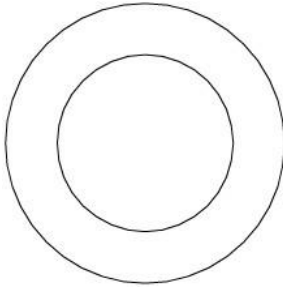
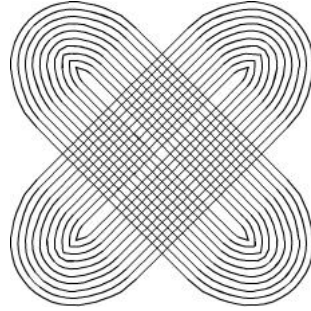


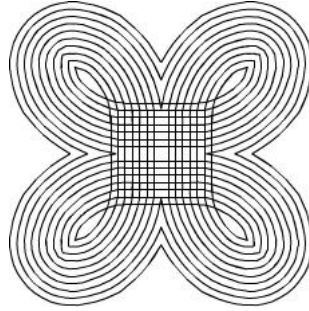
How to make a Bronze Age micro-watershed by using animal drawn sledge:



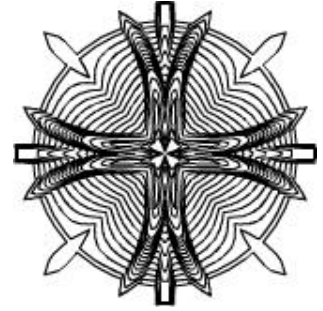
Img 1. Two circles



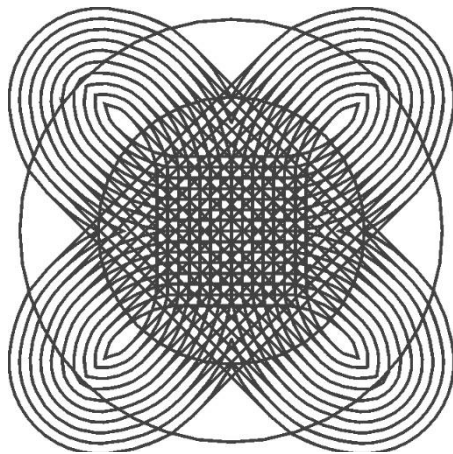
Img 2. Osman knot paths



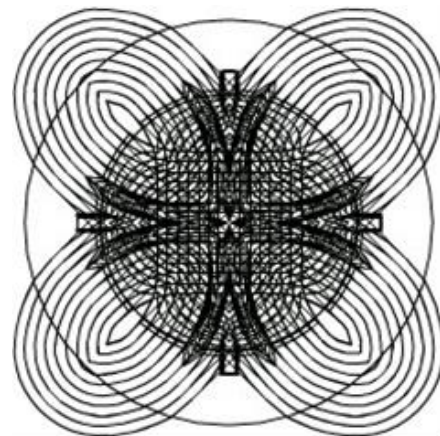
Img 3. Hans (Bowen) knots



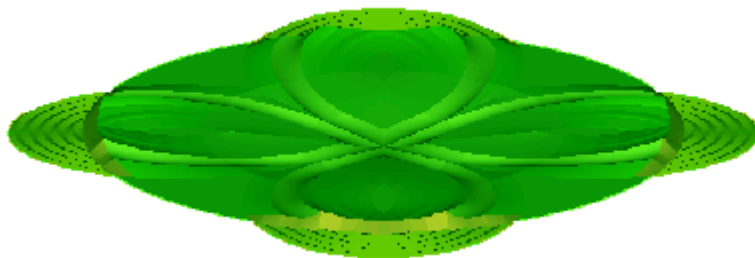
Img 4. Rising water zones



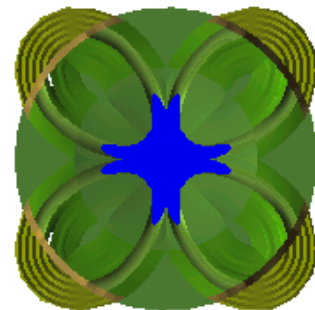
Img 5. Osman + Hans + circles



Img 6. MOSAIC = Osman+ Hans + circles + water zones



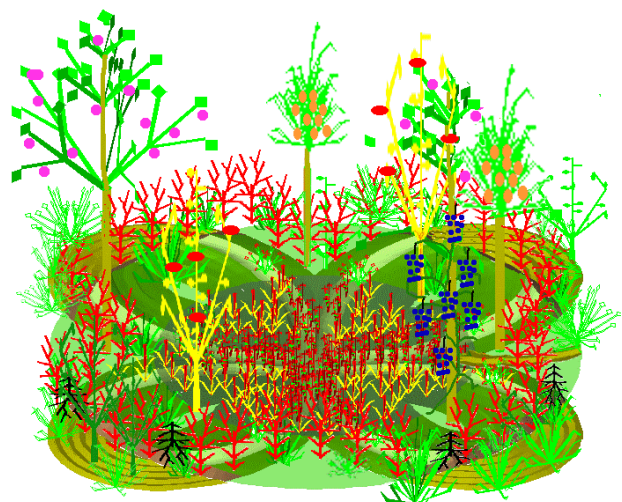
Img 7. We make 3D soil surface, like a saucer



Img 8. Rising water during wet season



Img 9. Now the basin is full of water

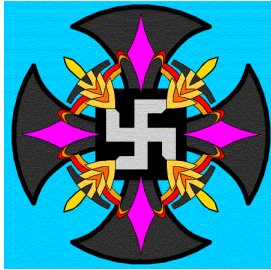


Img 10. Agro-forestry cultivation at the basin

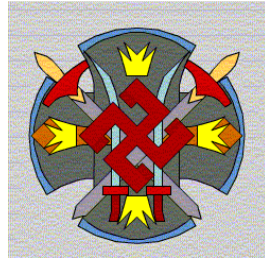
MOSAIC (img 6.) can produce abundantly familiar symbols



Img 11. Sun God



Img 12.



Img 13.



Img 14.



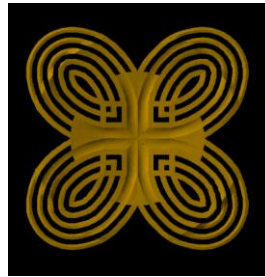
Img 15.



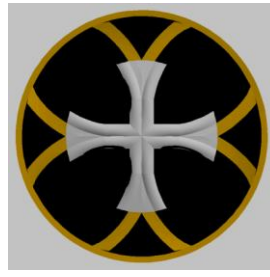
Img 16.



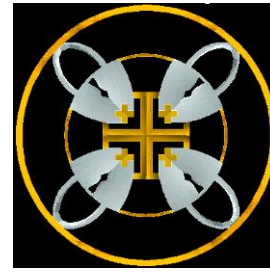
Img 17. ksucas.gif



Img 18.



Img 19.



Img 20.



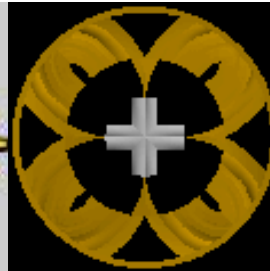
Img 21.



Img 22.



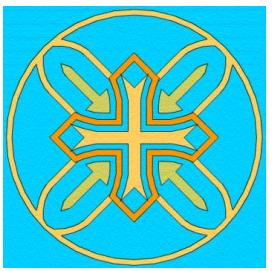
Img 23.



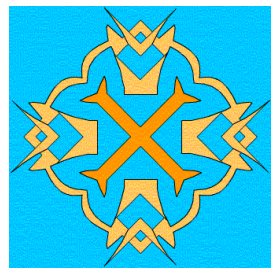
Img 24.



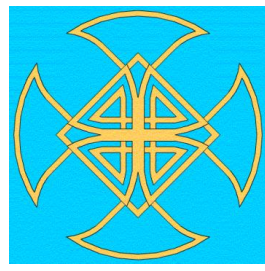
Img 25.



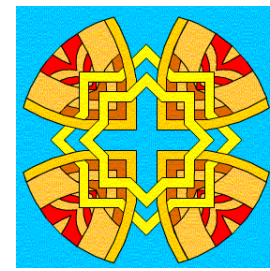
Img 26.



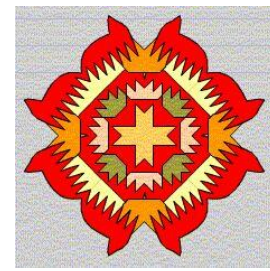
Img 27. kilpi.gif



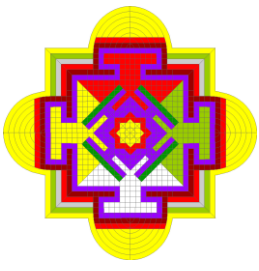
Img 28.



Img 29.



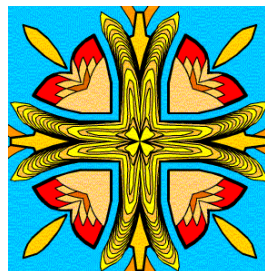
Img 30.



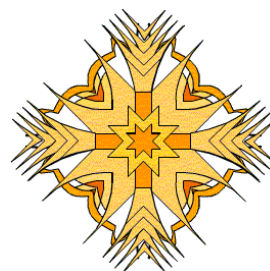
Img 31.



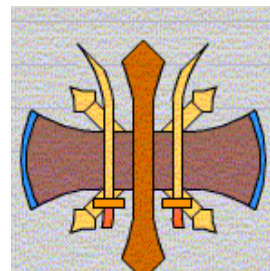
Img 32.



Img 33.

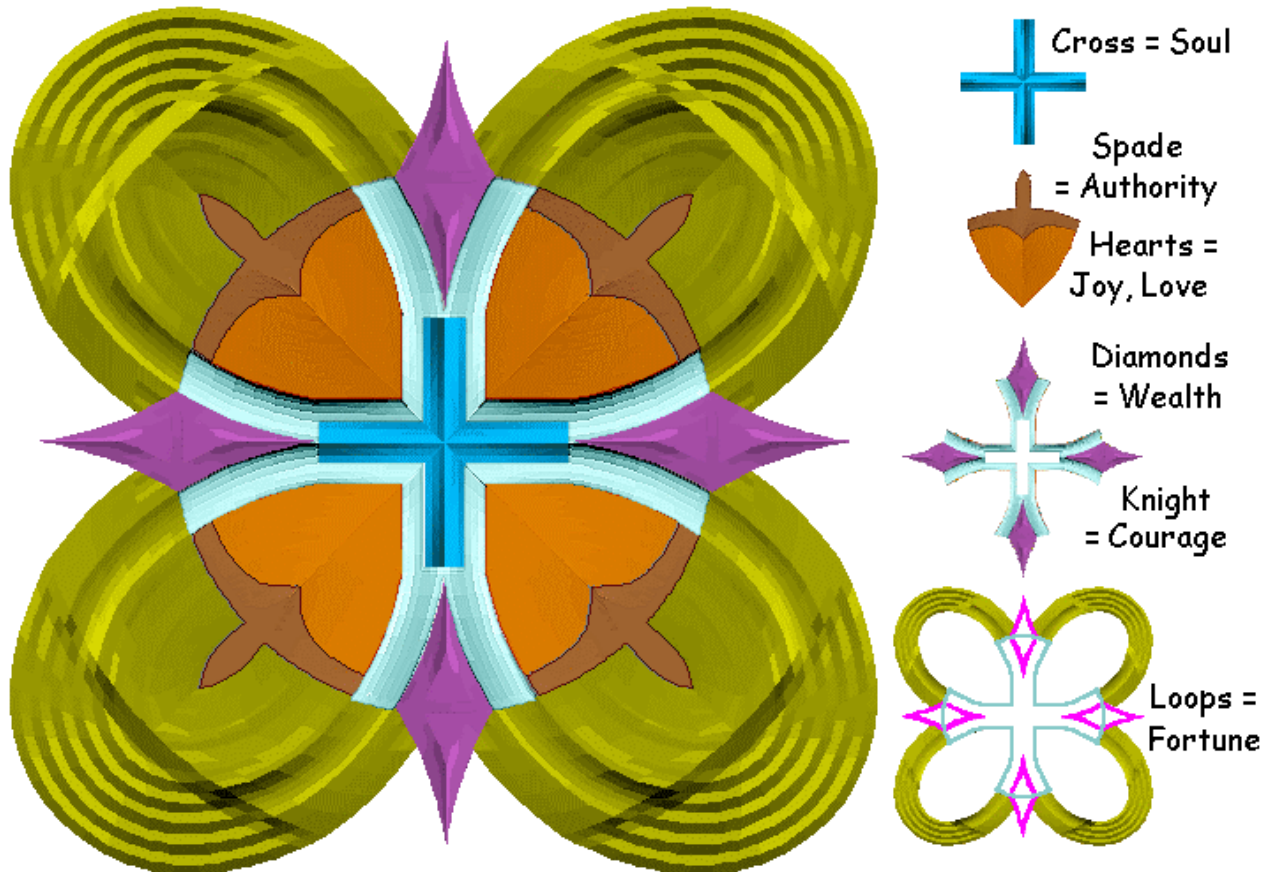


Img 34.

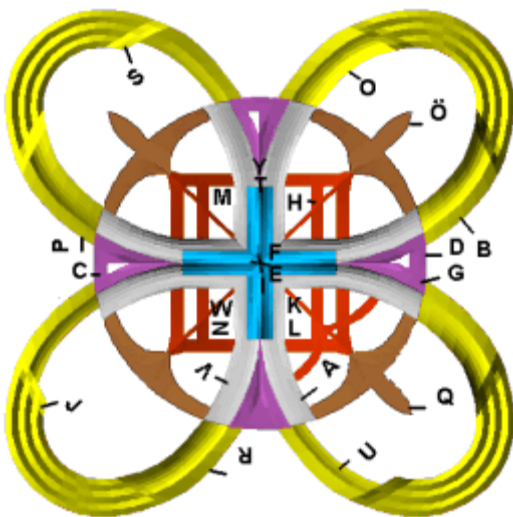


Img 35.

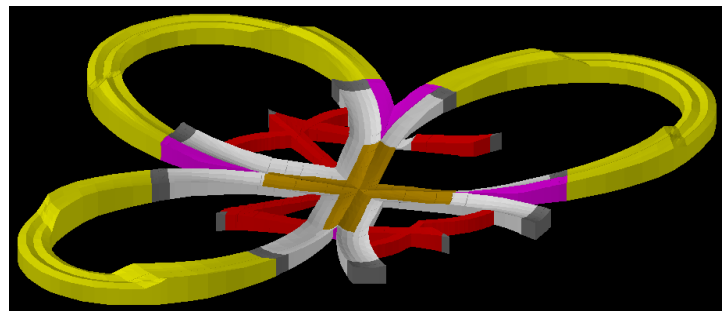
Namescope game basics:



Img 36. Desert cultivation surface as Namescope game plate



Img 37. Namescope font map

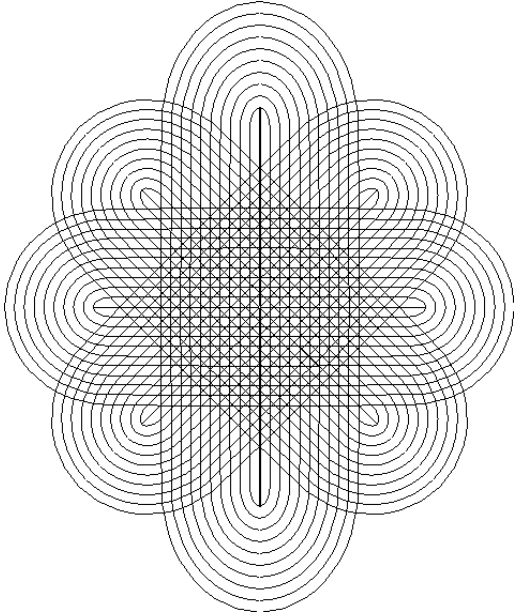


Img 38. Namescope 3D Seal "Obama" cut from desert soil

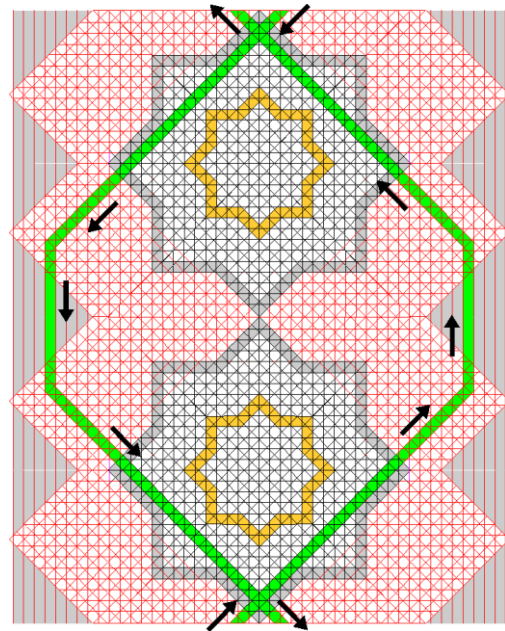


Img 39. Some Namescope seal examples

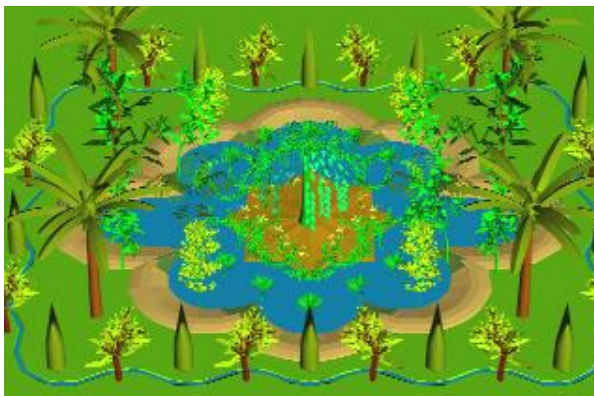
Making rug patterns by an animal drawn sledge:



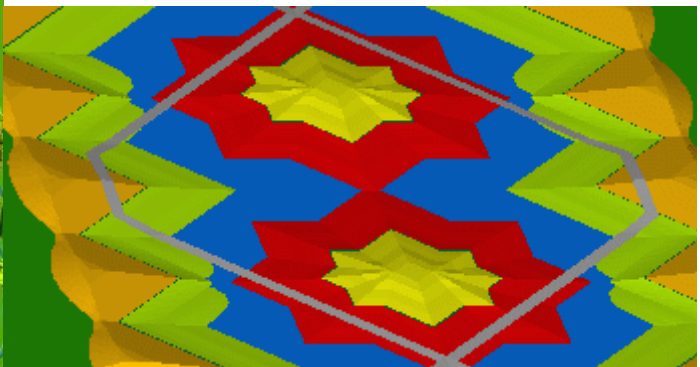
Img 40. Driving paths of the sledge for single basin



Img 41. Water basin strip has these driving paths



Img 42. Single basin PC simulation



Img 43. Water basin strip can be 300 meters long



Img 44. Water basin Strip in a Persian carpet

We should make these fruit gardens again!



Img 45. Water basin strip computer model lines placed over a garden rug



Img 46. Productive fruit garden with water basin strips, same rug as in img. 44.