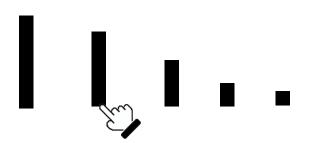
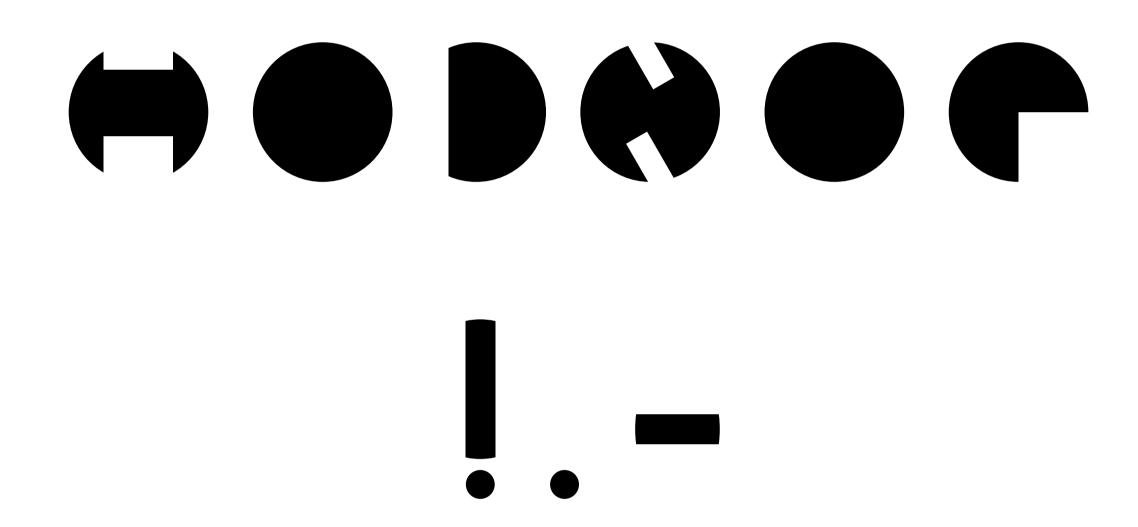
1. interaction & manipulation vs. fixed

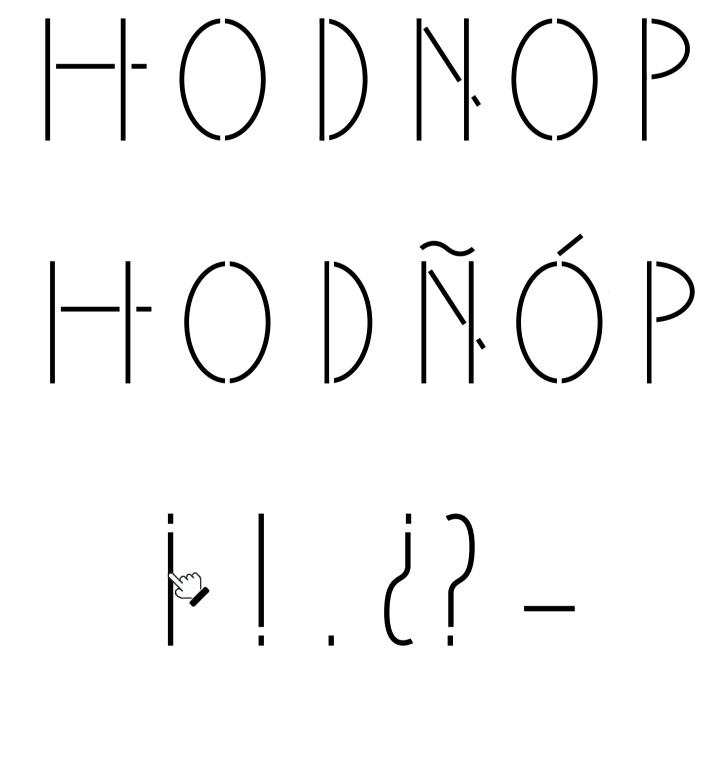


2. preservation vs. weathers over time



3. accessible on multiple sources vs. limited access





4. short movements vs. expansive movement for navigating

