

1. interaction & manipulation vs. fixed

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H O D N O P

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2. preservation vs. weathers over time

W U U H A O P F

[? ! . .]

3. accessible on multiple sources vs. limited access

H O D N O P

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H O D N O P

H O D Ñ Ó P

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4. short movements vs. expansive movement for navigating

H O D N O P

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