

# STRIP

social housing

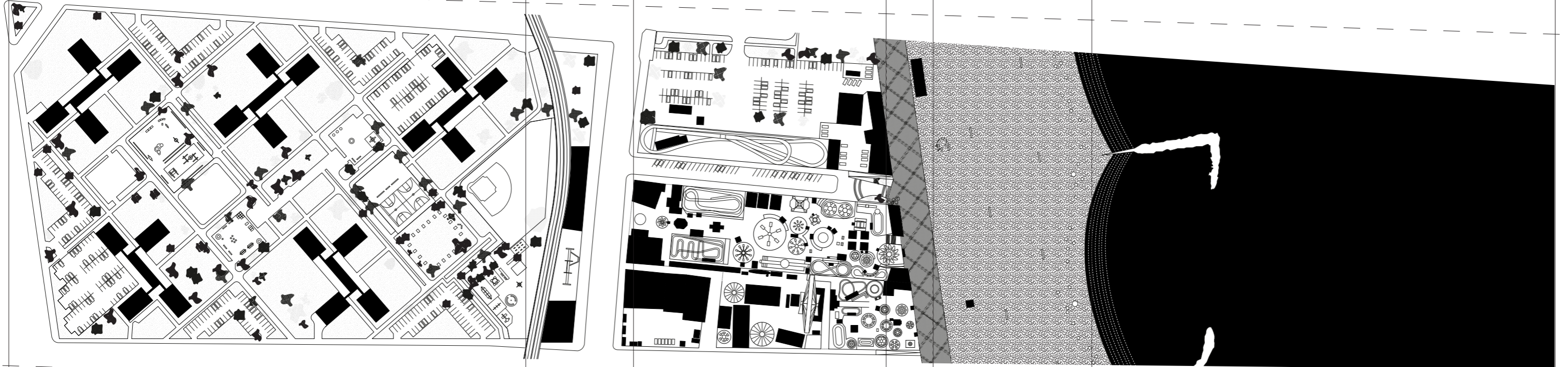
traffic

entertainment park

broadwalk

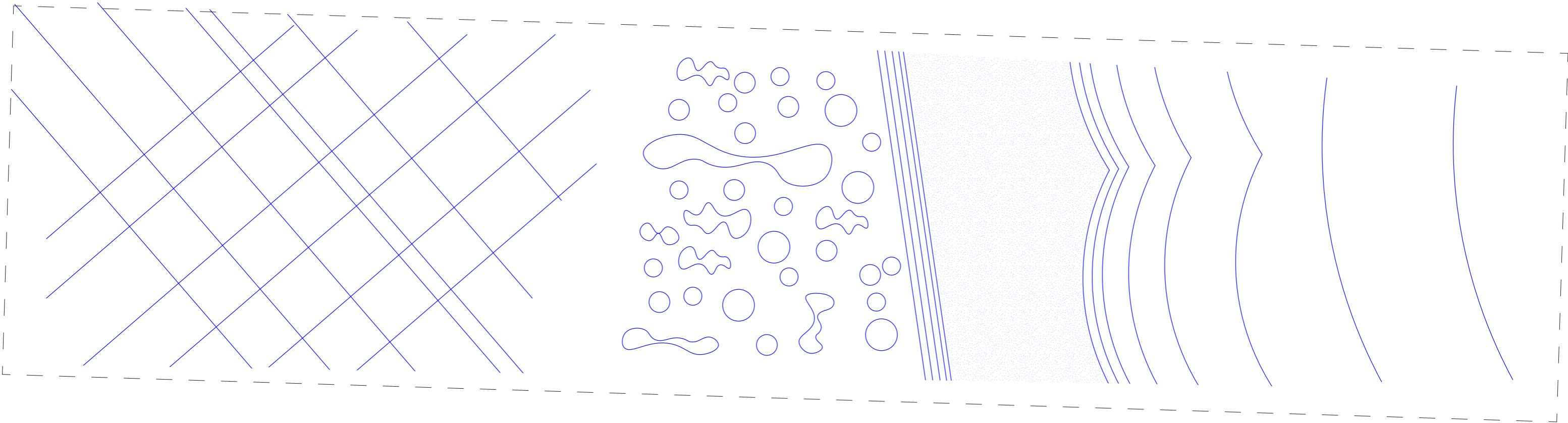
beach

ocean



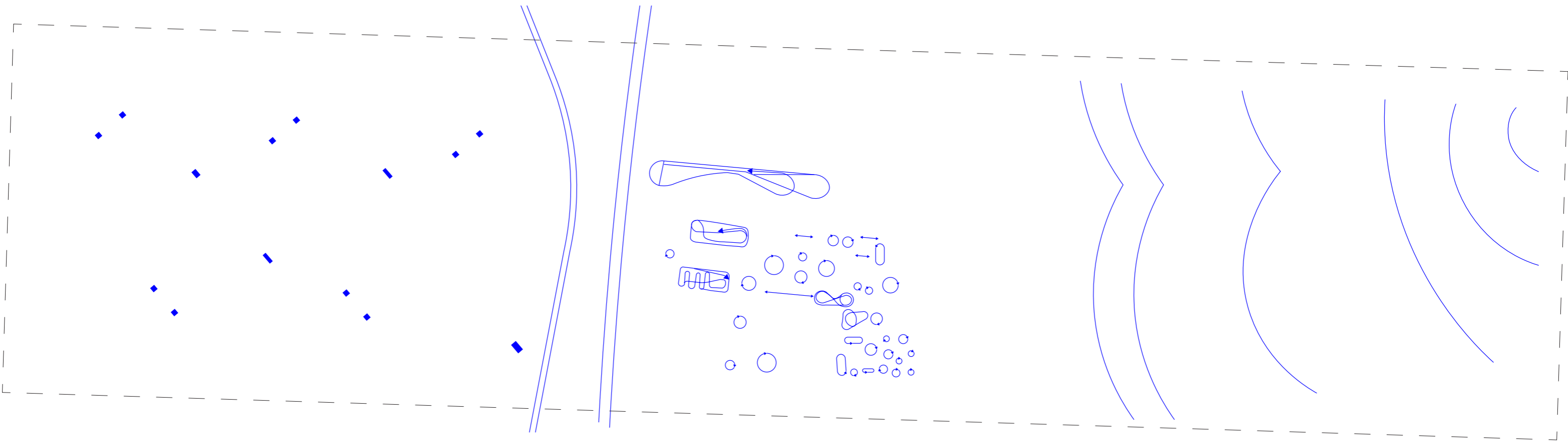
# STRIP

- patterns



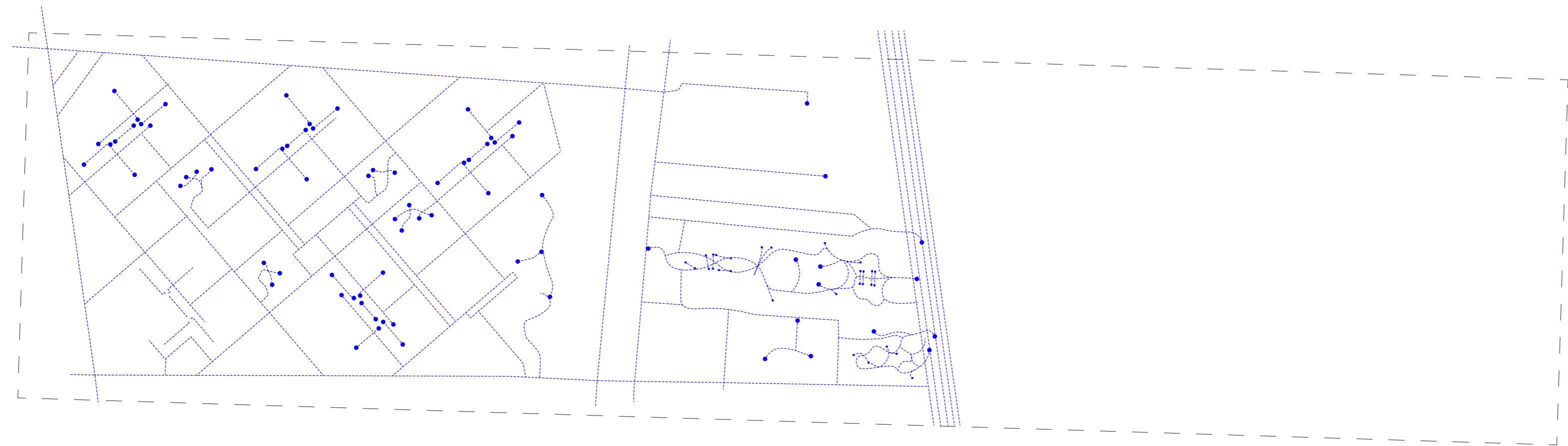
# STRIP

- fast movement



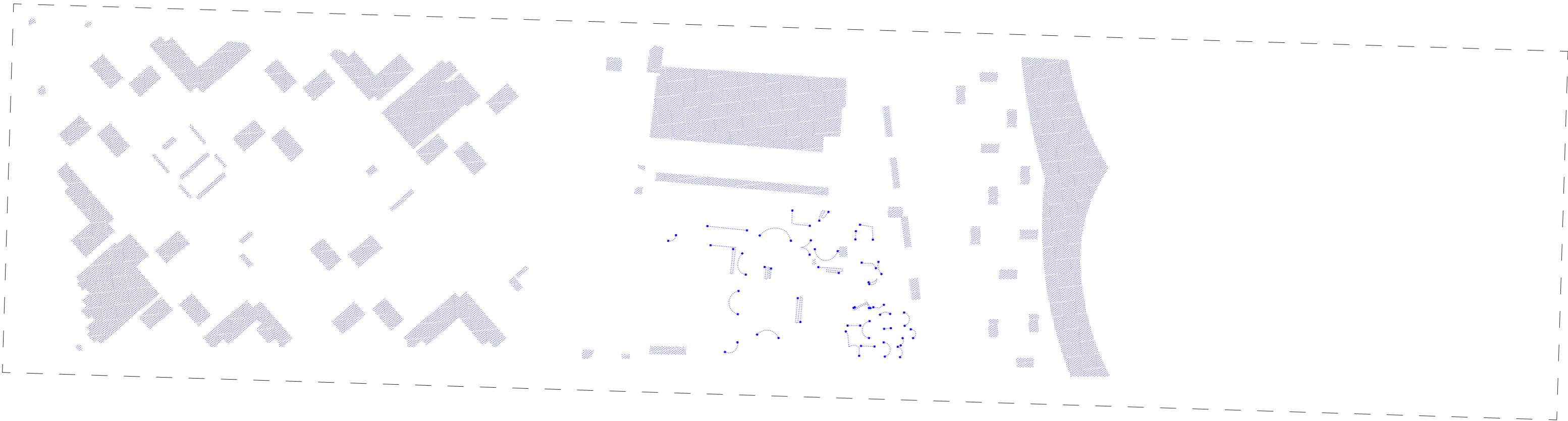
# STRIP

- medium movement



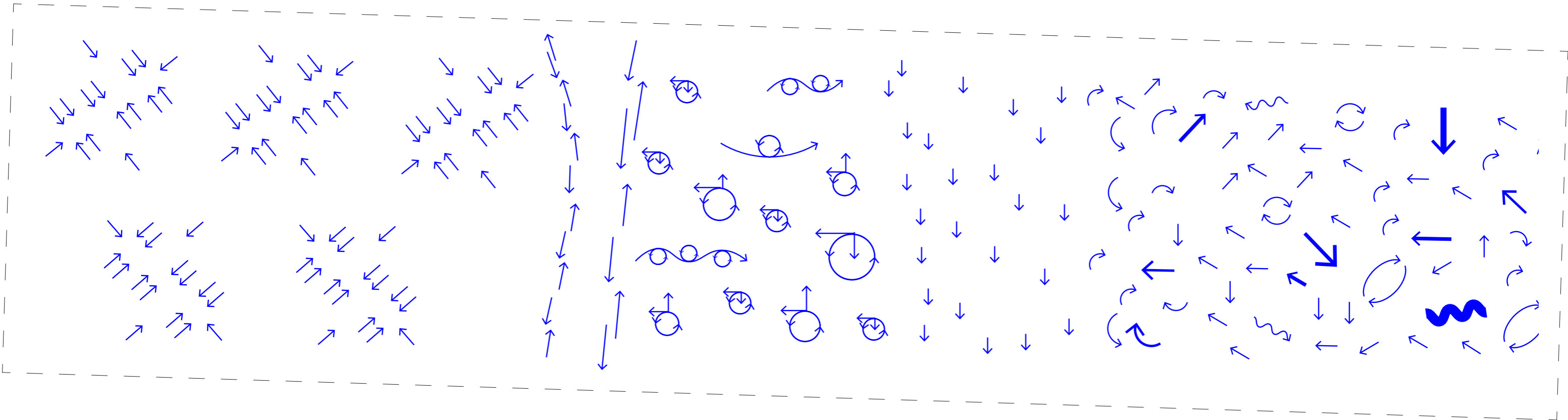
# STRIP

- slow (0) movement



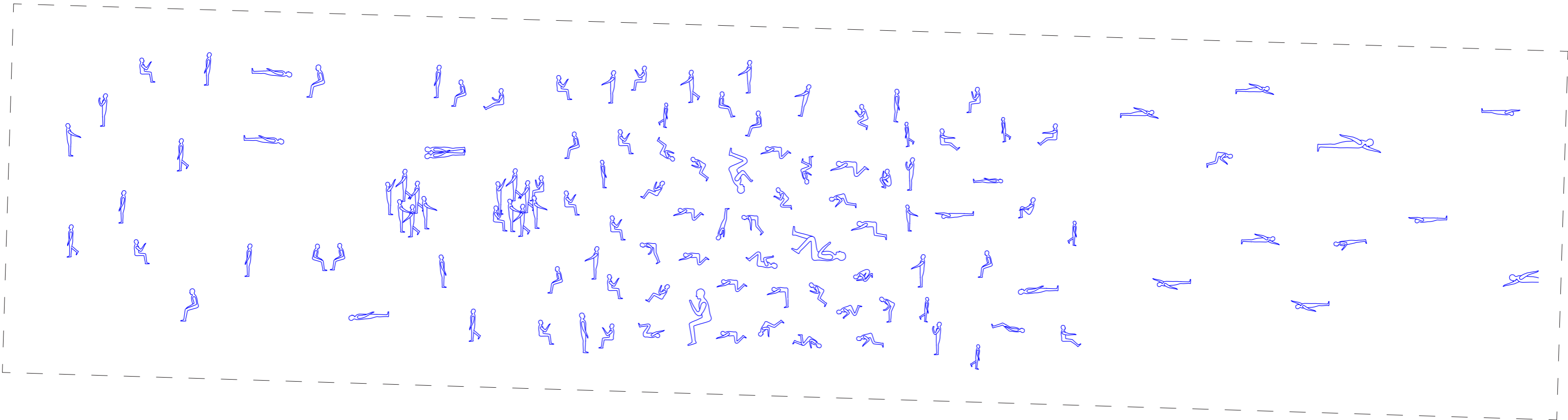
# STRIP

- forces



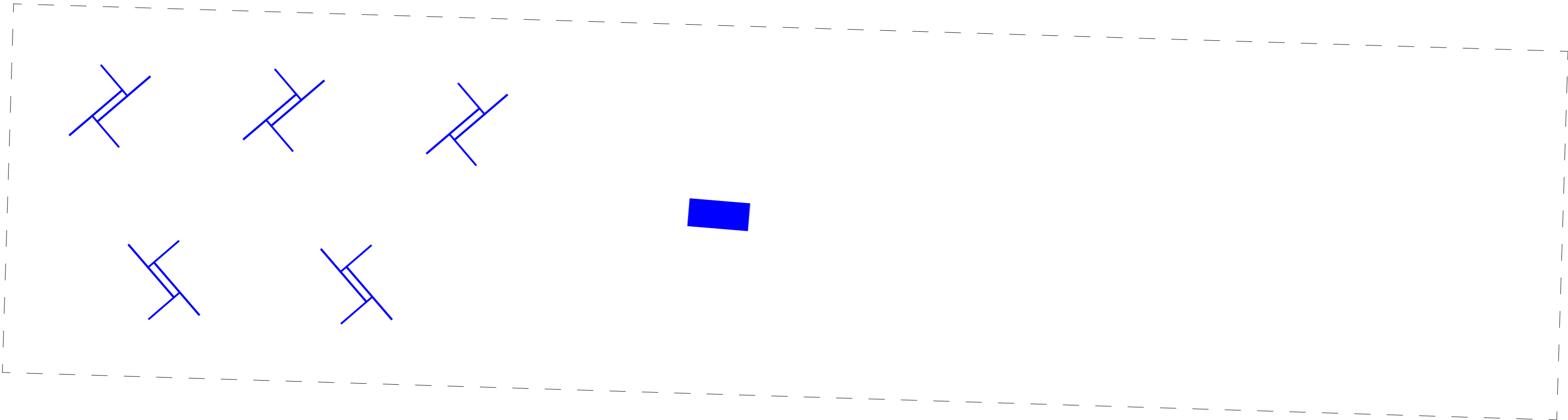
# STRIP

- bodies



# STRIP

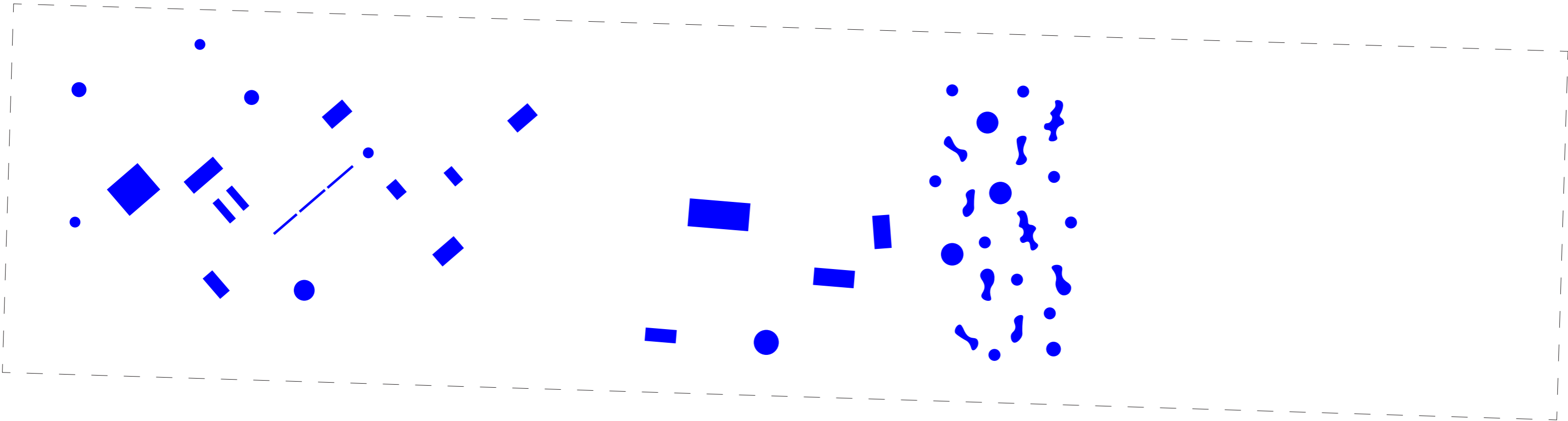
- ocean
- unleashed forces - water





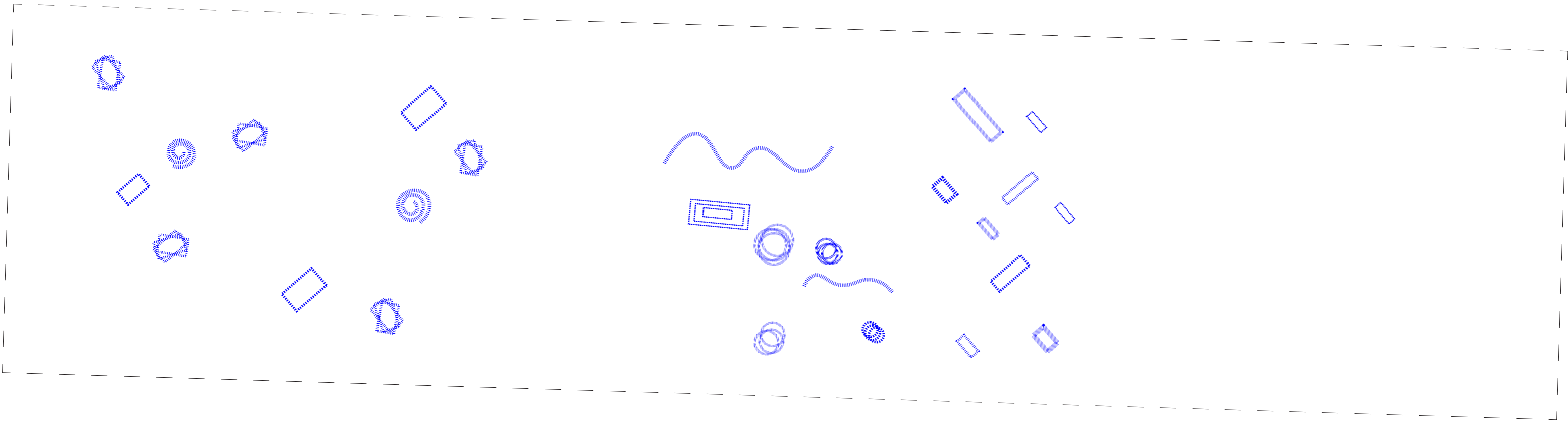
# STRIP

- ocean
- unleashing forces - water



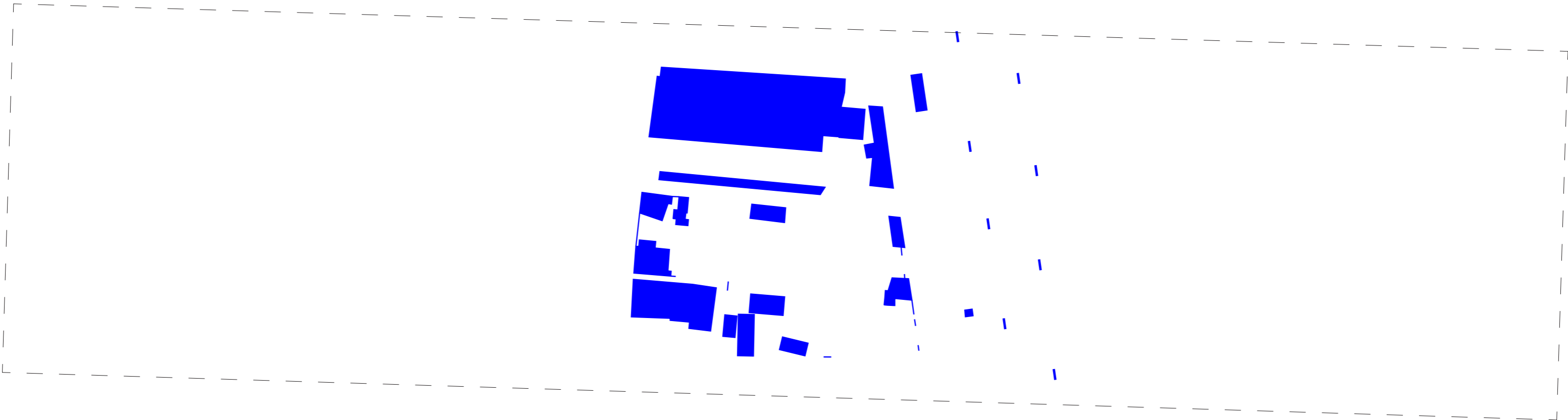
# STRIP

- ocean
- unleashing forces - habits, patterns, potential, practices



# STRIP

- housing
- unleashed forces - elements



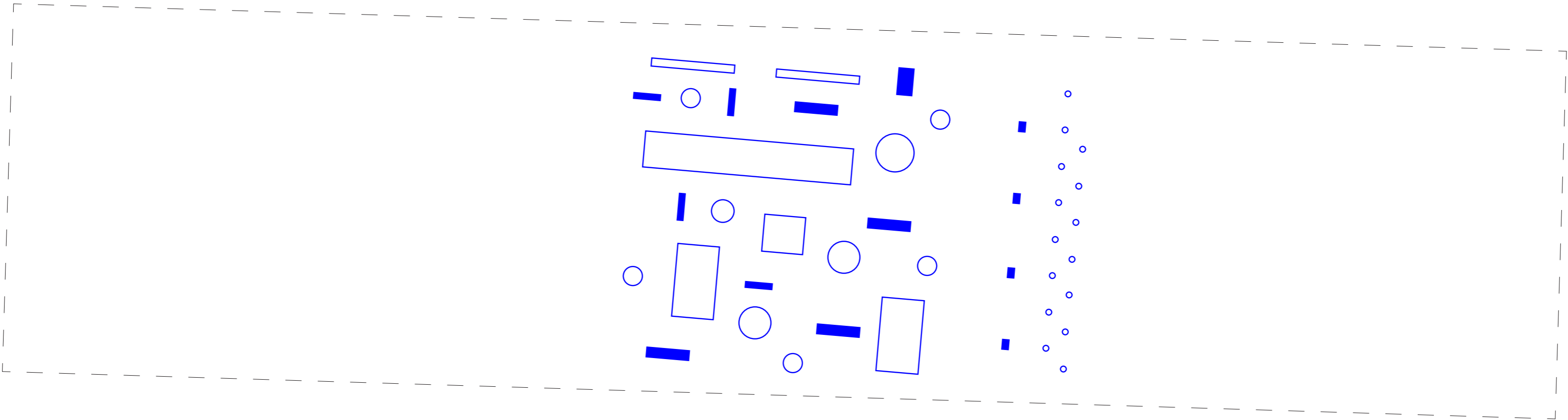
# STRIP

- housing
- unleashing forces - elements



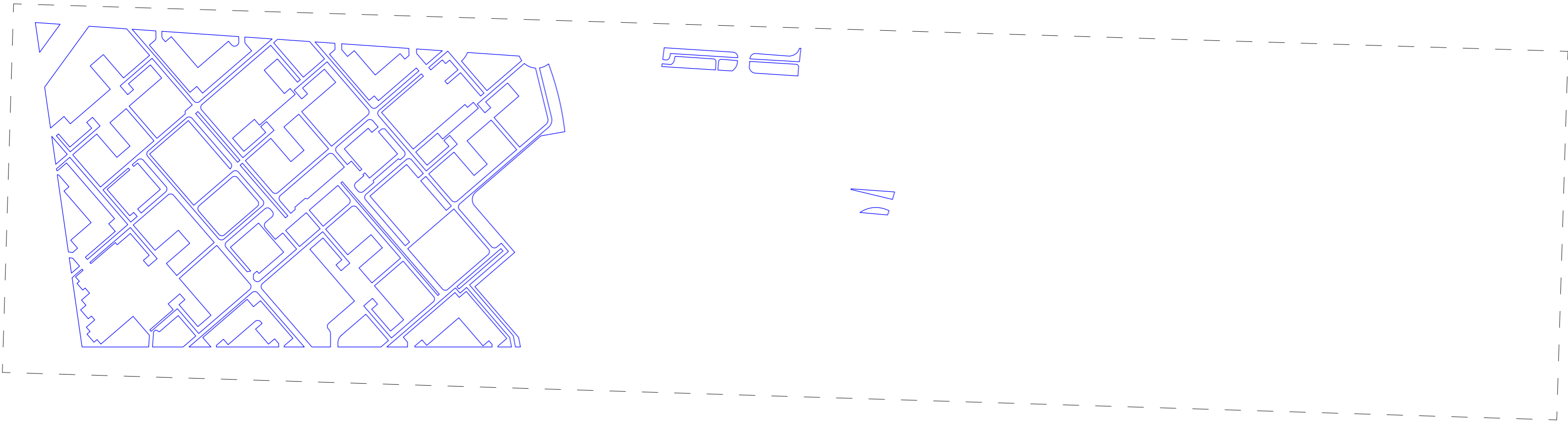
# STRIP

- housing
- unleashing forces - habits, patterns, potential, practices



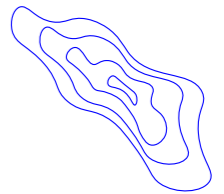
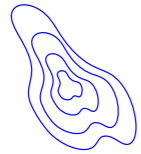
# STRIP

- sand
- unleashed forces - elements



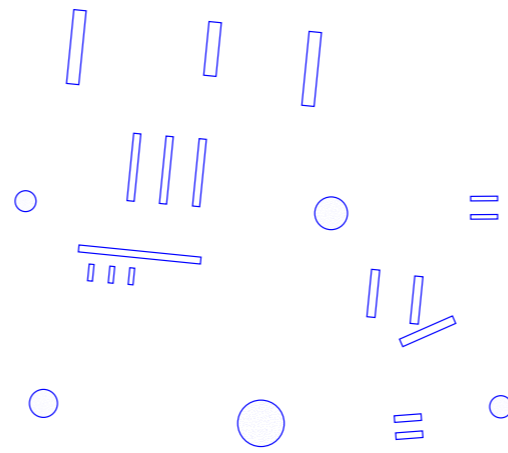
# STRIP

- sand
- unleashing forces - elements



# STRIP

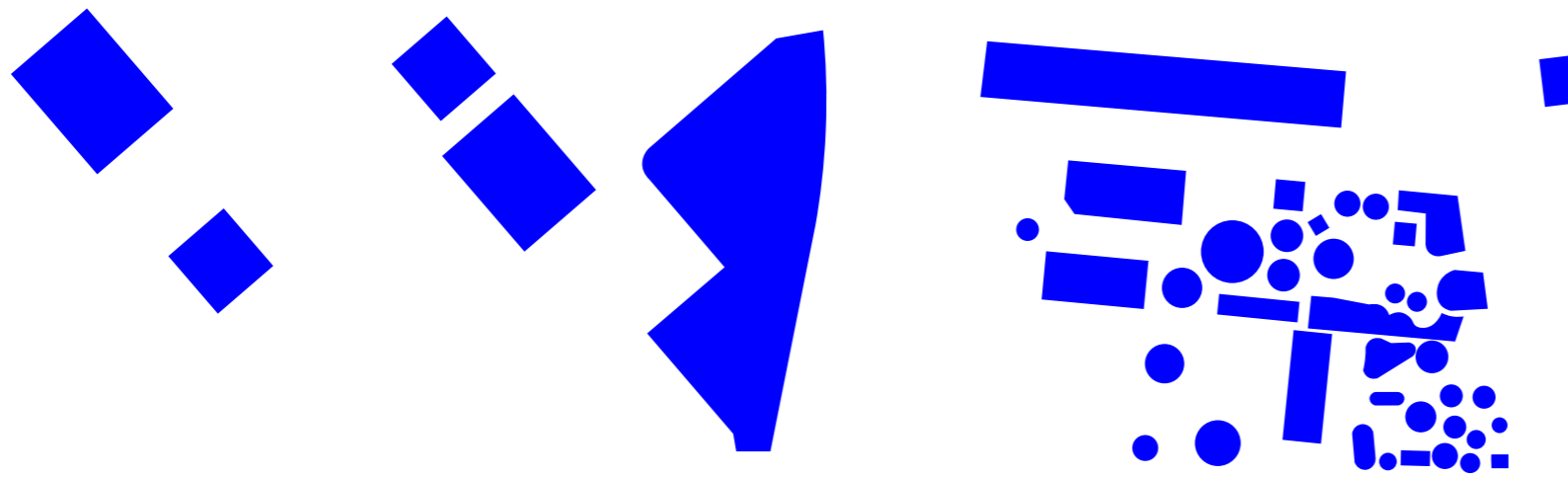
- sand
- unleashed forces - habits, patterns, potential, practices





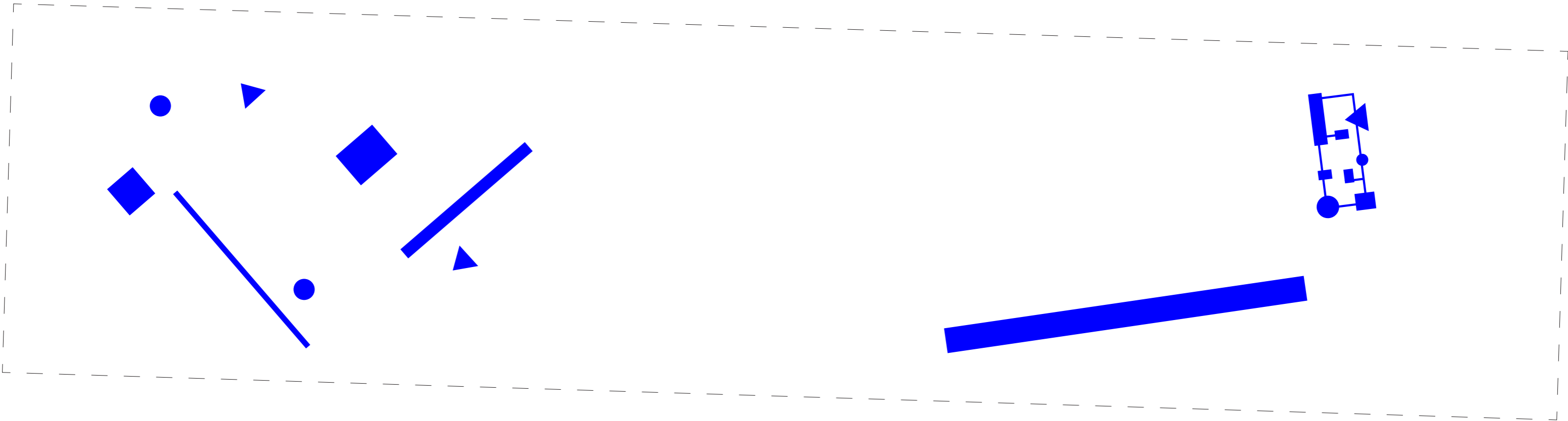
# STRIP

- entertainment park
- unleashed forces - elements



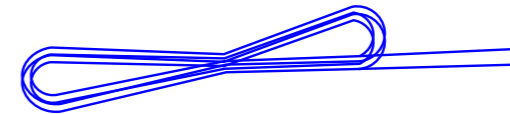
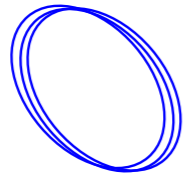
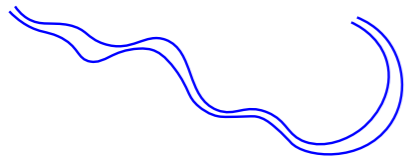
# STRIP

- entertainment park
- unleashing forces - elements

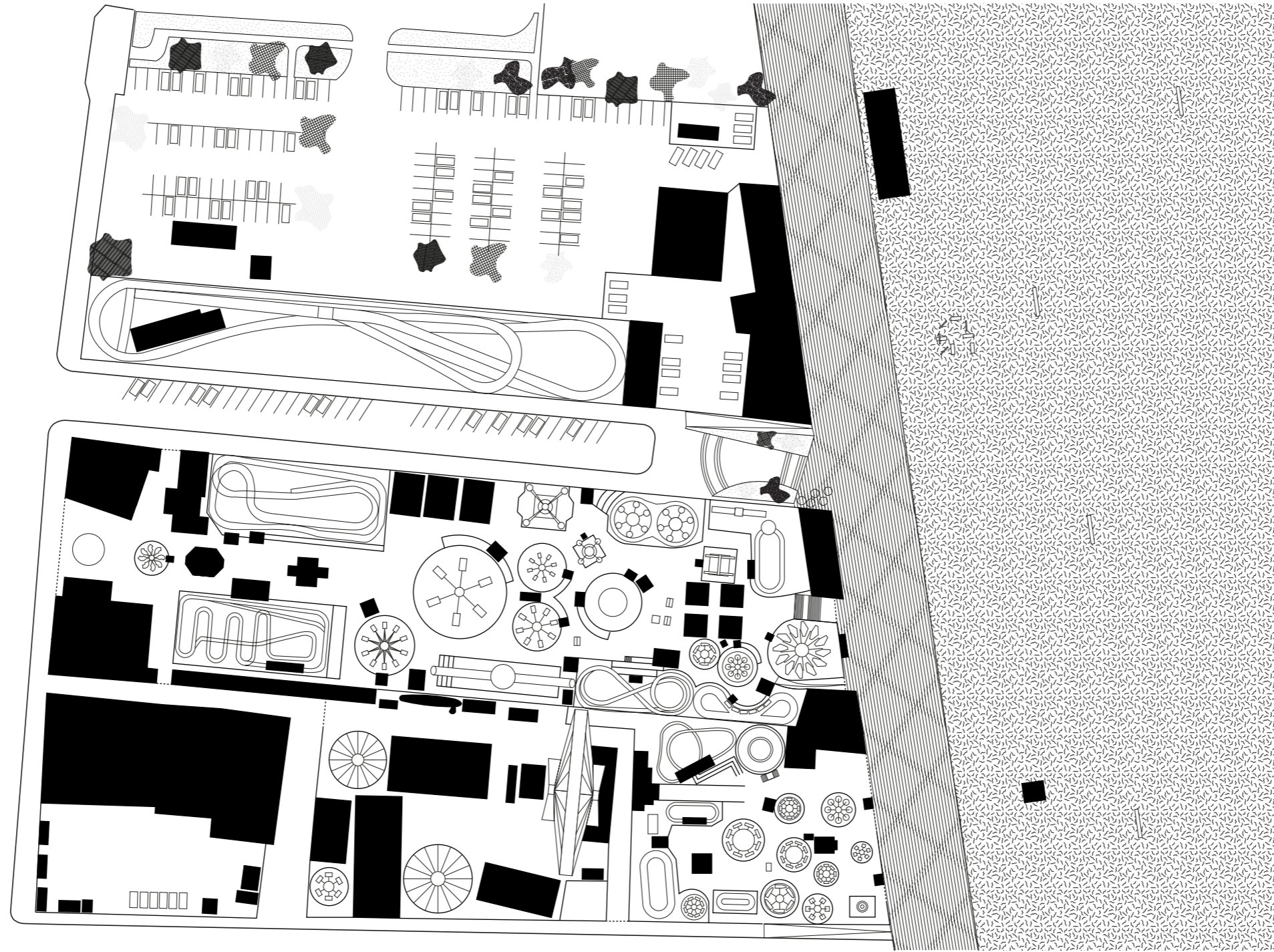


# STRIP

- entertainment park
- unleashing forces - habits, patterns, potential, practices

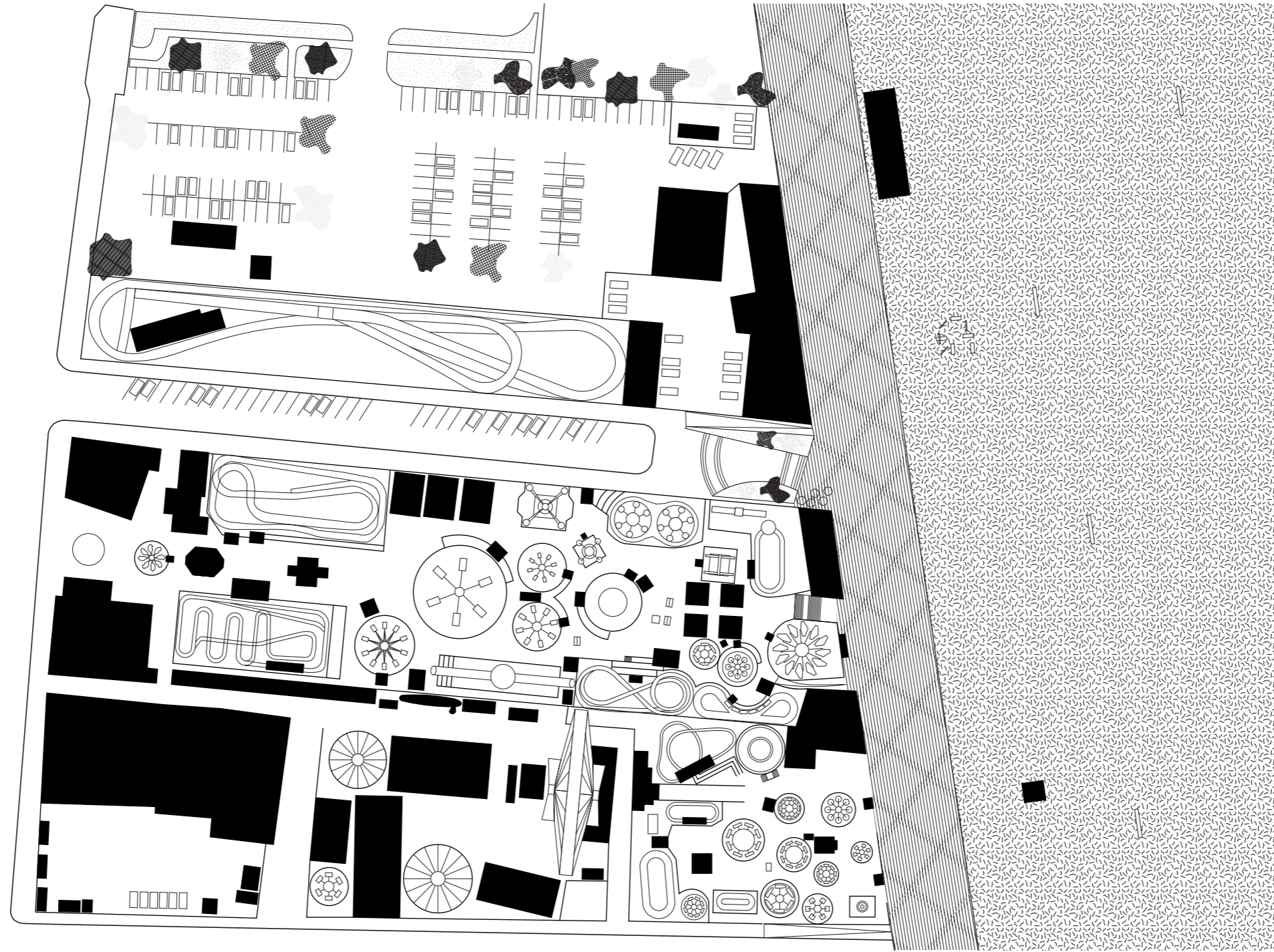


# ENTERTAINMENT PARK



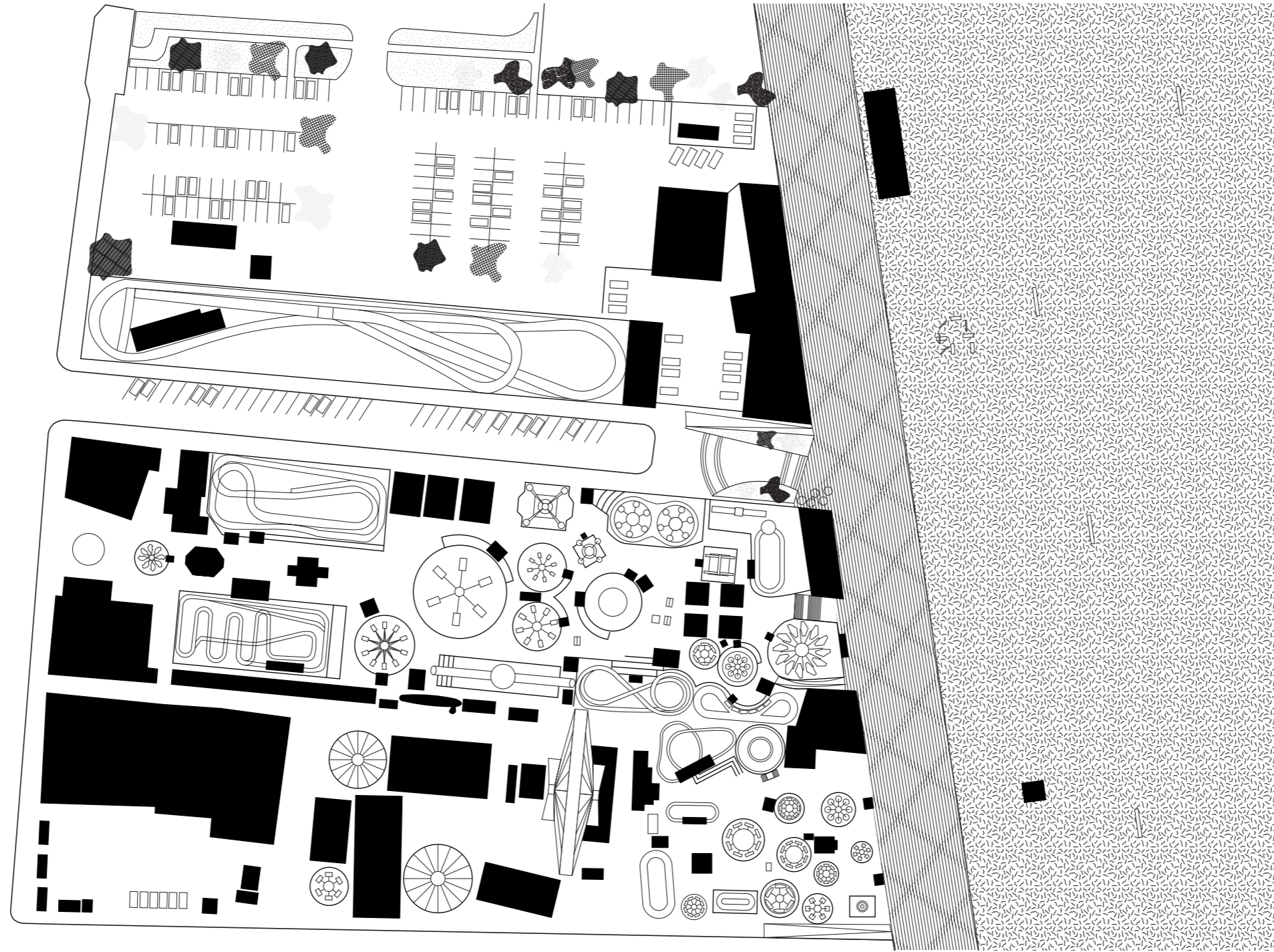
# ENTERTAINMENT PARK

- doors



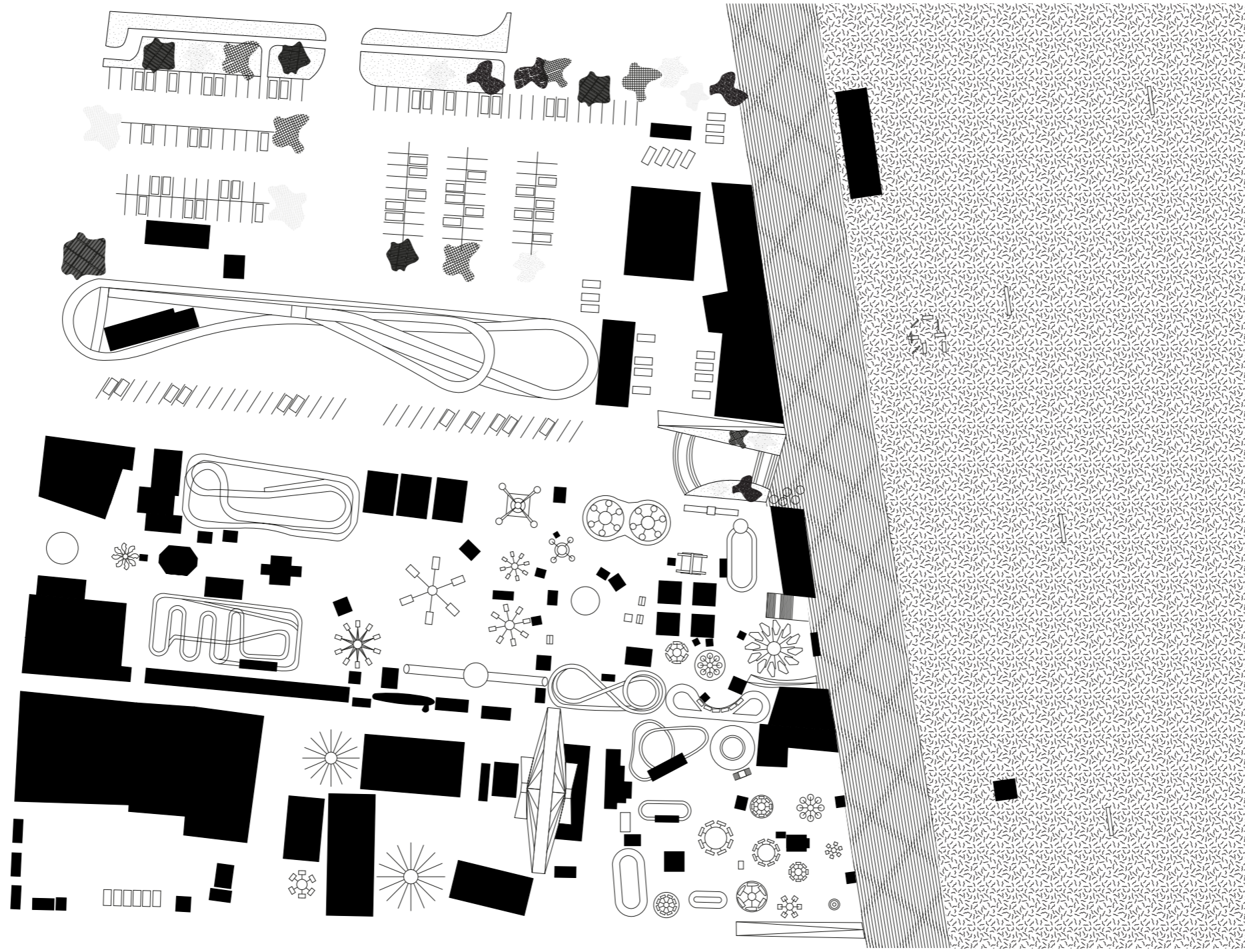
# ENTERTAINMENT PARK

- fence outside



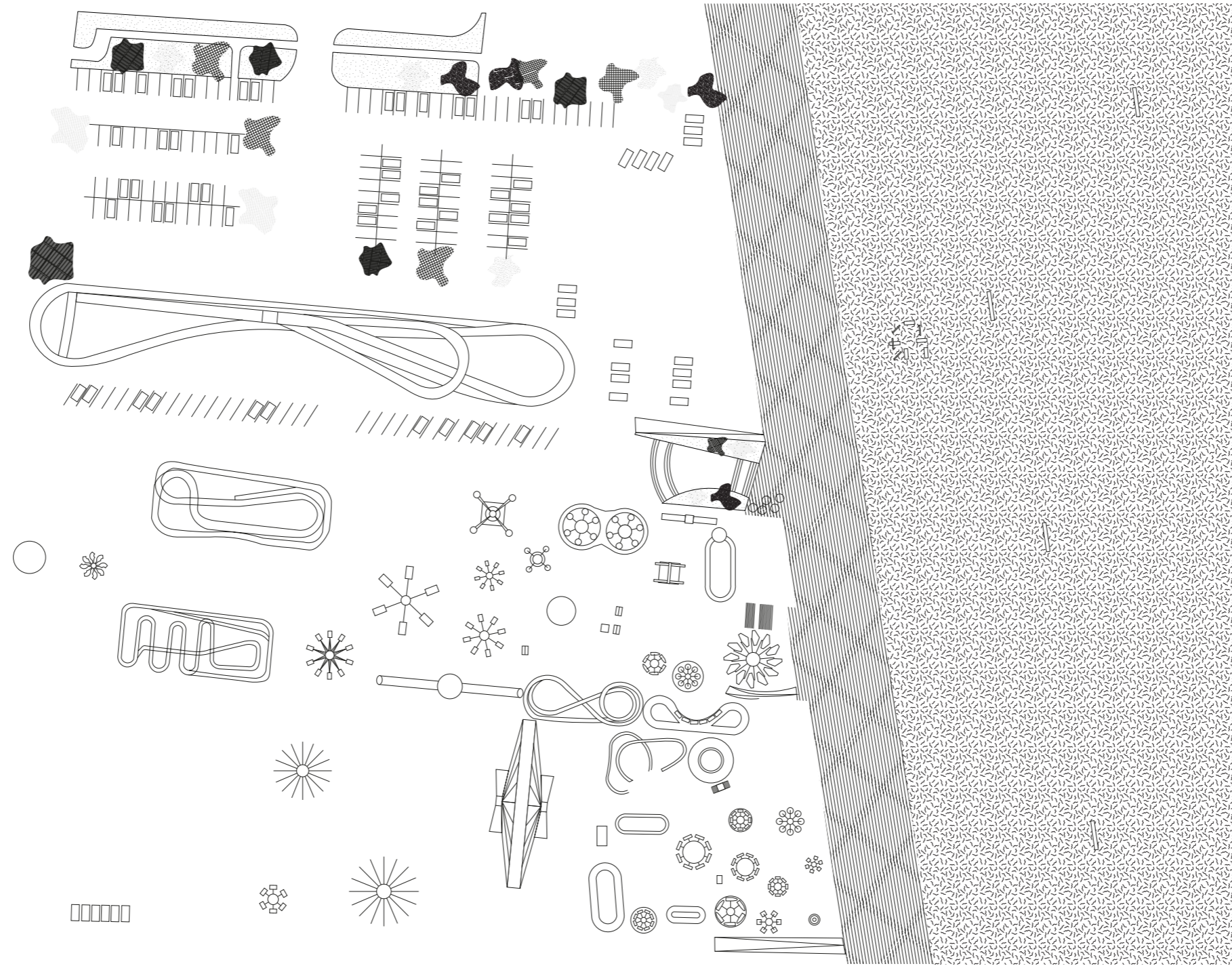
# ENTERTAINMENT PARK

- fence inside



# ENTERTAINMENT PARK

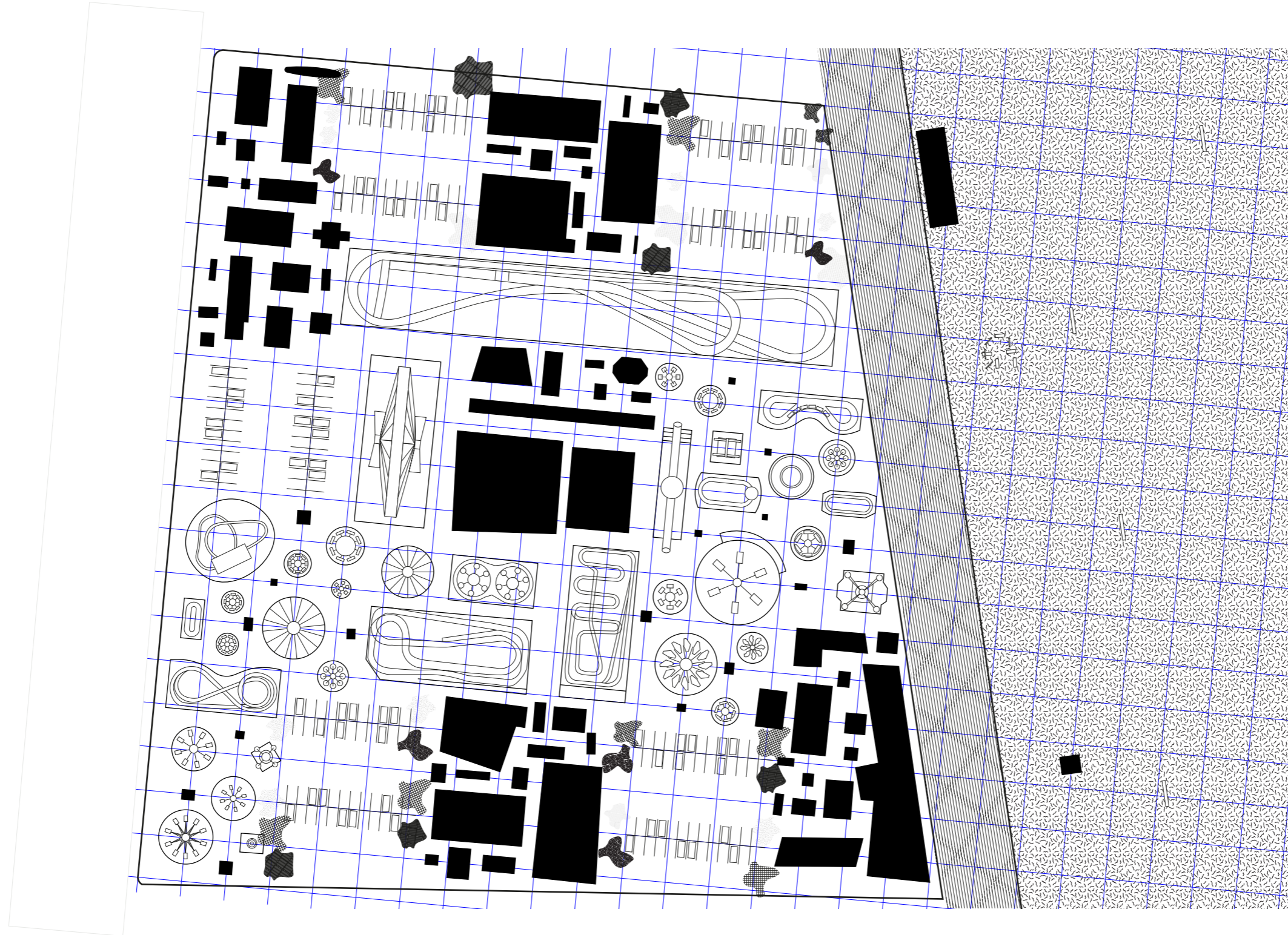
- building





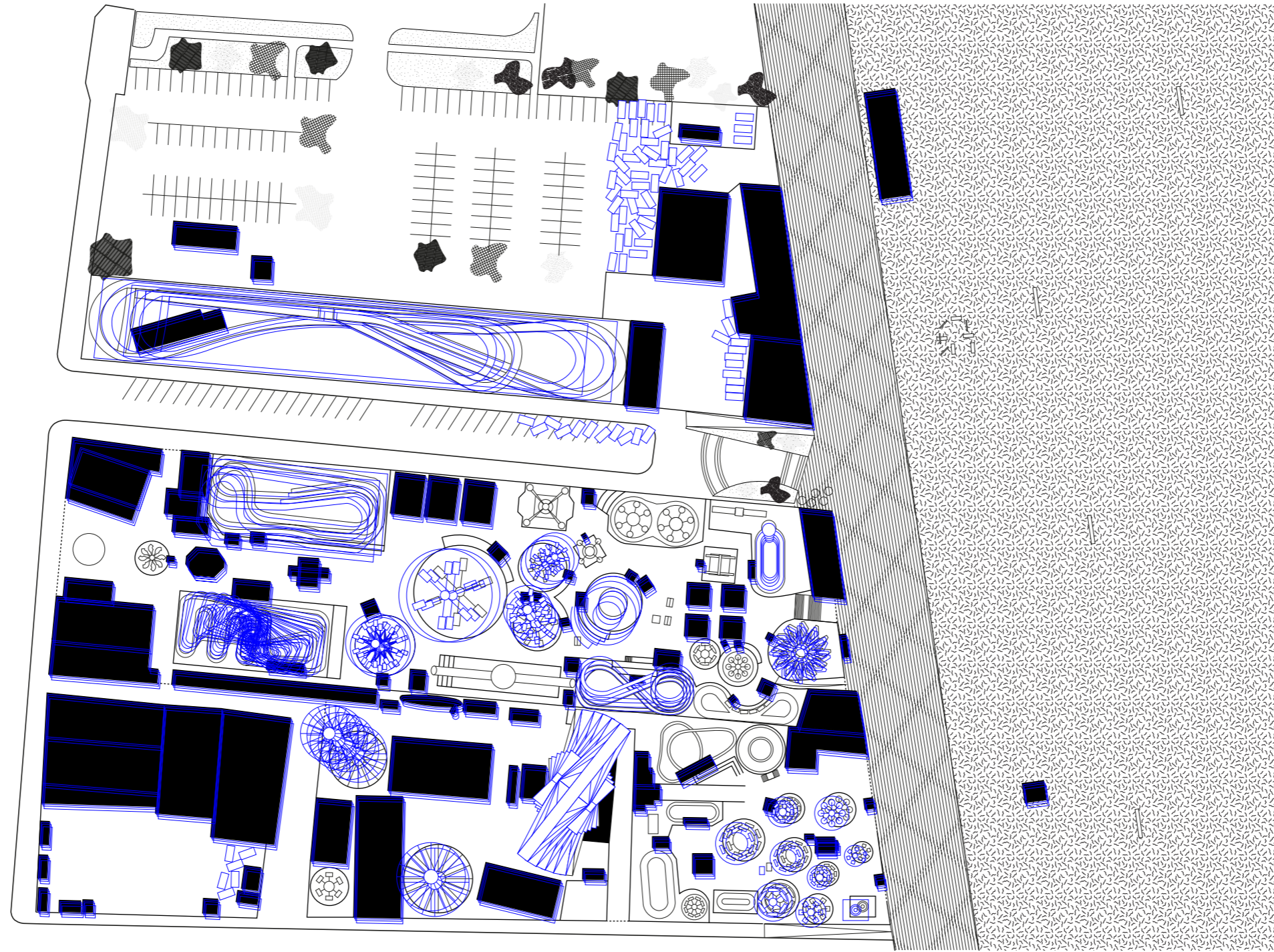
# ENTERTAINMENT PARK

- rules of housing



# ENTERTAINMENT PARK

- rules of sea



# ENTERTAINMENT PARK

- rules of sand

