**BITMAP**

Different translation of Density could infer the dissolution of pictures. Dots represent the composition and distribution of picture field. Larger dots cover wider area of parts, but also create bigger gaps. This is a de-construction procedure.

Like waterdrops on smooth surface, individual drops may attract each other to stick and gather to form a bigger cluster. Clusters and clusters associate and link each other. This is an inner interaction.

**Translucency**

Overlapped colors [black] marks the distribution of Assemblege. 3 primary colors decide the brightness of Zones, and also represent 3 different Orientations. Proceeding systems join together to make distinct the field of portrait.

> Resolution Performance
Monochrome
Single system of black dots utilizes various sizes and modules of pixels to shape composition. Re-translation of the same picture shows the field condition varies with different unit scale.

Polychrome
Multiple systems of RGB color dots utilize integrated superimposition to shape composition. 3 individual color dots have independent distribution of composition. Relative relationship among RGB dots refers to linkage of non-hierarchy activities.

Inverse
The negative effect changes distribution of images. Bright and dark sides mutate mutually.

Re-mix
Differences between resolutions could be dissolved by the 3rd interface that changes the boundary. We're able to utilize the mixing procedure to redefine where is clear and distinguishable among diversity. These procedures as optical filters that interpret the relationship between eyes and scenery reconstitute relativity of resolution and create a softer edge or even algorithm.
Borders without Boundaries

Everything always changed (completely) for the large spaces of different levels and sounds, and in varying degrees.
The environment and its perception will continue to change regardless of what we have in mind eventually.

Clues++
- artificial to natural = scale inverter
- isolated field = independent courtyard
- broken community/continuous water = activity infiltration
- various height levels = sectional space
- abandoned warehouse = parasitical indoor environment
- varying water ambit = time-based programmes

Activity++
- tipul/bird = Watching
- art/scenery = viewing
- pond/dike = Fishing
- swim/snorkel = Aquatics

Programme++
- Amphibious Ranch
  - Sea / Land Water Activity
  - Penetrating System
  - Wet / Dry Intermingling Space
  - Augmented Landscape