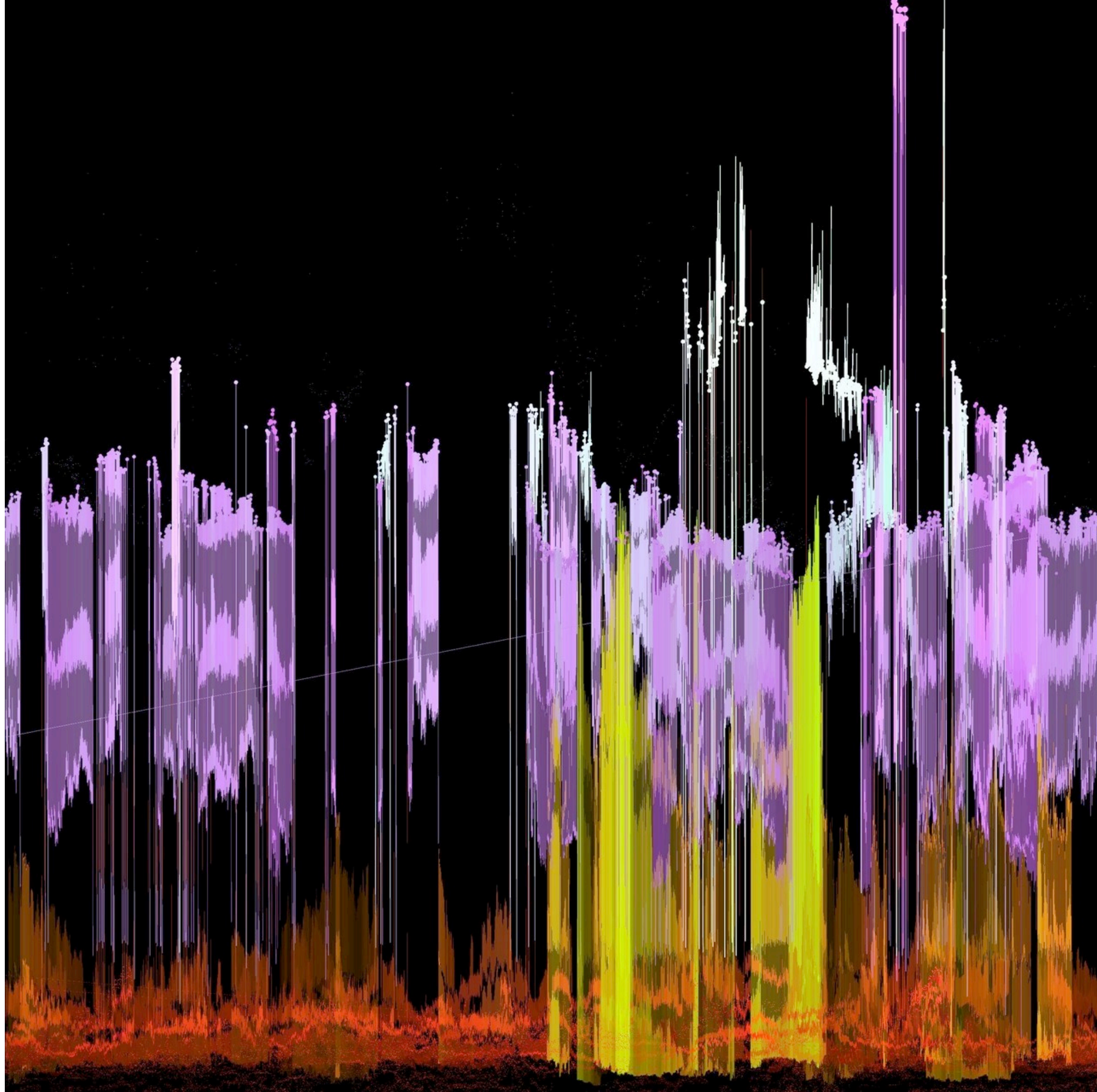






$$\alpha, \beta, \gamma \neq 90^\circ$$





1D Array

3	2
---	---

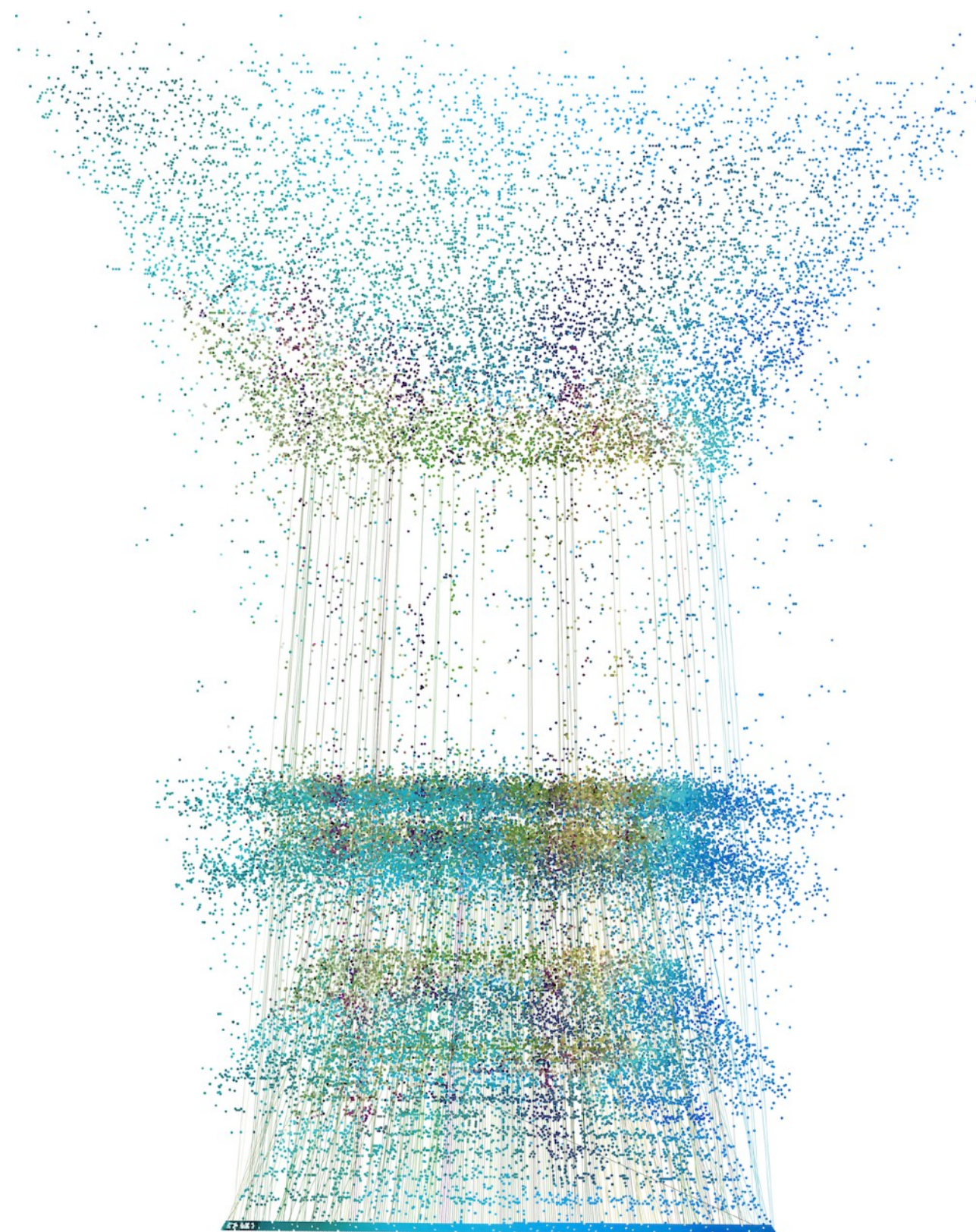
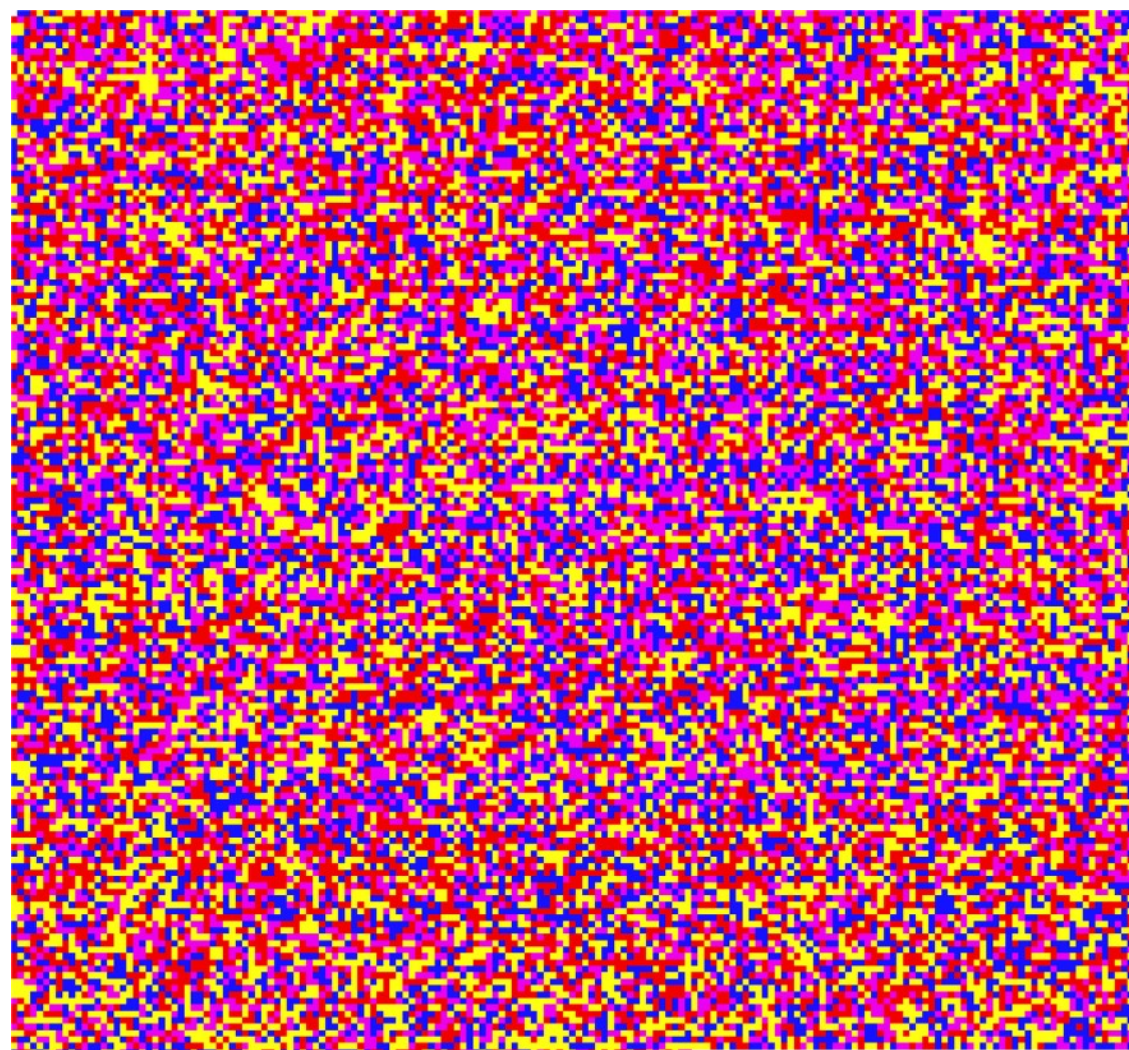
2D Array

1	0	1
3	4	1

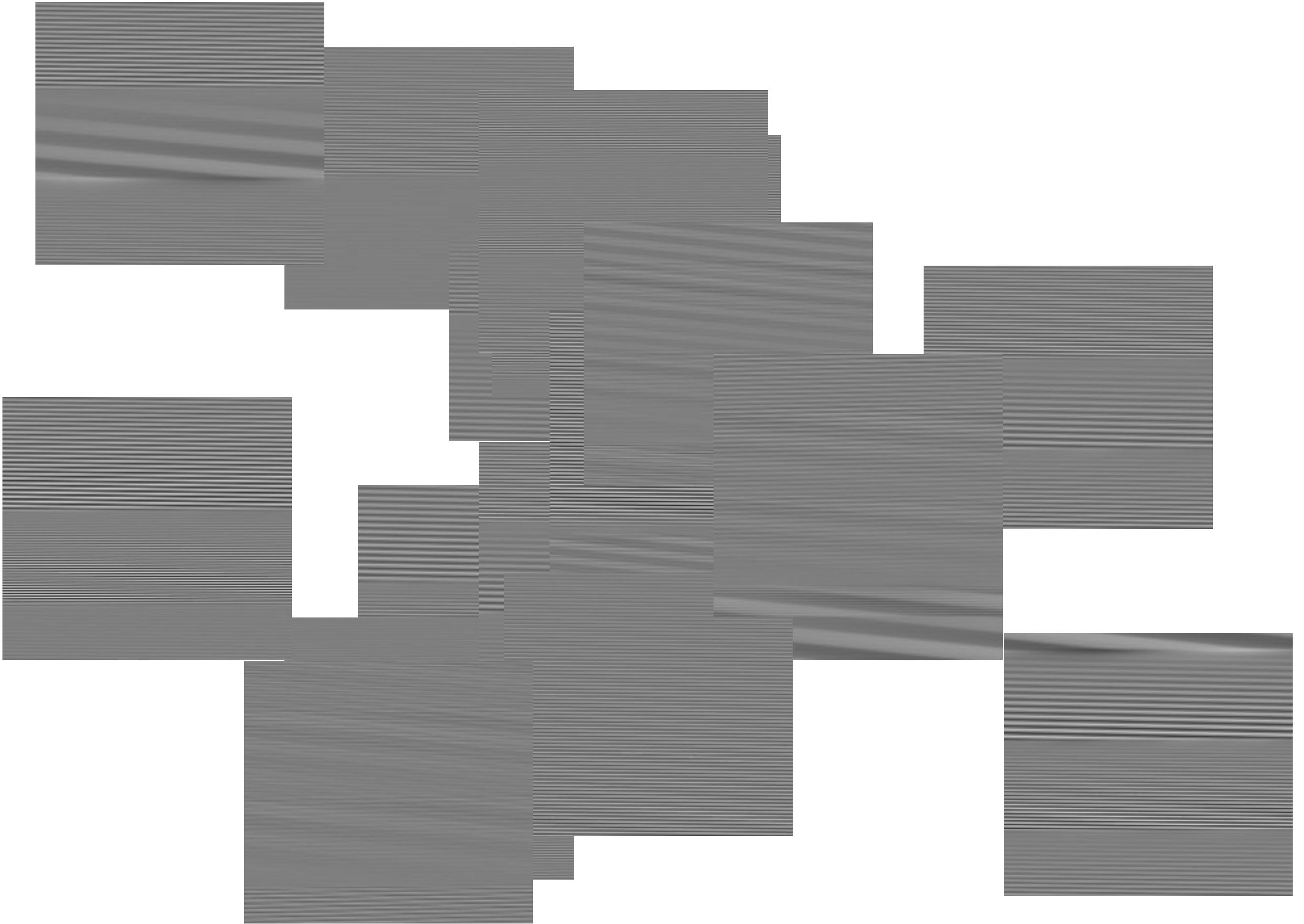
3D Array

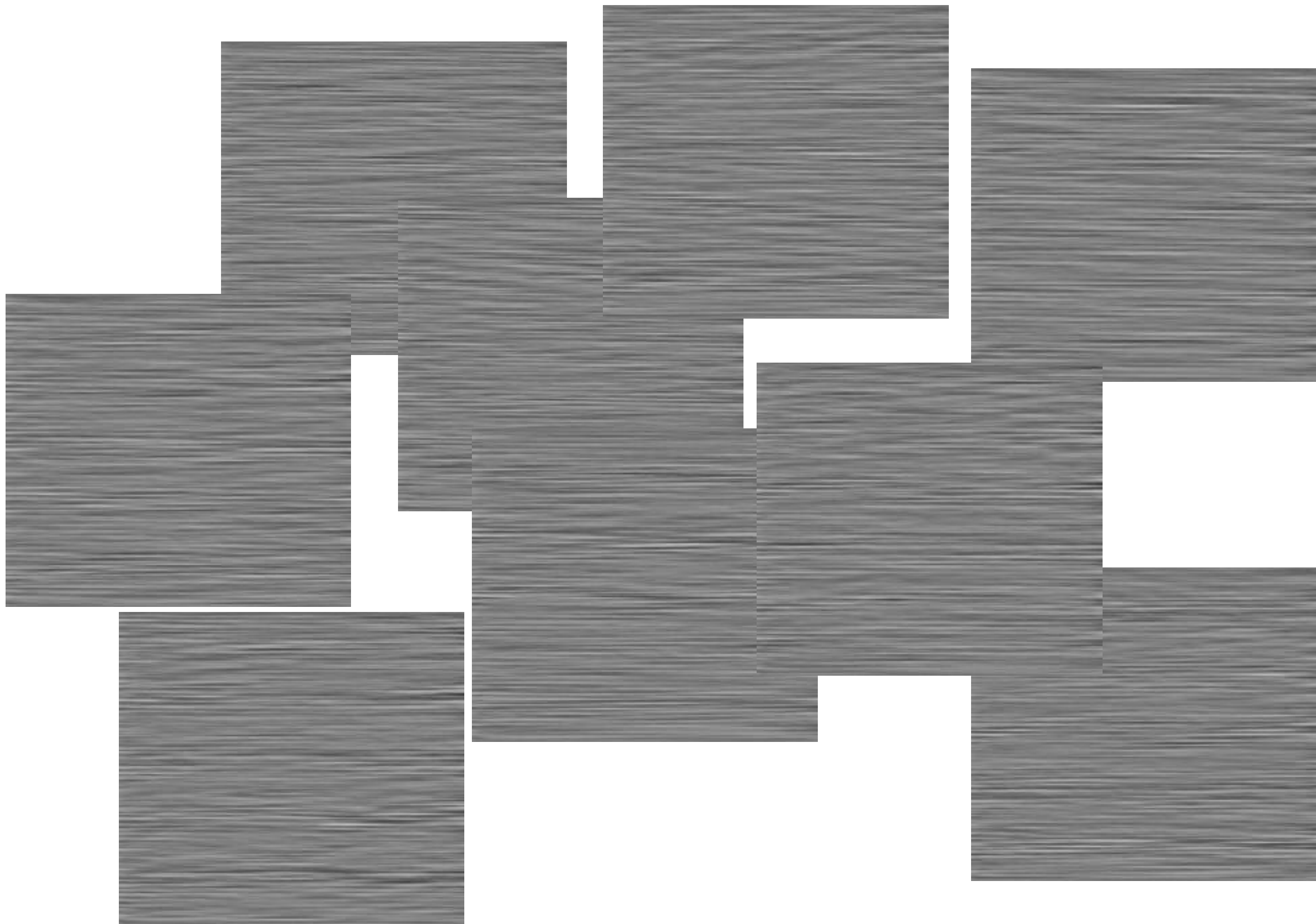
1	7	9
5	9	3
7	9	9


```
1 cctatctaataatataccttatactggactagtccaatattaaaatgaa gtgggcgtag
61 tgtgtaatttgattgggtggagggtgtggctttggcgtgcttgtaaagtttggcggtag
121 gaagtggggcgcggcgtgggagccggggcgcgccggatgtgacgttttagacgccatttta
181 cacggaaatgatgttttttggcggttgtttgtgcaaattttgtgttttaggcgcgaaac
241 tgaatgacggaagtgaataatgatgacggcaattttattaaggcgcggaatatttaccg
301 agggcagagtgaaactctgagcctctacgtgtgggttttgcgtacgtgagcaggggaaac
361 tccacgttggcgctcaaaggcgcggtttatgtttctgtcagctgacgtttgggtattta
421 atgccgccgtgttcgtcaaggccactcttgagtgccagcgagaagagttttctctgcc
481 agtcattttcacggcgccaatatgagaactgaaatgactcccttgggtctgtcgtatca
541 ggaagctgacgacatattggagcatttgggtgacaactttttaacgaggtaaccagtga
601 tgatgatctttatgttccgtctctttacgaactgtatgatcttgatgtgagtcctgccg
661 tgaagataataatgaacaggcgtgaatgagtgttttttccgaatcgcttttttagctgc
721 cagtgggggtgtgttttttacggagcctctgtactttctcctgtctgtgagcctattgg
781 gggcgaatgatgccacaactgcaccctgaagatatggattattgtgctacgagatggg
841 ctitccctgtagcgattcggagacgagcaagacgagaacggaatggcgcatgtttctgc
901 atccgcagctgctgctgccgtgatagggaacgtgaggagtttcagttagaccatccaga
961 gtggcccggaacaattgtagtcctgtgacaccaccggaatagtactgaaatactga
1021 ctaaatgtgctctttgtgctatctgcgagcctacaacatgttcattttacgtaagtgtgc
```









positions.txt ▾

```
if lupine
```

thought

void draw(){
 float chooser = random
 if(chooser <=2){
 inc++;
 int word = inventory.ge

2

itled folder



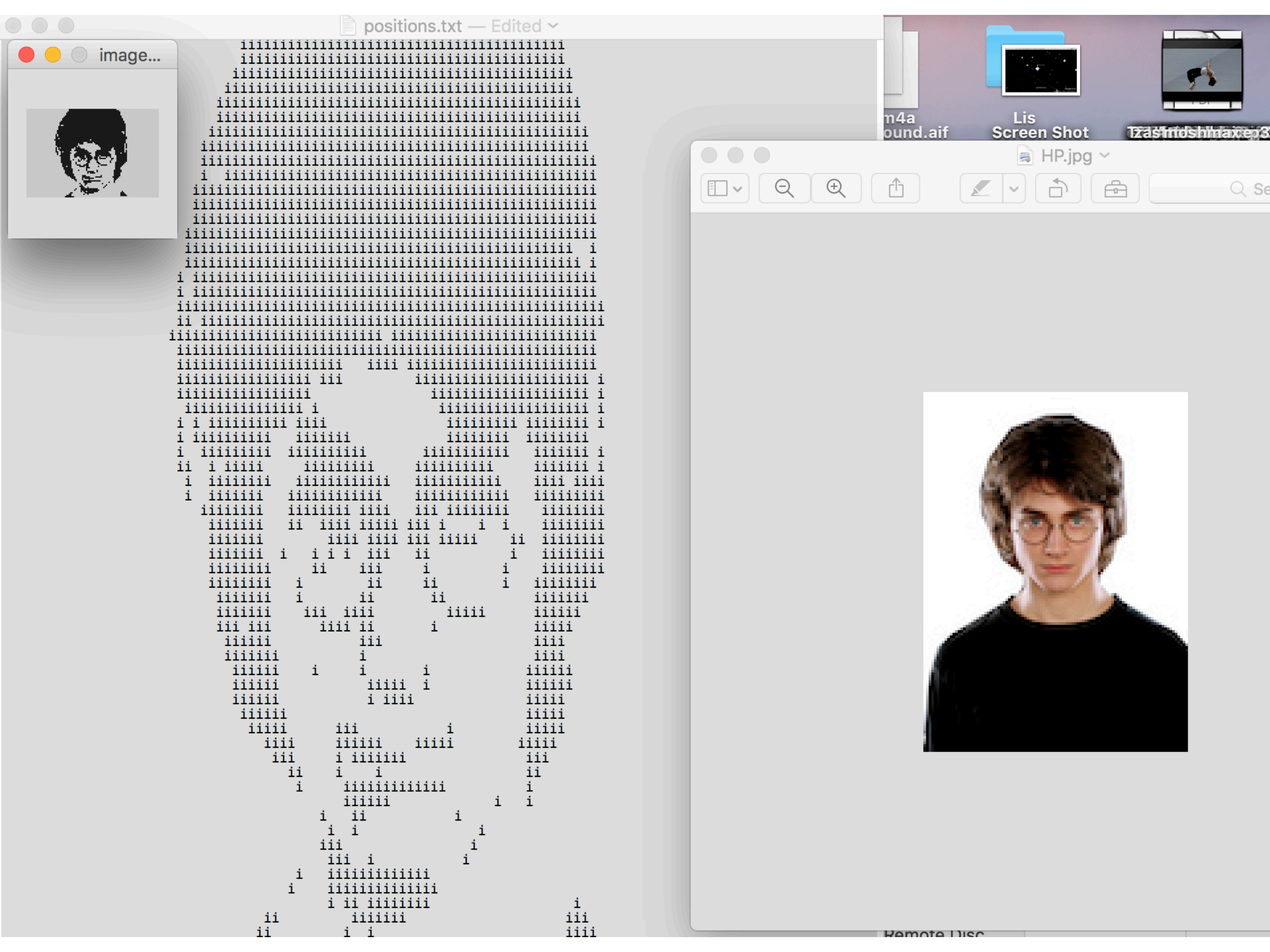
Untitled2.mp3
Screen Shot
2018-07-18 18:28:30

Screen Shot
2018-07-18 18:29:44

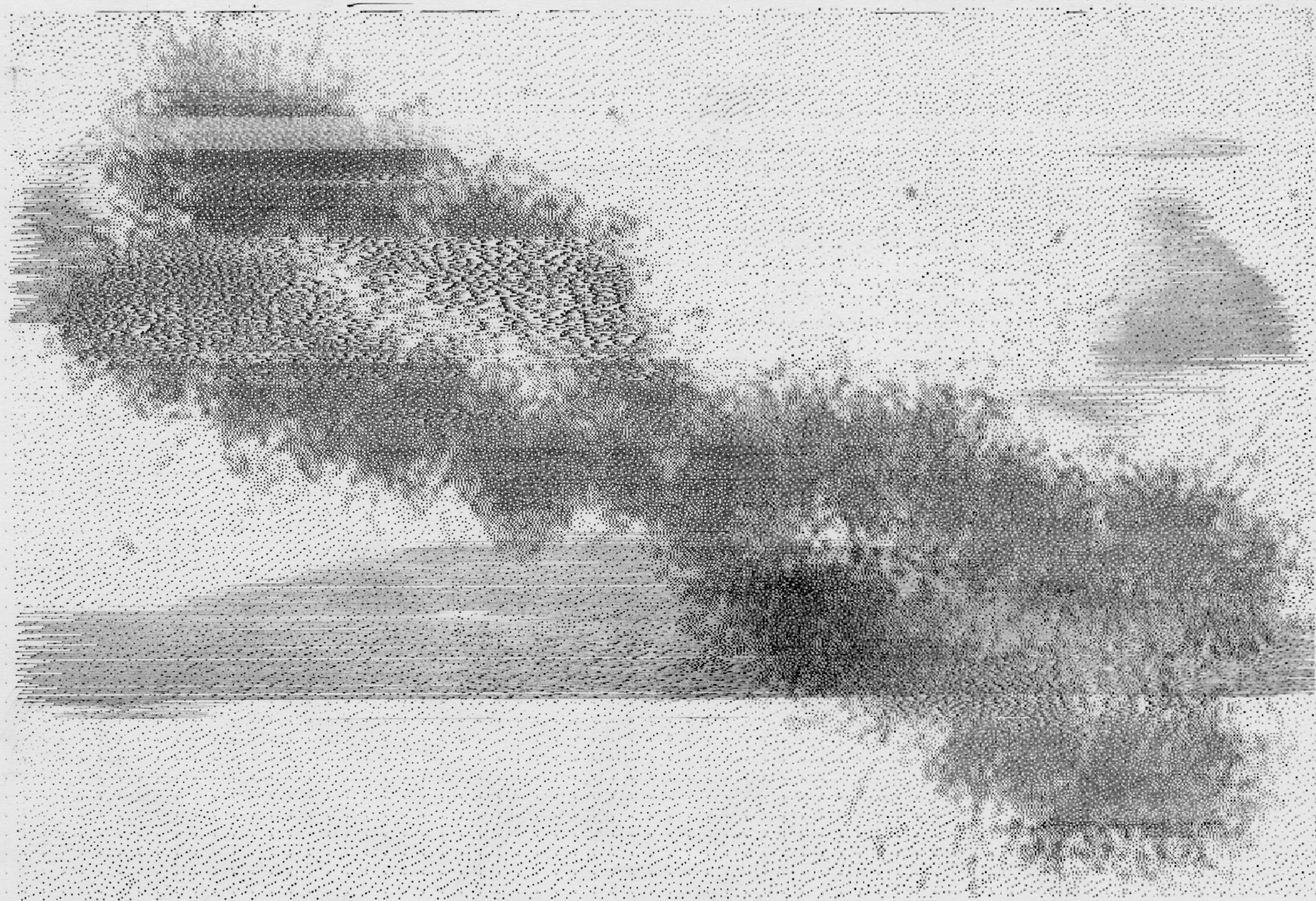
imeMix2.m4
Spotplay
2018-07-18 18:30:05

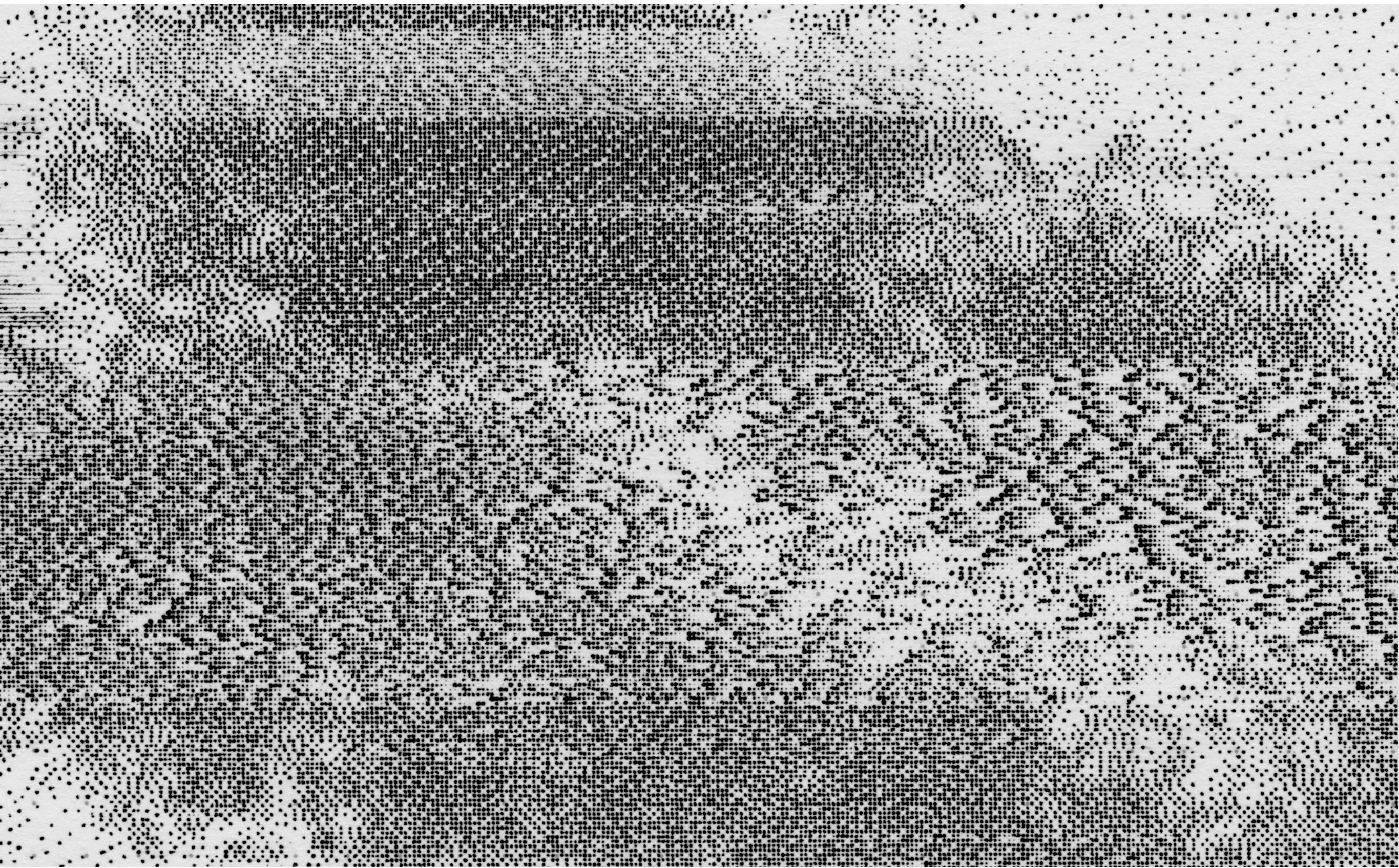
Screen Shot
2018-07-18 18:30:18

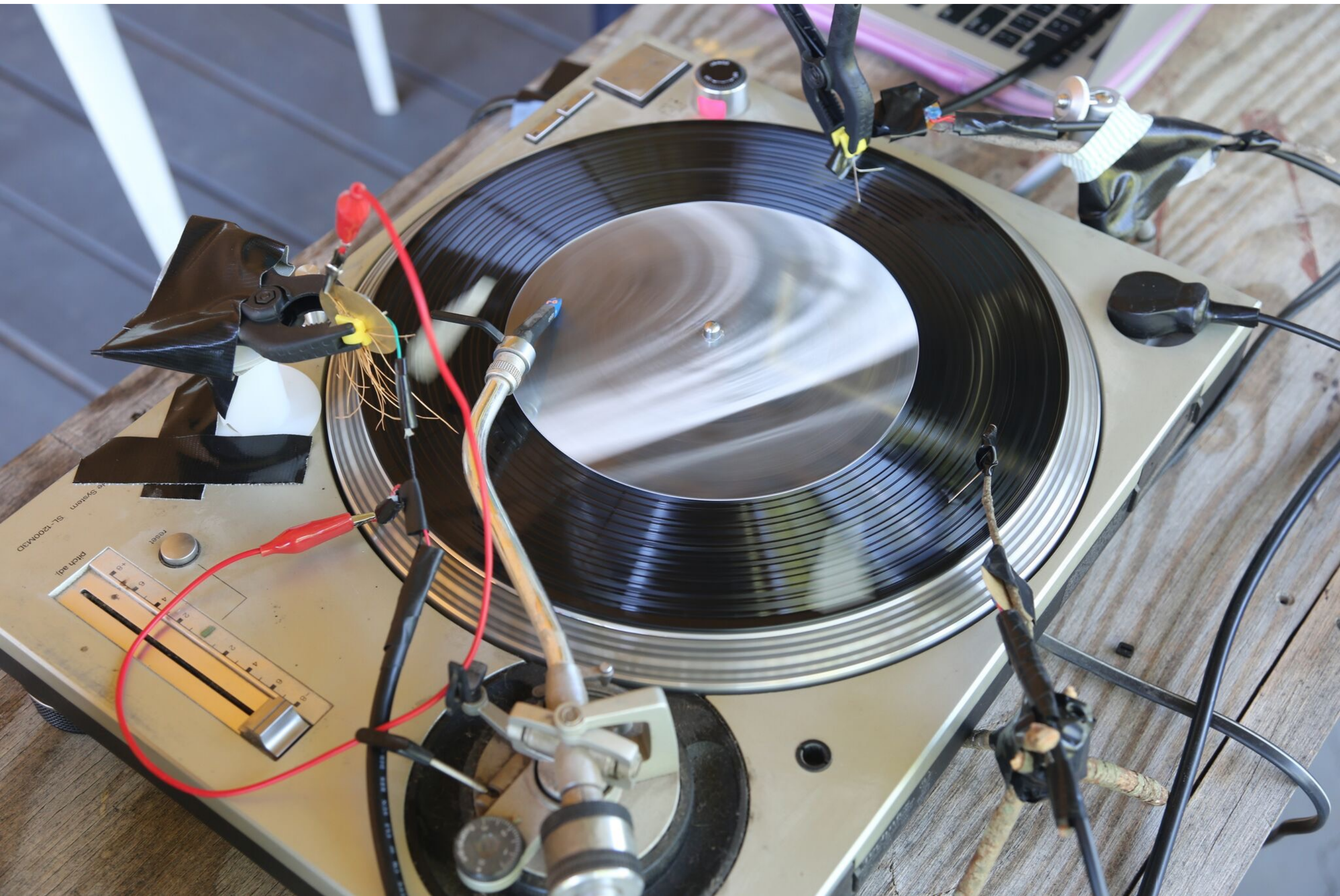
Screen Shot
2018-07-18 18:30:38





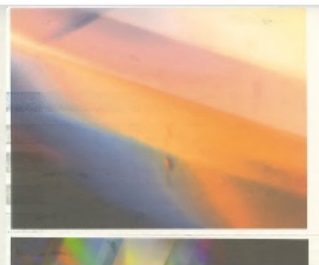








Scan 1.jpeg



Scan 2.jpeg



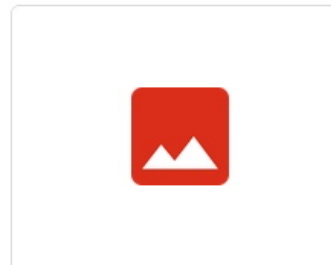
Scan 3.jpeg



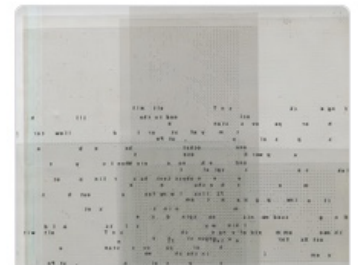
Scan 4.jpeg



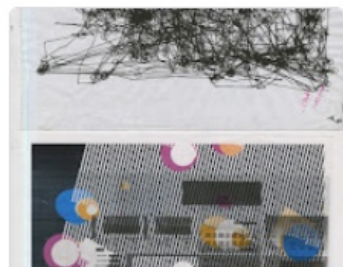
Scan 5.jpeg



Scan 6.jpeg



Scan 7.jpeg



Scan 8.jpeg



Scan 9.jpeg



Scan 10.jpeg



Scan 11.jpeg



Scan 12.jpeg



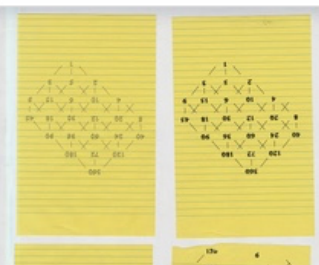
Scan 13.jpeg



Scan 14.jpeg



Scan 15.jpeg



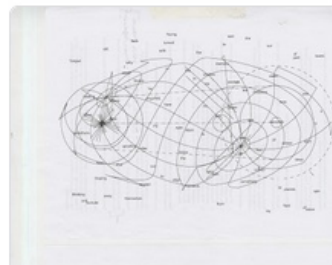
Scan 16.jpeg



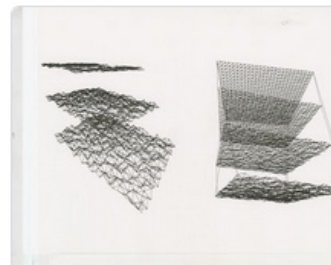
Scan 17.jpeg



Scan 18.jpeg



Scan 19.jpeg



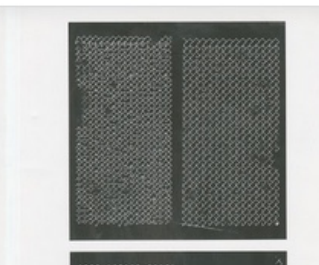
Scan 20.jpeg



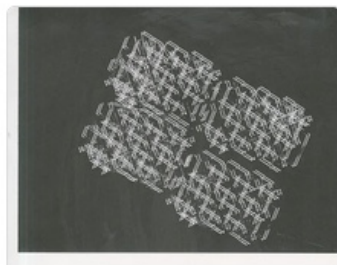
Scan 21.jpeg



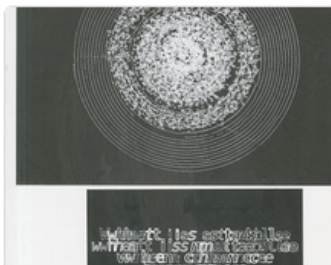
Scan 22.jpeg



Scan 23.jpeg



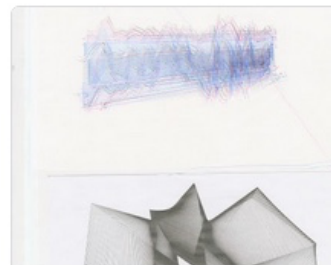
Scan 24.jpeg



Scan 25.jpeg



Scan 26.jpeg



Scan 27.jpeg



Scan 28.jpeg



