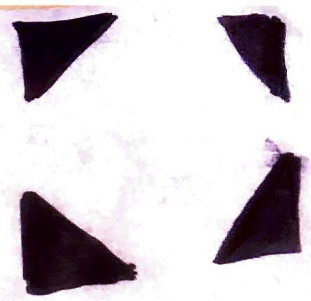
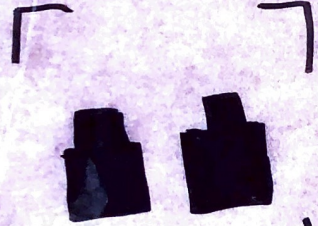


RESO:
BOLD



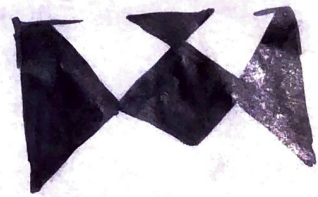
ORDER



Think about
these for
playful



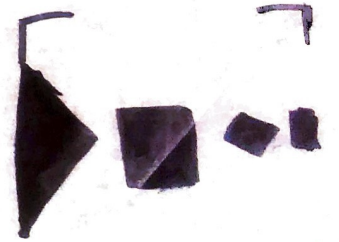
DRAW
THEN
LIFT



COMBINATION



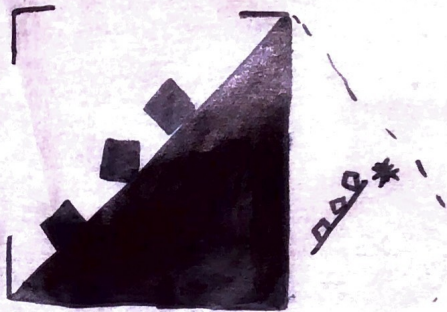
ORDER



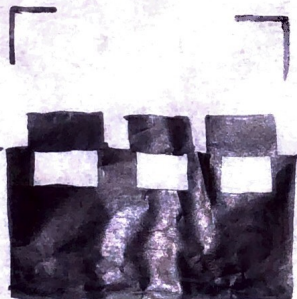
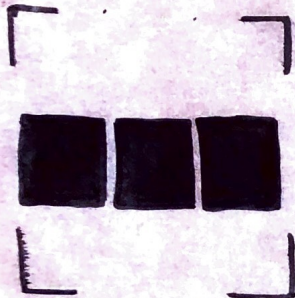
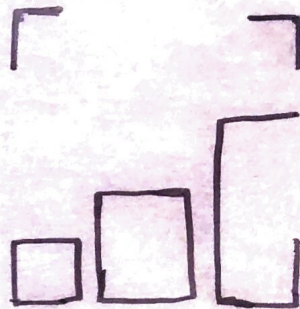
TENSION

ORDER

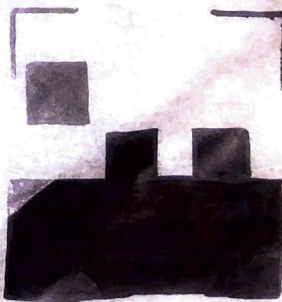
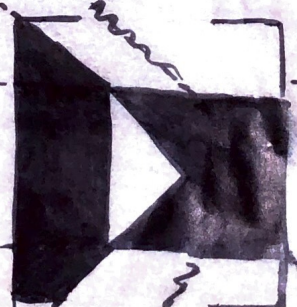
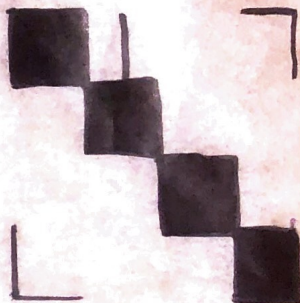
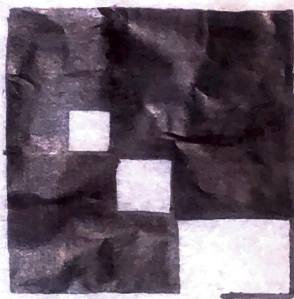
Play with these
two and make
look less messy



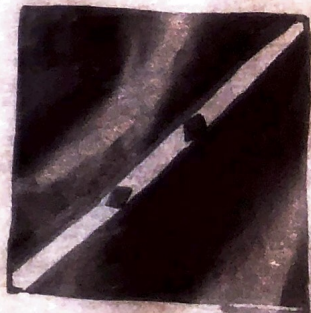
AAA*



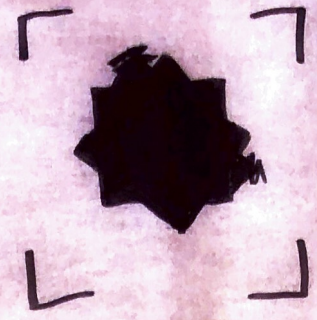
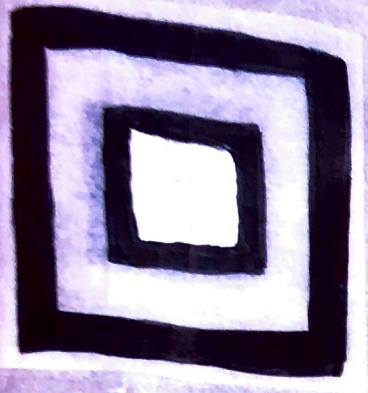
interesting visual



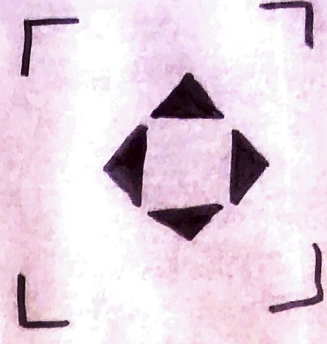
Play with
flipping the image



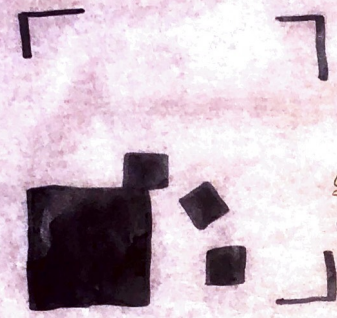
BOLD



Play with S

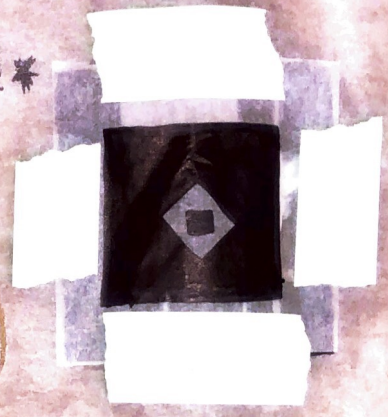


BOLD (tension?)

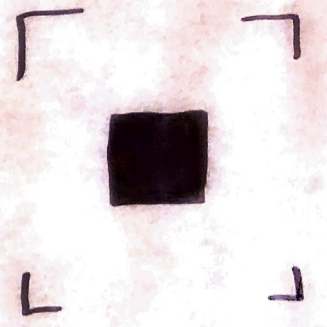
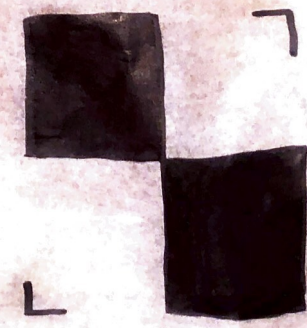
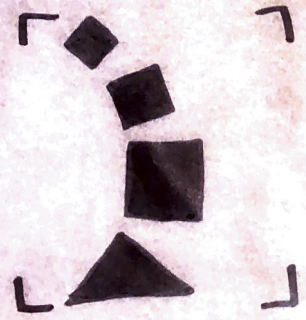
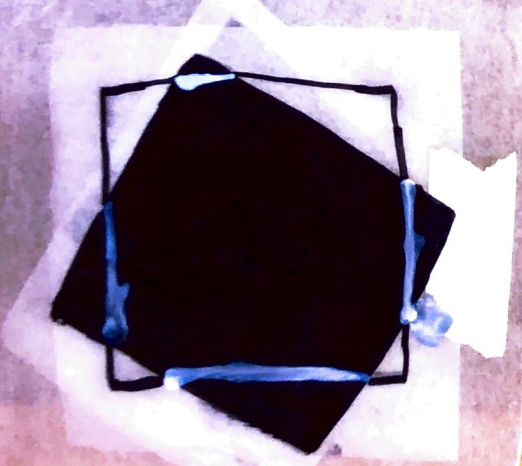


Scale but consider when it starts to get playful/tension

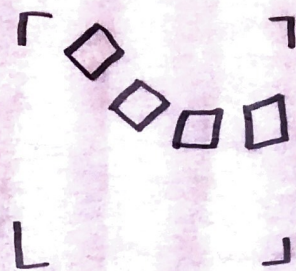
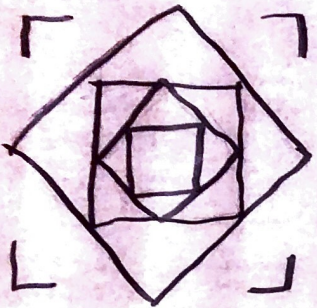
!



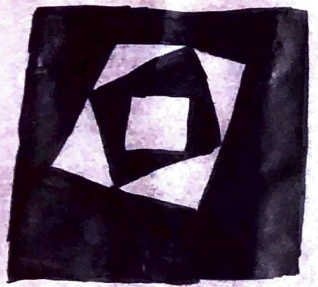
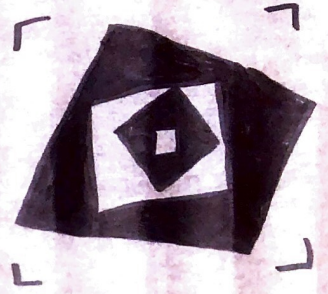
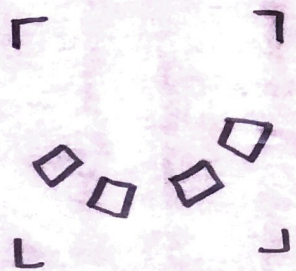
BOLD



PLAYFUL



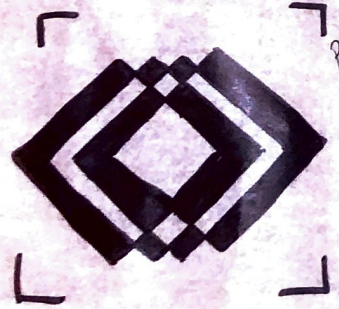
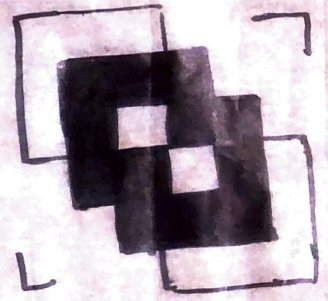
Play w/ this idea of implied lines



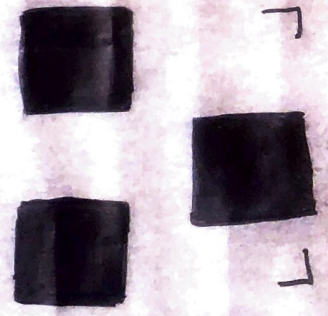
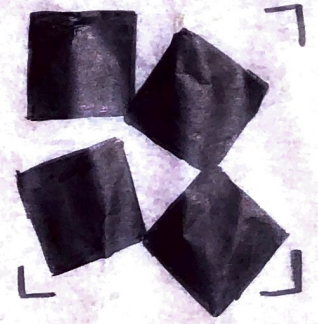
Play w/ different scales



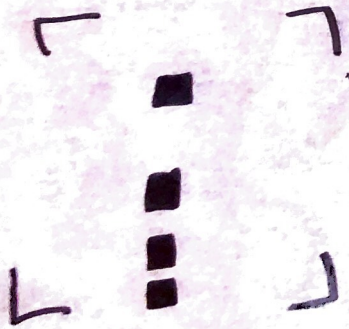
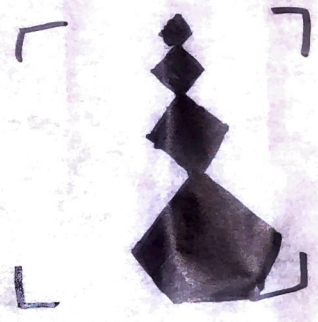
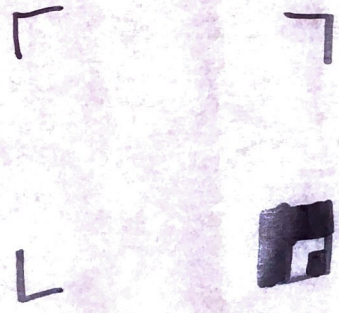
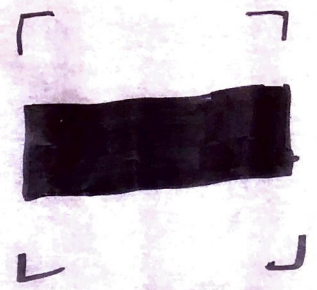
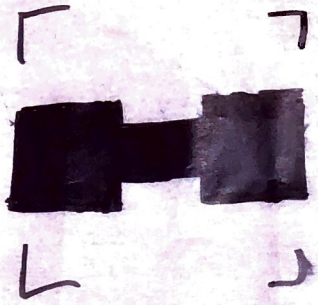
think about this idea for version



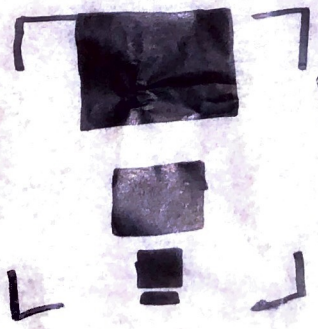
Play with orientation/axis and color inversion



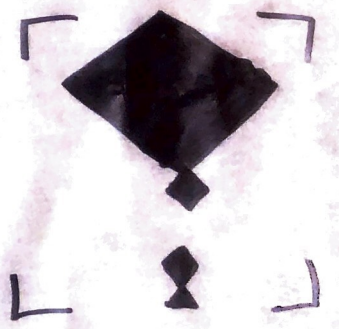
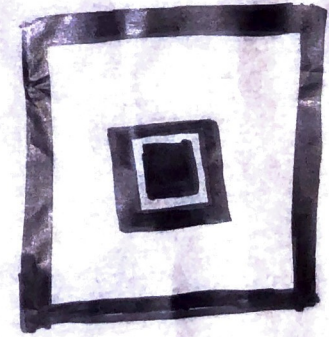
TENSION



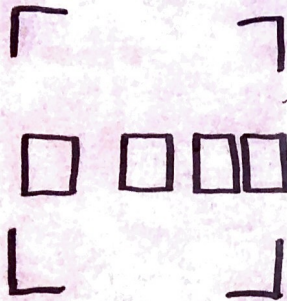
Flip image vertically



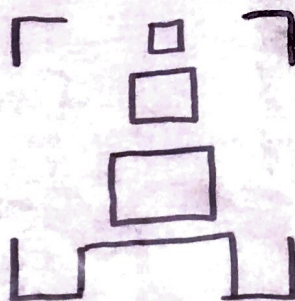
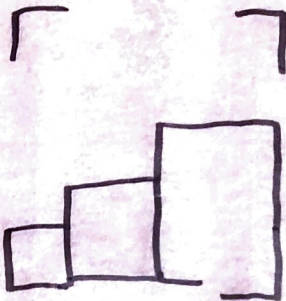
Play more w/ size and closing in space



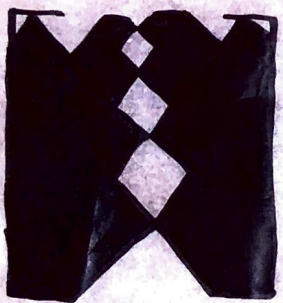
INCREASE



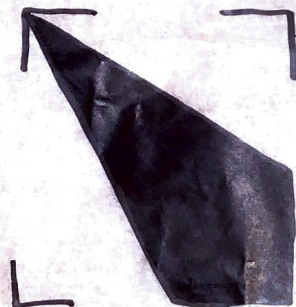
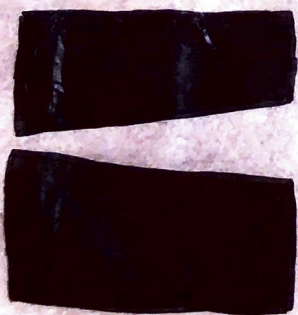
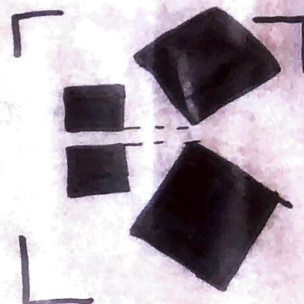
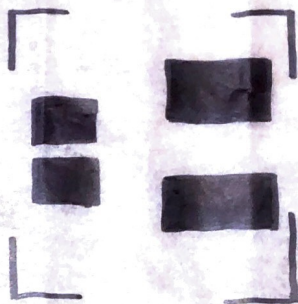
Try different
axis or scale



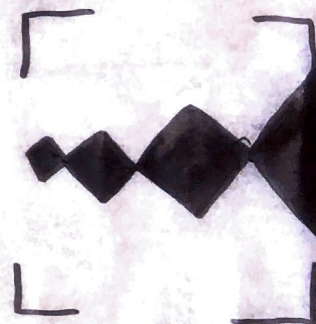
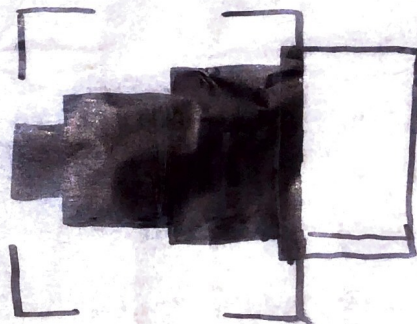
More
filling
more
space



Too spot-light like
(play with misdeu
for
tension)



TRY RUNNING A
DIFFERENT
Axis through mis



CONGESTION

Play with
color & contrast
and defining an outline

