

Scale	Hierarchy	Designation	Description	Medium	Tool/Technique	Description	Variables
Block	B1	Orientation	Positional or relational vector.	Pen/Pencil/Colored Pencil	Vector	Obvious use of vector to imply direction.	Color, Stroke Type, Weight, Darkness, Transparency
Block	B1	Path	A vector (or collection of vectors) along which some thing travels as part of a Machine, Condition or Response.	Pen/Pencil/Colored Pencil	Vector	Single vectors to show movement between points.	Color, Stroke Type, Weight, Darkness, Transparency
City	B1	Junction	The overlap or joining of two items. More closely relational than a Connection or Association. The junction between to items implies a new relationship or conclusion, rather than the observation of an existing relationship.	Pen/Pencil/Colored Pencil	Symbol	A junction may demand the use of a unique symbol (or series of symbols) to describe the qualities that bind the two elements together. Or, the symbol can simply stand out from other graphics, asserting hierarchy over quality.	Color, Stroke Type, Weight, Color, Darkness, Transparency
Territory	B1	Topographical Manipulation	The human intervention upon natural topography.	Transfer	Texture/Photograph	Transfer images of real textures or photographs of built conditions.	Transparency, Texture
City	B2	Border	A hard edge, impenetrable by one or more components of the urban system.	Paint	Palette Knife	The palette knife is capable of laying thick quantities of paint to a surface whilst retaining volume, shape, and edge definition.	Color, Transparency, Direction, Texture
City	B2	Boundary	A soft edge between spaces, Surface, Zone/Area, Conditions or Machines.	Paint	Brush Fill	Filled hspace to differentiate from others.	Transparency, Edge Resolution, Texture, Color
Territory	B2	Topographical Shift	A vertical change in elevation of natural landscape	Paint	Brush Stroke	Direction or intensity of stroke can suggest direction of slope or change in elevation.	Color, Transparency, Direction, Texture
Region	B2	Landscape - Feature	Cliffs, mountains, rivers, lakes, shorelines, etc.	Collage	Eraser	Erase and rub away layers of material to create ground tectonics, edges, and features.	Edge Resolution, Transparency, Texture
Region	B3	Landscape - Groundcover	Forest, scrub, or similar naturally occurring, semi-permanent groundcover that would impact the shape of urban development.	Collage	Texture/Photograph	Collage images of textures or photographs to match the condition.	Transparency, Texture
Region	B3	Landscape - Shear/Motion	Implicit motion or directionality visible in the landscape at large scales. Due to geological movement or to polar orientation.	Paint	Brush	Paint is pulled/pushed.	Texture, Direction
	B3	Ground	The abstracted "surface" upon or from which are built/derived geology, topography, or urban space.	Wood + Gesso		Solid ground for layering. Gesso application can create ground for drawing/painting. Can either hide or utilize texture/pattern.	
Architecture	F1	Machine Association	Spatial or psychological relationship to another Component, Machine, object, or space.	Pen/Pencil/Colored Pencil	Outline	Outline grouping associated objects.	Color, Stroke Type, Weight, Color, Darkness, Transparency
Architecture	F1	Machine Connection	Physical connection to another Component or Machine	Pen/Pencil/Colored Pencil	Vector		Color, Stroke Type, Weight, Color, Darkness, Transparency
Body	F1	Machine Response	How a particular component of the machine reacts to a change in condition.	Pen/Pencil/Colored Pencil	Diagram	Vector diagrams can portray intricate/complex relationships whilst retaining graphic clarity.	Color, Stroke Type, Weight, Darkness, Transparency
Body	F2	Machine Component	Physical or spatial. Should be portrayed as a significant object or interaction pulled from a larger system; it is therefore indicated, yet representationally evocative of its origins OR fully diagrammatic and isolated from them.	Pen/Pencil/Colored Pencil	Outline	A simple outline conveys a collection or designation within its bounds as <i>other</i> than what is without. In this case the outline describes the specific shape of a component, or an abstracted symbology.	Color, Stroke Type, Weight, Color, Darkness, Transparency
Neighborhood	F2	Light Condition - Change	Change in any of the above Conditions, but especially Orientation.	Pen/Pencil/Colored Pencil	Vector	Single vectors to show movement between points.	Color, Stroke Type, Weight, Darkness, Transparency
Architecture	F3	Light Condition - Color	Color as impacted by atmosphere, particulate matter, or physical contexts.	Paint	Brush Fill	Paint can easily portray infinite variation and overlap in conditions.	Transparency, Color, Gradation, Texture
Architecture	F3	Light Condition - Intensity	Both diffuse/direct and quantity.	Pen/Pencil/Colored Pencil	Hatch	Hatch density and overlap indicates intensity.	Density, Color, Transparency
Architecture	F3	Light Condition - Capture	Portraying an element of space, Machine, or urban component that collects light either <i>on a surface</i> or <i>within a space</i> .	Pen/Pencil/Colored Pencil	Vector	Can show light bounced/reflected/gathered from other sources, surfaces.	Color, Stroke Type, Weight, Density
Architecture	M1	Light Condition - Position	Polar position.	Wire	Segment	A segment of wire positioned perpendicular to the surface of the drawing can imply location in three dimensions.	Material, Diameter, Color
Region	M1	Light Condition - Orientation	Directionality of source.	Pen/Pencil/Colored Pencil	Vector		Color, Stroke Type, Weight, Darkness, Transparency
Neighborhood	M2	Zone/Area	The representaiton of a two-dimensional collection of objects or spaces.	Pen/Pencil/Colored Pencil	Outline	A simple outline conveys a collection or designation within its bounds as <i>other</i> than what is without.	Color, Stroke Type, Weight, Color, Darkness, Transparency
Block	M3	Surface	The physical surface of an object, landscape, etc.	Paint	Brush Fill	A brush is capable of laying a solid wash of color with or without implying texture.	Color, Darkness, Transparency, Texture, Precision, Graduation
				Paint	Brush Fill	The color, transparency and blending properties of paint can portray a change in states.	Color, Transparency
				Paint	Vector	Can show light bounced/reflected/gathered from other sources, surfaces.	Color, Weight, Stroke Type, Density
				Paint	Palette Knife	Texture differentiates from ground.	Texture