

30 Aug 88  
4/2

E.D. 30 Aug 88  
30 Aug 88

STAGE 2 - SUMMARY

*Viewer*

Stage 2 was far more exciting for me than I could have imagined. The ability to perceive all that was permitted was so wonderful that it defies description. It seems that the deeper I go into the CRV training the more enthused I become. I still have difficulty with the presence of ADL. I desperately try to weed it out and objectify it as much as possible -- but I often edit it out rather than objectify it. I recognize that this can hinder me in the higher stages of CRV and for this reason I make every attempt to be cognizant of my tendencies and NOT EDIT!

Entry into Stage 2 of CRV training can be represented as a "widening of the psychic aperture", or allowing the viewer to gain access to more "channels". What actually takes place is a greater "sensory contact" with the site -- the viewer is asked to perceive: colors, texture, sounds, temperatures, smells and tastes and dimension.

The most critical of these sensory perceptions is dimension -- in fact dimension could be labeled the "goal" of Stage 2. Dimension must always be the last perception in Stage 2. If dimension is reached too early in the session there will be many other sensory perceptions that will go unnoticed -- for this reason, the monitor carefully guides the viewer through the session not allowing (if possible) a bypass of sensory information for dimensions alone. There are numerous aspects to dimension, they are: vertical, horizontal, angles, diagonals, mass and size. Four of the latter must be identified (in relation to the site) before the viewer may move on to Stage 3.

An additional requirement for moving on to Stage 3 is the achievement of an AI (Aesthetic Impact) or the feelings associated with the site being transferred to the actual physical being of the viewer e.g. fear, heat, height, enclosure etc.. *AI - can also be a mental reaction to the site: interesting, boring, etc.*

It is the expression of AI coupled with the required four dimensional aspects that queues the monitor and the viewer to the fact that contact with the site is good enough to move on into Stage 3 perceptions. *⇒ And should cue the viewer!*

The "Pace" at which the viewer moves through the structure is more critical as the viewer moves into higher stages of CRV. The viewer will be required to move more smoothly than before -- and will be prompted by the monitor as required.

*20-25 seconds w/ DAC*

*corrected*

There may be times when the viewer cannot perceive a certain aspect of the site e.g., color or texture -- if this is habitual or a problem for the viewer, the monitor will ensure that the viewer is given sites which are rich in color and textures. This type of reinforcement training will permit the viewer to develop these senses.

"Clusters" refers to groups of Stage 2 perceptions either relating to the site in general or to specific gestalt e.g., "blue, white" are basic words clustered to indicate perceptions on the gestalt of the sky -- another example would be "blue, white, brown, green" which are basic words clustered to indicate perceptions of the entire site, such as; sky and land.

*Corrected*  
~~was~~

"Basic Words" refers to the use of simple words to describe the sensory perceptions present at the site. The viewer is asked to refrain from using high level word concepts, e.g., instead of saying "sweathouse" it should be described as "hot, wet, steamy" etc. The reason that it is done this way is to insure that the viewer's "psychic aperture" remains open to all available sensory information -- if words are used which describe a specific device, place or thing then AOL gains a foothold and can quickly begin to drive the perceptions.

DM