

G L Y P H S

MAY 11 2024

I STEREO SIGNS

1A MEMORIES / ANTICIPATIONS OF READINGS  
1B COMPONENTS OF A META-LANGUAGE IN FORMATION

II OF 7 KINDS :

ELEMENTS  
OPERATIONS  
IMPRESSIONS  
PLUGS AND ADAPTATIONS  
LEAVES  
PALMS  
INSTRUMENTS

III SET IN A COORDINATED SYSTEM :

A M A S U B A J A C A M

WITH

AMA : LAYERING OF SENSE

THEN

SUB : CHARACTERISTICS OF A GLYPH AS AN OBJECT

(ITS POSITION IN SPACE AND TIME)

AJA : CHARACTERISTICS OF A GLYPH AS AN ATTENTION SCOPE

(THE NOTIONS ACCORDING TO WHICH IT OPENS OR PURSUES A FOLLOWING LINE)

CAM : CHARACTERISTICS OF A GLYPH AS A COMPOSITION

(ITS POSITION AMONG OTHERS THROUGH ALIGNMENT AND TRANSPORT)

IV INDEXED IN A SEARCH ENGINE : O A

V THE TRANSITION FROM 1A TO 1B HAPPENS THROUGH FORMULATION :  
THE ACTUAL MEMORY OF A REAL READING  
ACQUIRES A VIRTUAL EXISTENCE

GIVEN THE EXEMPLE OF WATER PHASES  
AND THE DRIVING IMAGE OF A VESSEL  
THOUGHT

IN ORDER TO GO SOMEWHERE

SOMETIMES MUST BECOME ABSTRACT (VAPOR)

SOMETIMES CONCRETE (ICE)

SOMETIMES DRIFT (STREAM)

SOMETIMES SIMPLY WAIT (PLASMA)

VI SCALE OF THESE READING MEMORIES VARIES  
THE THEME OF A GLYPH CAN BE :

A VERSE  
A FIGURE OF SPEECH  
A SCENE  
A CAMERA MOVEMENT  
ITS SPEED  
A FILM STRUCTURE  
A PHRASE  
TWO ANIMATION CELLS  
THE PLACING OF A NAME  
THE DRAWING OF A BRACT  
A NOTION  
A GAMEPLAY ELEMENT  
AN ARCHITECTURE ELEMENT  
A MECHANISM  
THE DETAIL OF AN OBJECT  
AN INDICATOR WITHIN A HEAD UP DISPLAY  
A DAYDREAM TRIGGER  
A TRANSPARENCY  
A REFLECTION  
ETC.

M E T A MAY BE DEFINED AS (VERSION 1)  
A STATE OF FICTION IN WHICH OPERATIONS  
— TROPIC MOVEMENTS, SPEEDS, TRANSITIONS, GESTURES —  
ACQUIRE AN EXISTENCE ANALOGUOUS TO HEROIC CHARACTERS

VII UNIT OF THESE READING MEMORIES IS OF A FEELING  
M E T A MAY BE DEFINED AS (VERSION 2)  
A STATE OF FICTION IN WHICH THE IDENTIFICATIONS OF A READER  
TAKE PLACE ON ANY PLANE AND AT ANY SCALE

SOMETHING IN YOU STARTS A CORRESPONDENCE WITH

THE HEADLIGHTS OF A CAR SWITCHING ON  
A CAMERA THAT SEEMS TO GIVE SPACE TO A CHARACTER IT FOLLOWS  
THE EXACT PLACEMENT OF AN UNKNOWN WORD AT THE END OF A POEM  
THE WAY A WINDOW OPENS  
THE SPLIT OF A PLANE INTO LITERAL AND FIGURATIVE  
THE DIAGRAM OF THIS SPLIT  
THE POSSIBILITY OF KEEPING THIS DIAGRAM WITHIN  
ETC.

A GLYPH IS THE PRINT OF SUCH A POSSIBILITY

VIII THE META-LANGUAGE FORMED BY THE GLYPHS IS

NATURAL  
REFERENTIAL  
GEOMETRIC  
SPATIAL  
AFFECTIVE

IT ALLOWS CONSTANT CORRESPONDENCE AND PASSAGES BETWEEN THESE PLANES

M E T A MAY BE DEFINED AS (VERSION 3)  
A STATE OF FICTION IN WHICH PLANES OF DIFFERENT KINDS  
ENTER A STATE OF CORRESPONDENCE  
IN WHICH A PRECISE MOVEMENT ON A GIVEN PLANE  
CORRESPONDS TO / WITH A PRECISE MOVEMENT ON ANOTHER PLANE

IX BY A1 A GLYPH ALLOWS FOR THE INCORPORATION OF OUR READINGS  
BY A2 A GLYPH ALLOWS FOR THE VIRTUALISATION OF OUR MEMORIES

OTHER THAN MEMENTO OR TALISMAN : CRYSTAL

X GLYPHS AS READING CRYSTALS BOTH SUMMARISE AND VIRTUALISE

THEY SUMMARISE A READING INTO A MEMORY  
THEY VIRTUALISE THIS MEMORY THROUGH A FORMULATION

THIS FORMULATION SETTING IN A M A S U B A J A C A M

XI PHILOSOPHICAL OPTICS:

A GLYPH IS AN ABSTRACTION HOLDING THE MEMORY OF ITS FORMATION

EXISTENTIAL OPTICS :

A GLYPH IS THE MATERIALISATION OF AN EXPERIMENTAL FORM OF ATTENTION

SEARCH OPTICS :

A GLYPH IS THE COMPONENT OF A NEW READING INSTRUMENT

XII

ELEMENTS	TRANSPOSITION OF A READING PERCEPTION INTO A PRINTED OBJECT
OPERATIONS	TRANSPOSITION OF A READING MOVEMENT INTO A PRINTED OBJECT
IMPRESSIONS	TRANSCRIPTION OF A READING PERCEPTION INTO A PRINTED OBJECT
PLUGS AND ADAPTATIONS	HOLD AND PLACEMENT OF A GLYPH IN SPACE
LEAVES	AUTOMNAL INSERTION INTO A PLUG
PALMS	HOLD AND PLACEMENT OF A FICTION VOLUME IN SPACE
INSTRUMENTS	MATERIALISATION OF FUTURE READING SCENES

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