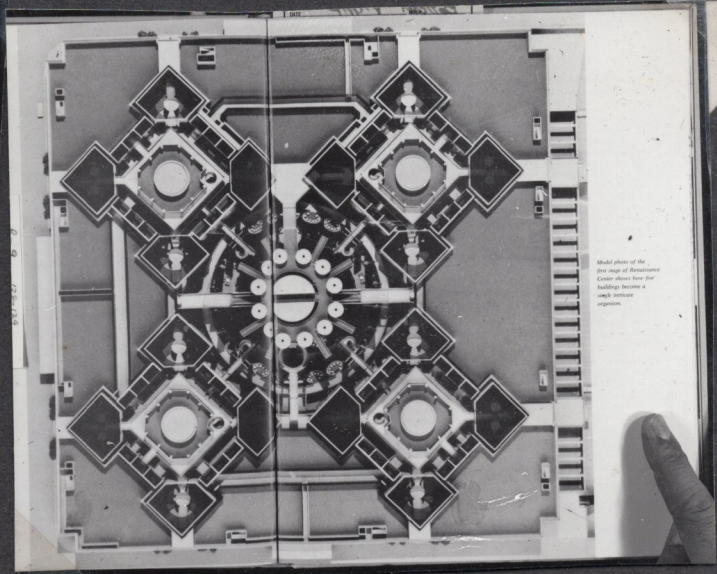
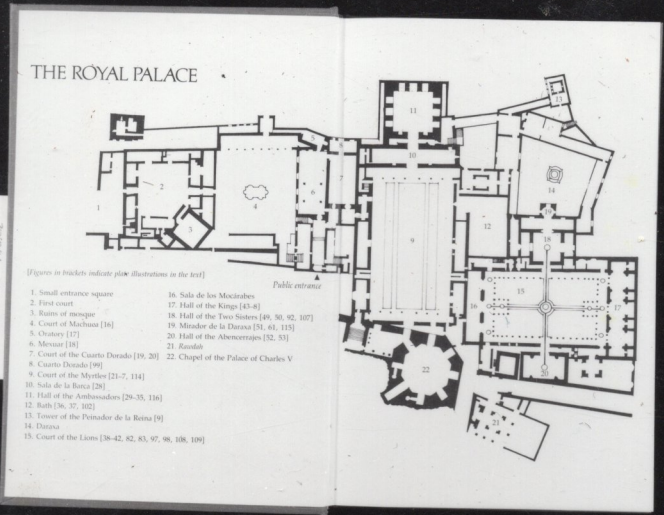


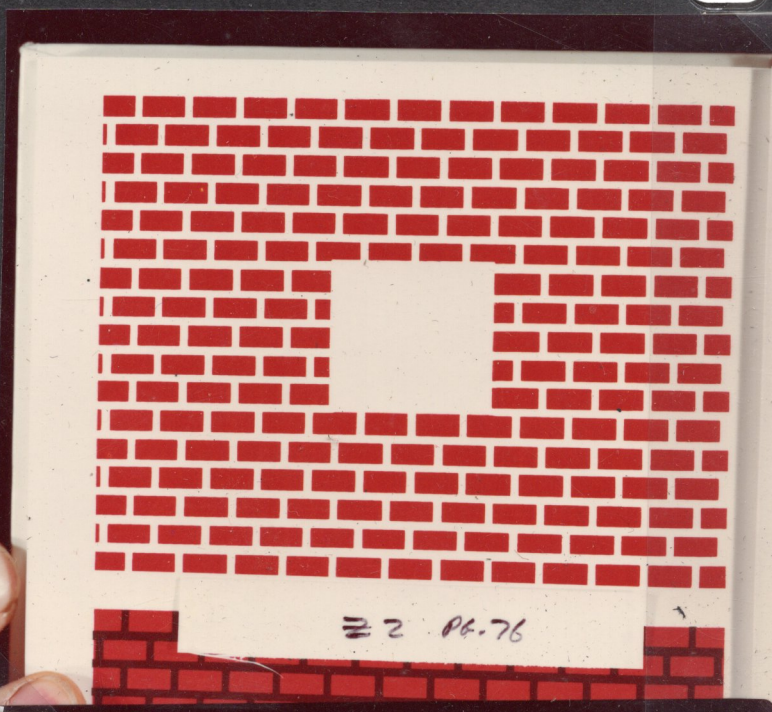
An entity tends to be symmetrical, yet it fails to accomplish it, in its overall configuration. It ends up with smaller symmetrical entities within the larger one, because there are less forces acting on these smaller entities.



When symmetry is contrived and artificially superimposed, on the whole, then any feeling of relaxation is lost; the symmetry over dominates you.

Roughness

When entities are repeated, nevertheless, because of the varying conditions, the repeated elements are almost never perfectly identical. Variation is generated by the changing conditions. And yet it looks perfect.



Both these schemes are made of the repetition of one basic form. Yet, the one looks more real than the other. In which of them, do you feel that the person who created them, was guided by his feeling and the changing conditions, and not by a sterile desire for predetermined perfectionism. In which of the two the perfection is real?