

SESSION INFORMATION

- A. TARGET DATA:  
 Task/Target No. : 93-171-P  
 Session No. : 01
- B. PERSONNEL DATA:  
 Source No. : 049  
 Monitor's No. : NA  
 Beacon/Sender No. : NA
- C. SESSION DATA:  
 Date Task Received : 5 MAR 93  
 Session Date : "  
     Start Time : 1131  
     Stop Time : 1221  
 Method Used : CRV  
 Aids/Distractions (PIs) : Massive headache; bldg. stinks  
 Pre-session Hunches (AVs) : None  
 Date Summary Returned : 5 MAR 93
- D. EVALUATION DATA:  
 Viewer's Estimate :  
 Evaluator's Estimate :
- E. SESSION SUMMARY:

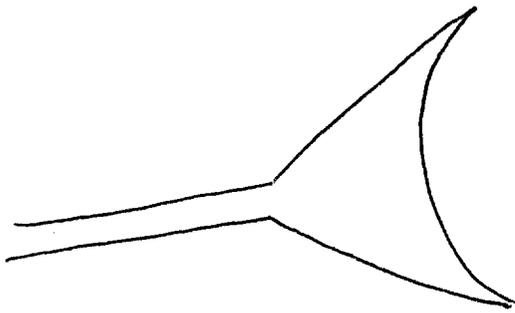
The target consists of a row of similarly constructed buildings next to one another in an alignment. They are "futuristic" in appearance. A low, flat and square building sits along one side of this alignment. The former feel gabled in appearance and 2-3 stories tall. They have ornate exteriors compared to the square building. The latter feels big and empty and used for storage.

The target has a military feel about it; a government/military researcher reminiscent of a contractor. The name DYNAMICS is associated with this site.

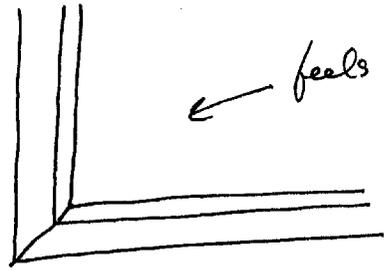
The gabled buildings are basically four walls with a roof. It feels like there is "no clutter" within these structures. There are surfaces that are smooth and flat reminiscent of doors or glass. These buildings sit in an alignment along a large flat area.

Other concepts include: a large, circular area of soft earth; an open-bed truck nearby; dry, desert conditions; an inflatable object nearby which originally had a military application; objects involving pressing, folding, altering shape; and experimentation.

*Note: Stopped due to headache.*

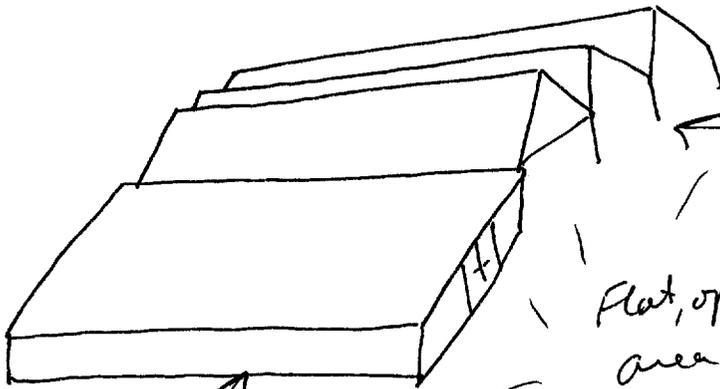


UI object



← feels recessed

⊗ UI features



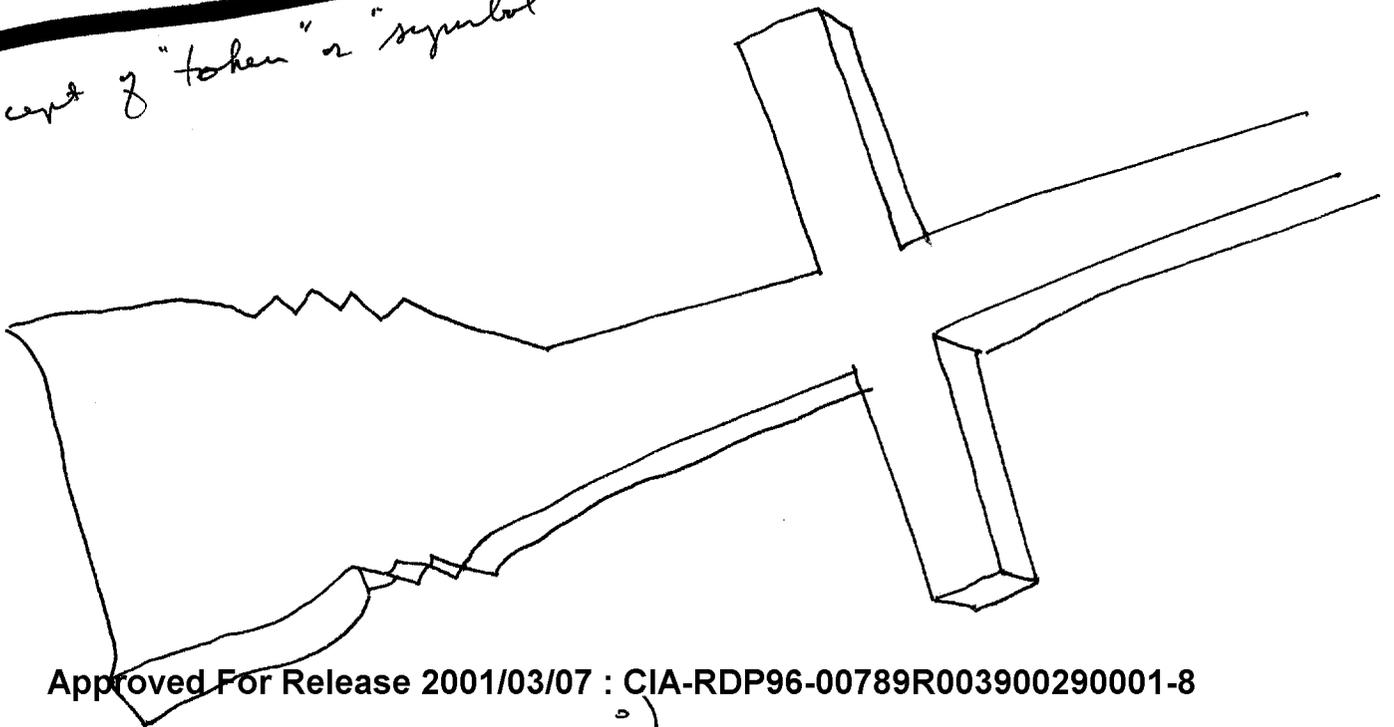
low, flat, square

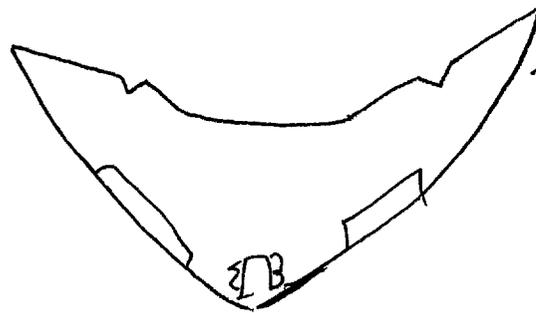
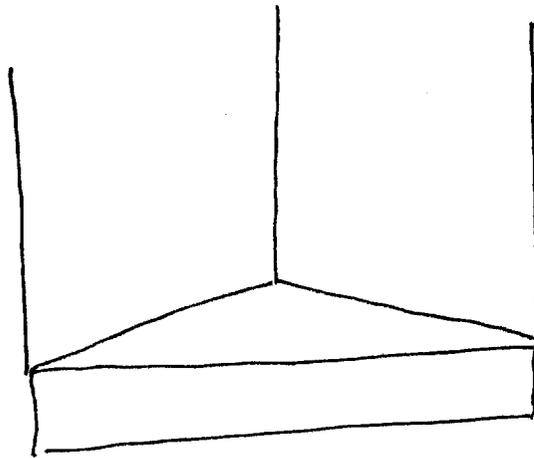
Flat, open area

number of gabled-type buildings next to one another in an alignment

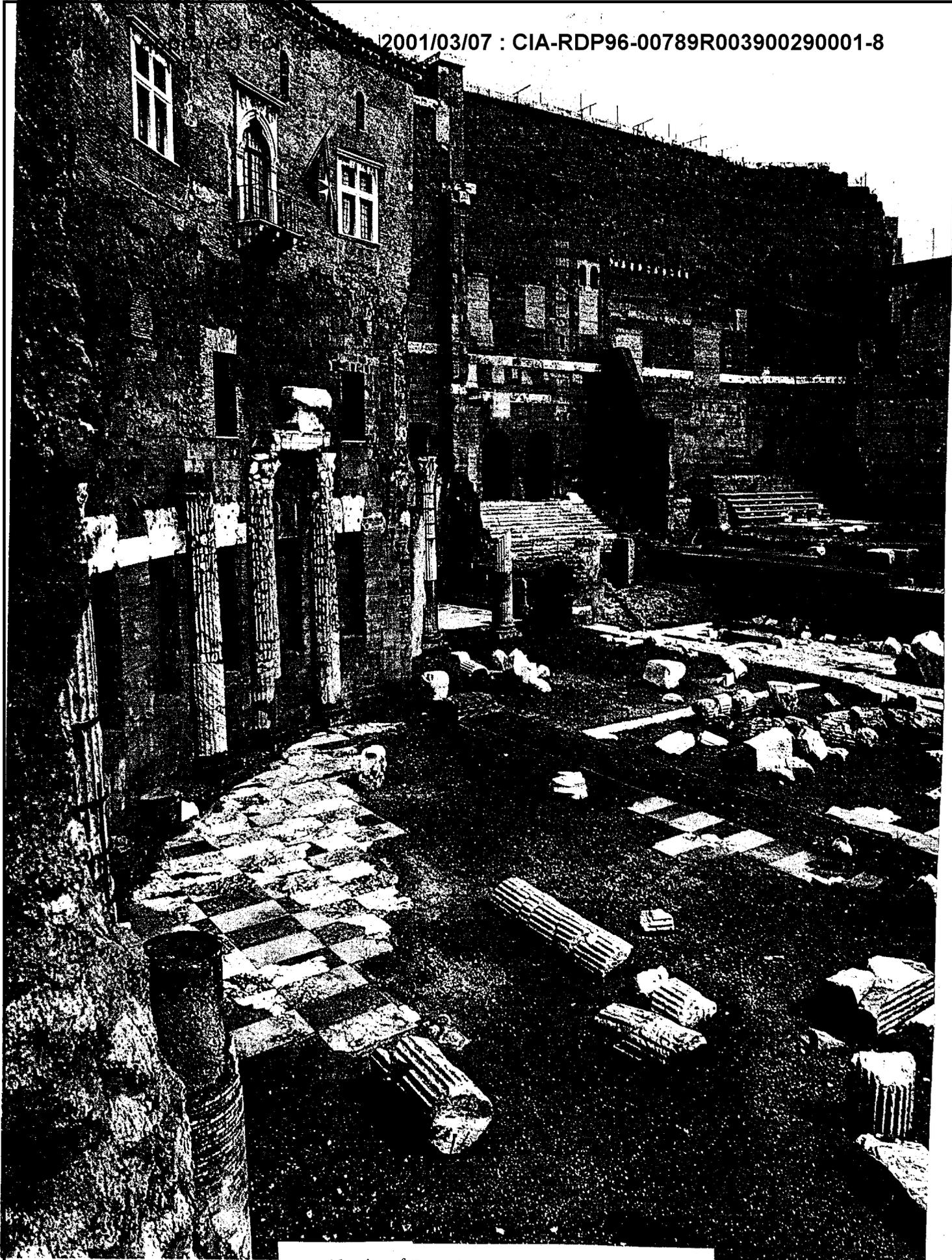
UI object

\* concept of "token" or "symbol"





Dark; smooth  
but rough.



Amid ruins of Trajan's Forum stands the Casa di Rodi  
(c) 1996 by the Knights of Malta's Italian Association.

1. Conceptual General

- a. Historical / Ruins
- b. Stairs / Wall
- c. Columns
- d. Boston Society

2. Analytic Specific

- a. Forum / meeting Place
- b. Courtyard of Piers
- c. Steps / Buttress / Columns
- d. Flag (red) / Cross<sup>white</sup>
- e. Italian Knives / Wall

TASKING SHEET

SOURCE NO: 025

DATE: 4 March '93

SUSPENSE: 5 March '93

1200 hrs.

1. PROJECT NUMBER: 93-171-P

2. METHOD/TECHNIQUE: Method of choice.

3. BACKGROUND: This project is a continuation of a proficiency series targeting "structures/configurations,"

----These configurations can be anything. However, buildings/structures will be dominant.

----Targets will emphasize key elements that are unique or distinct. They will be composed of specific shapes, contours, and configurations. Some targets may have multiple similar shapes/features

----Targets may be of a commercial, governmental, or military. They may be either historic or contemporary.

4. ESSENTIAL ELEMENTS OF INFORMATION:

---Describe/sketch the key features/shapes/contours of the target.

---Describe/sketch the spatial relationships or relative sizes of the target features.

----Determine other features such as colors and predominant backgrounds.

----Determine the purpose of the target structures.

COMMENTS:

----This target has/does not have a beacon person. Beacon person is

----Optional Coordinates: 45 16 32/18 19 08