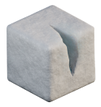
DAMAGE → *What* **MATTER** → *Where* **SPACE** → *When* **TIME** → **OUTCOME**

Type

Vertical/horizontal /oblique Crack



Side Fracture

Closed Hole

Open Hole

Broken pieces

Missing piece

Form

Shape
Dimensions

Tactile

Hard	*Soft*
Rough	*Smooth*
Cold	*Warm*
Not elastic	*Elastic*
Strong	*Weak*
Light	*Heavy*
Tough	*Ductile*

Visual

Color
Hue - Saturation - Luminance

Matte	*Glossy*
Not reflective	*Reflective*
Opaque	*Transparent*

Patterns

Direction

X, Y, Z

Up/down

Bottom/top

Bottom and top

All directions

Speed

Breaks/pauses/stops

Delays

Synchronisation

Oscillation

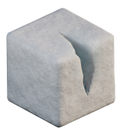
Pulse

Pace
Tempo

decrease *increase*

Periods or intervals

Frequency
Rhythm

 **Vertical/horizontal /oblique Crack**	a vertical/horizontal/oblique line on the surface of something along which it has split without breaking apart.
 **Side Fracture**	a solid body or surface separated on the side.
 **Closed Hole**	a hollow place in a solid body or surface without going through the body or surface.
 **Open Hole**	a hollow place in a solid body or surface that goes through the body or surface.
 **Broken pieces**	separate into pieces.
 **Missing piece**	a broken piece that is not able to be found because it is not in its expected place.


Breaks/pauses/stops


Delays


Synchronisation


Pace/Tempo *increase*


Pace/Tempo *decrease*


Rhythm/Frequency


Oscillation

Pulse


Periods or intervals


Up/down


Bottom/top


Bottom and top


All directions

Healing process of: .....

Type of Damage:

Vertical/horizontal /oblique Crack


Side Fracture


Closed Hole


Open Hole

Broken pieces

Missing piece

Time

Start time: .....

End time: .....

Sketch visualization of the initial stage

Sketch visualization of in between

Sketch visualization of the middle stage

Sketch visualization of in between

Sketch visualization of the end stage

Limit / max: Big

Height original form

What is changing:

Dimensions

Limit / min: Small

.....

Direction

Outcome: .....

Limit / max: .....

What is changing:

.....

Limit / min: .....

.....

Direction

Outcome: .....

Limit / max: .....

What is changing:

.....

Limit / min: .....

.....

Direction

Outcome: .....

Limit / max: .....

What is changing:

.....

Limit / min: .....

.....

Direction

Outcome: .....

Limit / max: .....

What is changing:

.....

Limit / min: .....

.....

Direction

Outcome: .....

Healing process of: Skin's Wound

Type of Damage: Vertical/horizontal /oblique Crack | Side Fracture | Closed Hole | Open Hole | Broken pieces | Missing piece

Time

Start time: day 0

End time: day 17

Sketch visualization of the initial stage

Sketch visualization of in between

Sketch visualization of the middle stage

Sketch visualization of in between

Sketch visualization of the end stage

Limit/max: Big

Height original form

What is changing: Dimensions

Limit/min: Small

hole

Direction

Outcome: similar size

Limit/max: high

What is changing: color - saturation

Limit/min: low

high saturation

Direction

Outcome: similar saturation

Limit/max: rough

What is changing: texture

Limit/min: smooth

smooth

Direction

Outcome: similar texture

Limit/max: .....

What is changing: .....

Limit/min: .....

.....

Direction

Outcome: .....

Limit/max: .....

What is changing: .....

Limit/min: .....

.....

Direction

Outcome: .....