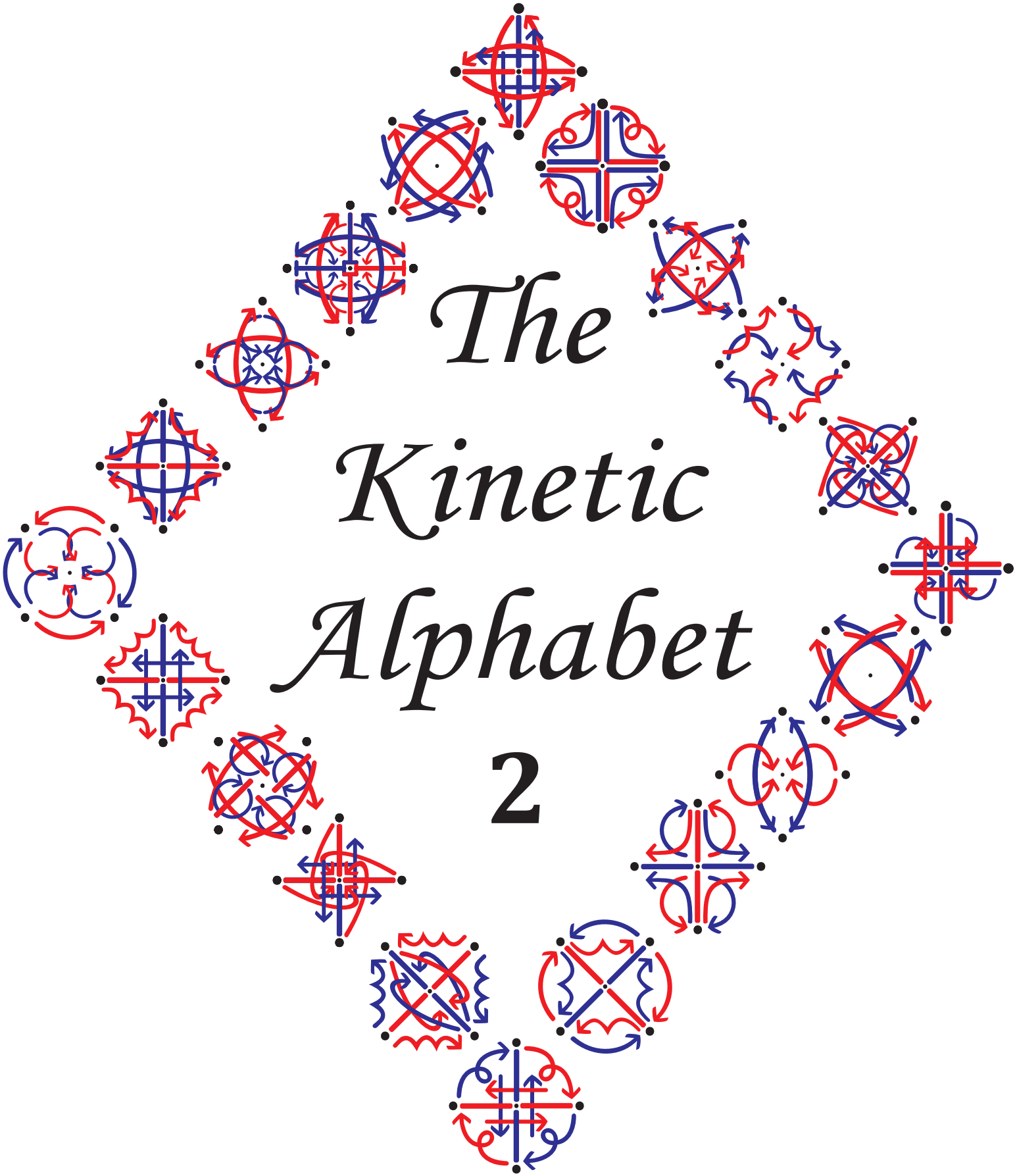
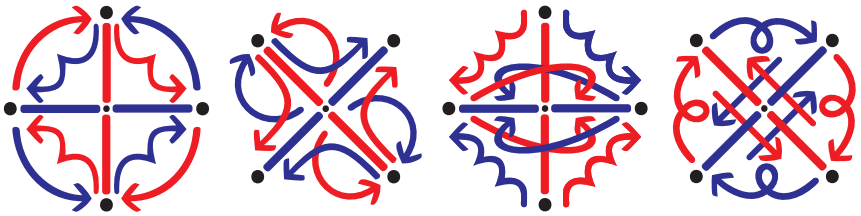
Name: _____



The Kinetic Alphabet 2

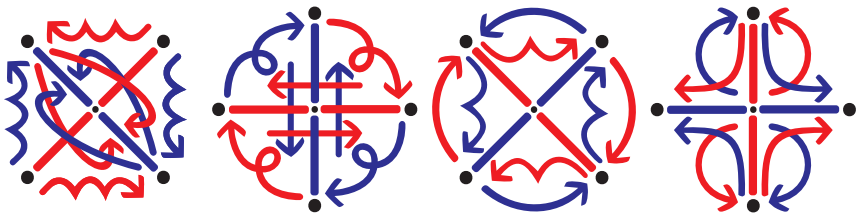
Created by Austen Cloud

v 0.5



2.0

1-Turns



Turns

A turn is a 180° rotation that occurs during a motion.

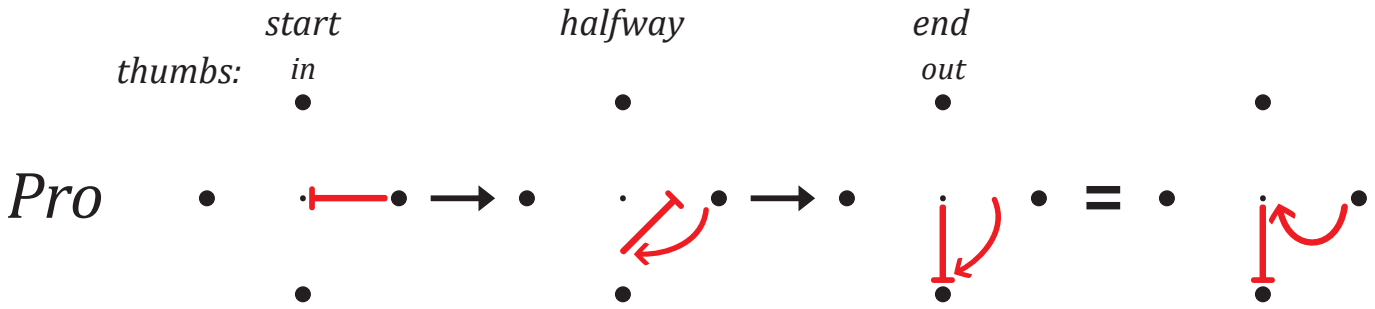
Shifts

Let's add a single turn to a shift.

VTG: 1:3

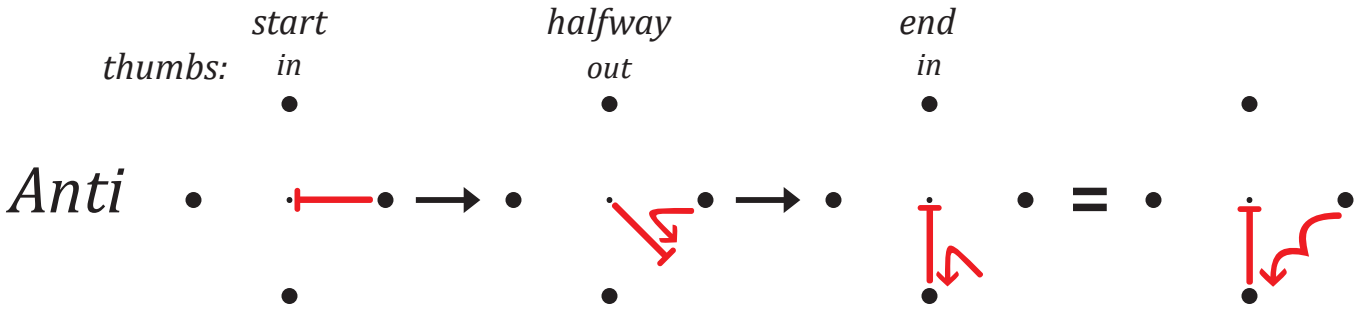
First we'll add 1 turn to a prospin.
Take note of the diagonal halfway position, and pause there for a moment before continuing.
These arrows refer to the pinky end on the first half, then to the thumb end on the second half.
The full arrow depicts a half-circle, from the start position's outer point.

Each turn adds a thumb switch.



An isolation has 0 thumb switches, therefore
A prospin with a turn has 1 thumb switch (in → out)

Now let's add 1 turn to an antispin.
Again, take note of the diagonal halfway position, and pause there before continuing.

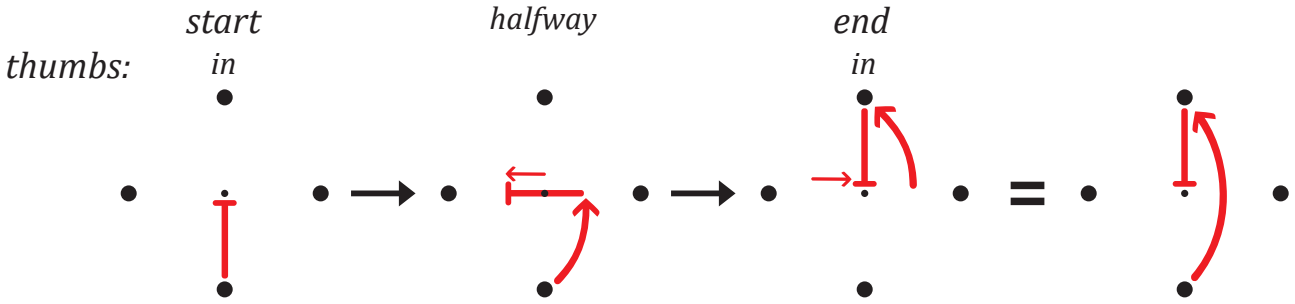


A base antispin has 1 thumb switch. (in → out), therefore
An antispin with a turn has 2 thumb switches (in → out → in).

Dashes

VTG: 1:1

You can also add a turn to a dash.
During the prop rotation, move the hand directly in a straight line.
Pause at the halfway point while learning to ensure that your hand is in the center point and the staff is perpendicular to your starting position.



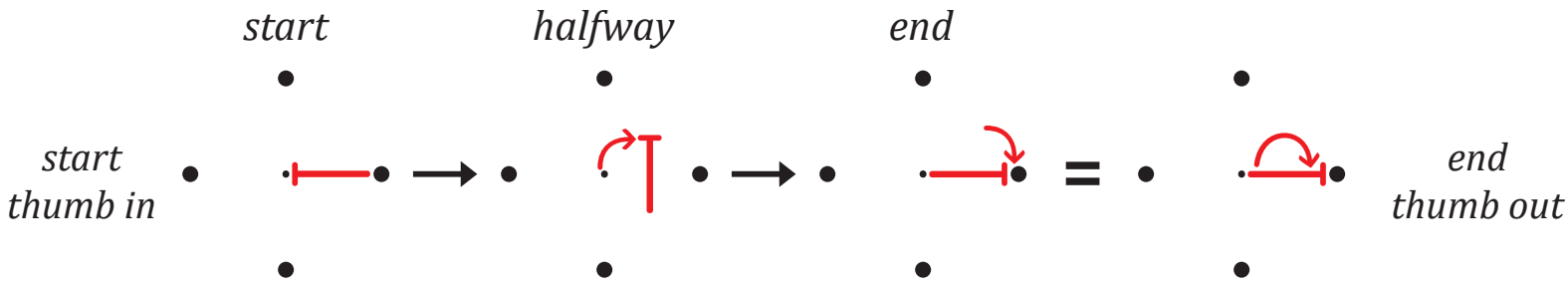
A base dash has 1 thumb switch (in → out), therefore:
A dash with a turn has 2 thumb switches (in → in)

Executing this move on repeat is commonly called a ***linear extension***.
It feels peculiar to execute with staves because one end is in pro and the other end is in anti.

It helps to focus on the half that's in antispin.
This will ensure that you pass your hand directly through the center point.

Static

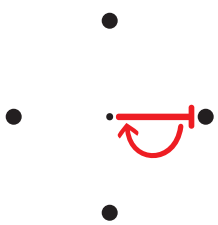
Finally, we'll look at static turns.
Here is a breakdown of a static turn starting from thumb in:



This can be executed at any hand point, starting from either thumb orientation, turning in either direction.

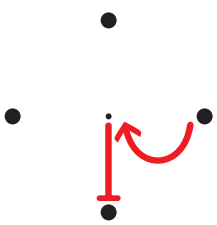
Note the differences between the arrow for static turns and the arrow for prospin turns:

Static



Prop remains at its start position. The arrow forms a half circle with that position.

Shift



Prop ends at an adjacent position. The arrow forms a half-circle around the empty start position.

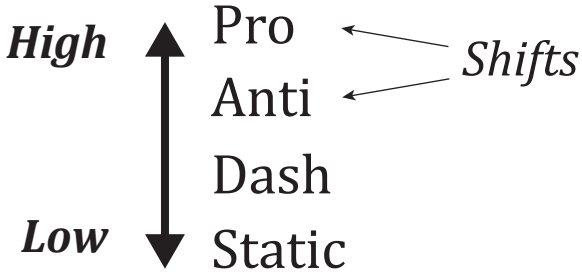
Glyphs / PADS

A ***glyph*** is a letter combined with other characters, such as numbers or symbols.

To the right of each letter, there are two slots - high and low.
These slots contain numbers that indicate turns.

> ***Update May 2025:***
> *TKA software now handles the placement of these numbers, so it's less important that you learn this. Don't sweat it. Focus on the motions.*

In a hybrid, motion types are different and must be disambiguated. These rules indicate where to place numbers:



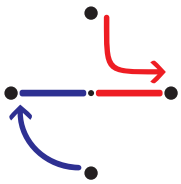
The motion that is higher on the list is indicated by the high slot.

Remember the order with the acronym **PADS**, for **Pro, Anti, Dash, Static.**

The letters S and T have another factor - *leading/following*.
In their case, leading is high and following is low.

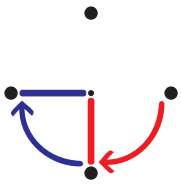
There are five hybrids, each shown below in their corresponding high/low slots.

Type 1
Dual-Shift



Pro
Anti

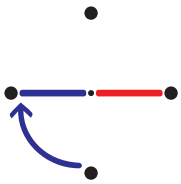
C, F, I, L, O, R, U, V



Leading
Following

S, T

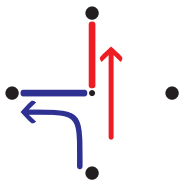
Type 2
Shift



Shift
Static

W, X, Y, Z, Σ, Δ, θ, Ω

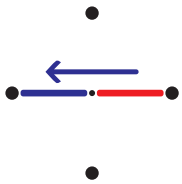
Type 3
Cross-Shift



Shift
Dash

W-, X-, Y-, Z-, Σ-, Δ-, θ-, Ω-

Type 4
Dash

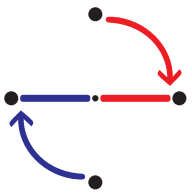


Dash
Static

Φ, Ψ, Λ

The remianing letters have combinations of the same motion type.

For these, put **left** in the high slot and **right** in the low slot.



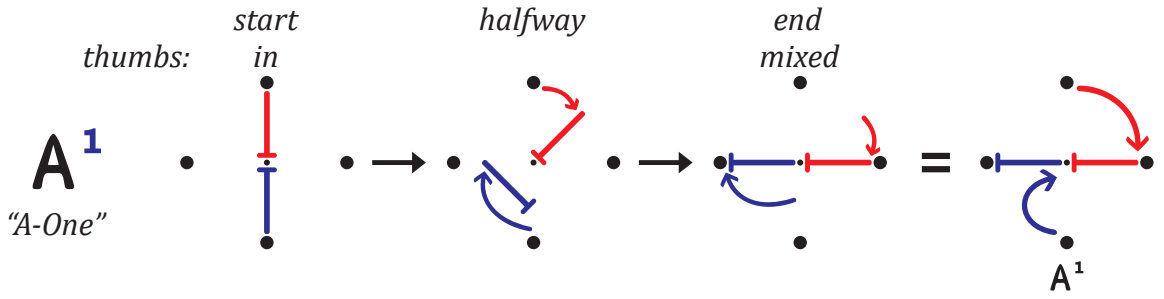
Left
Right

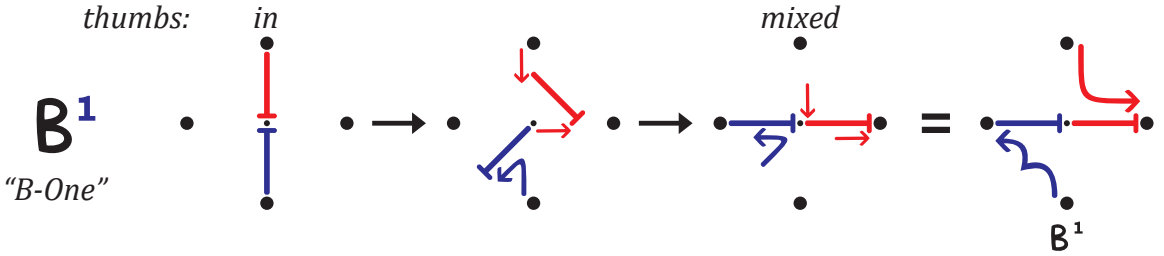
These letters include:
A, B, D, E, G, H, J, K, M, N, P, Q, S, T
Φ-, Ψ-, Λ-
α, β, Γ,

Type 1 - Dual-Shift

When motion types are exactly the same,
put **left** in the high slot and **right** in the low slot.
Here is a breakdown of A^1 (pro|pro) and B^1 (anti|anti).

B **Left** / **Right**



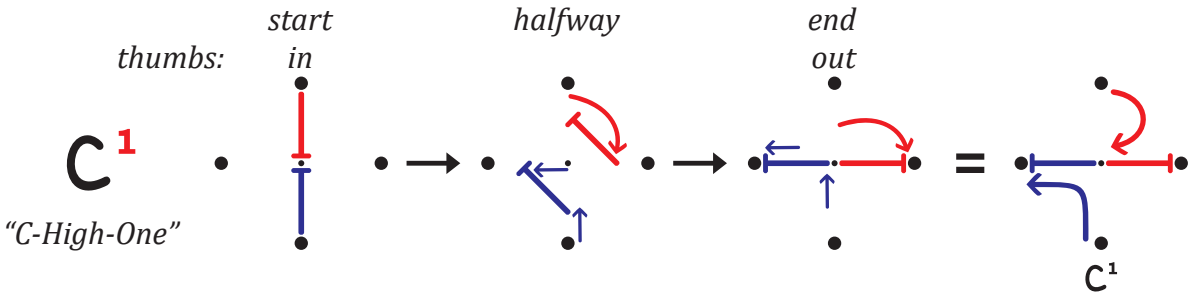


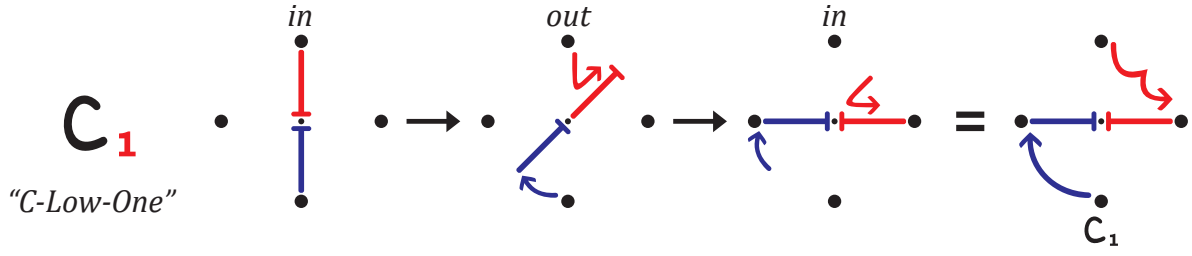
When motion types are different, high/low indicates how to label them.
With hybrids, we can add a turn to either the pro or anti motion.

For pro/anti hybrids,
high = prospin and low = antispin,

This includes C, F, I, L, O, R, U, and V.

C Prospin / Antispin





For code or file-naming, indicate turns with parentheses like so: C^1 = C(1,0) and C_1 = C(0,1)

S and T

S and T are a different type of hybrid.

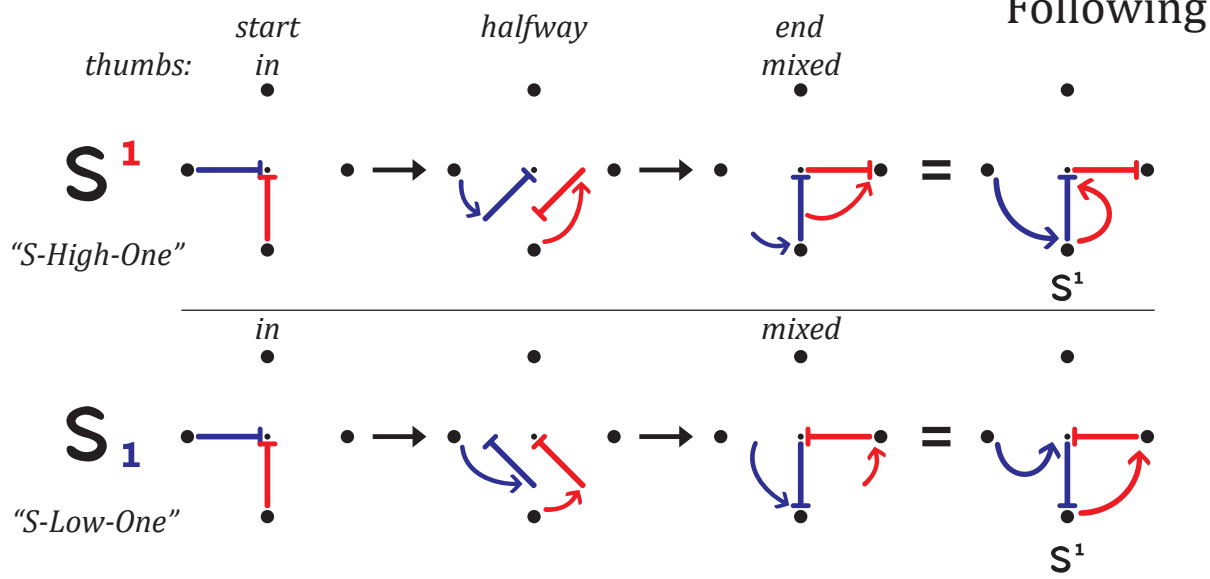
Even though their motions are a matching shift type (pro|pro, anti|anti), each has one hand ***leading*** and the other ***following***. Though this doesn't affect their base forms, it produces additional variations when modifying their motions.
S and T are the only letters with this unique quality.

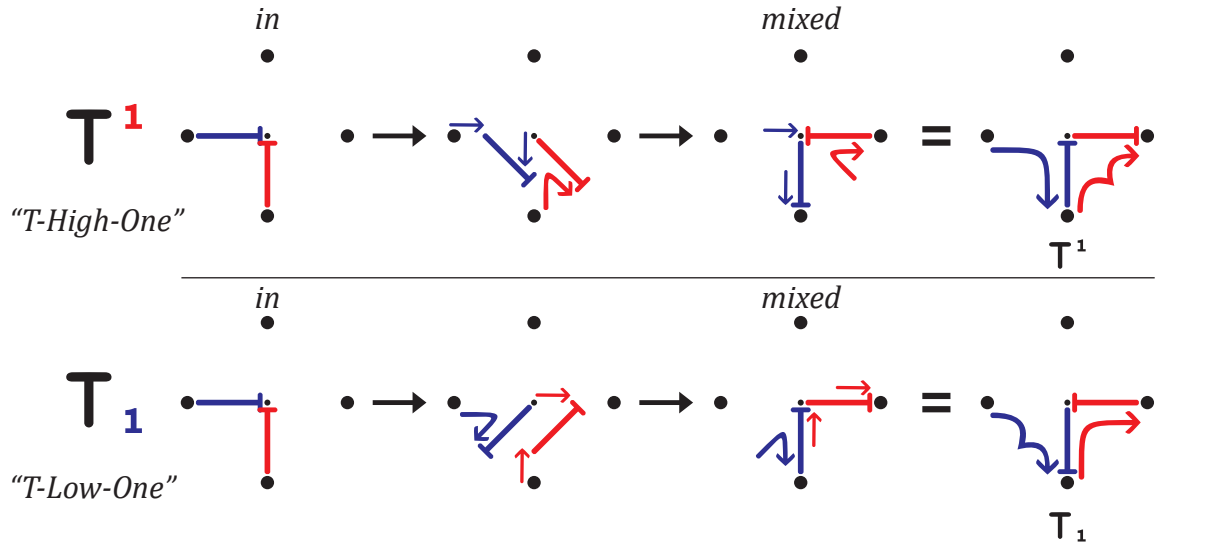
Fortunately, we have a tool to disambiguate hybrids - the high/low slots.

For S and T,
high = leading and low = following.

S Leading

Following





Note that these leading/following rules do NOT apply to U and V.
Even though U and V have a leader/follower, their slots refer to pro/anti.

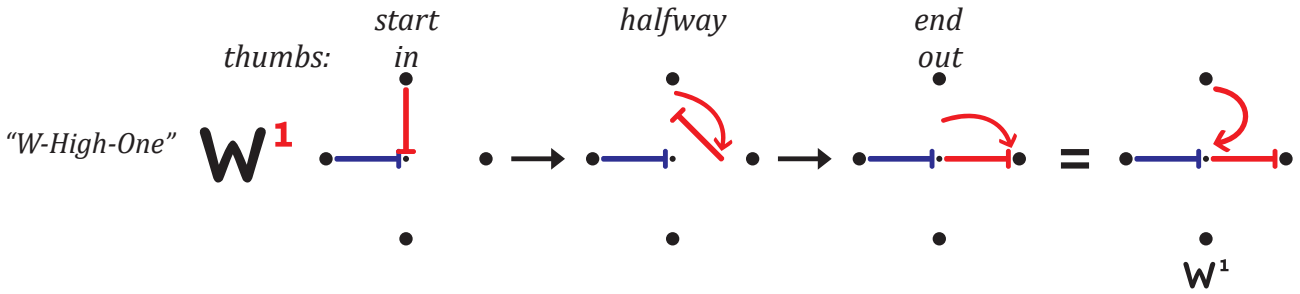
*Type 2 - **Shift***

Type 2 hybrids combine a shift and a static motion.
These two motion types are different, so we use the high/low slots to differentiate them.
To determine where they go, remember PADS.
Because a shift (pro/anti) is higher than a static motion, we can confidently state that:

For Type 2,
high = shift and low = static.

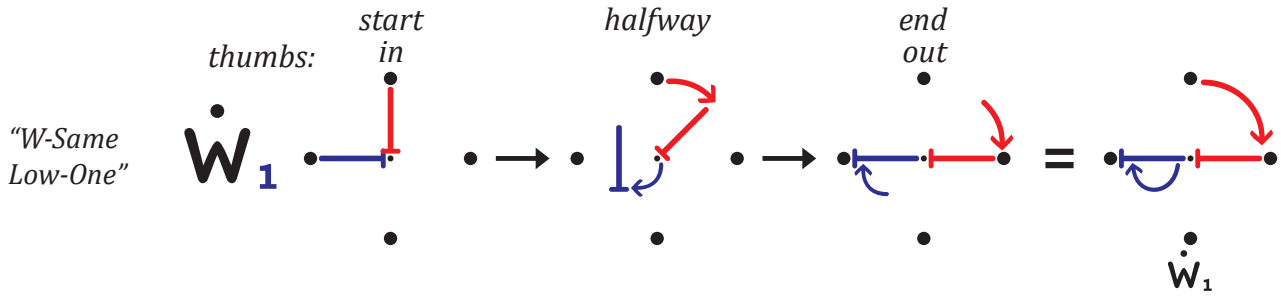
This includes W, X, Y, Z, Σ, Δ, θ, and Ω.

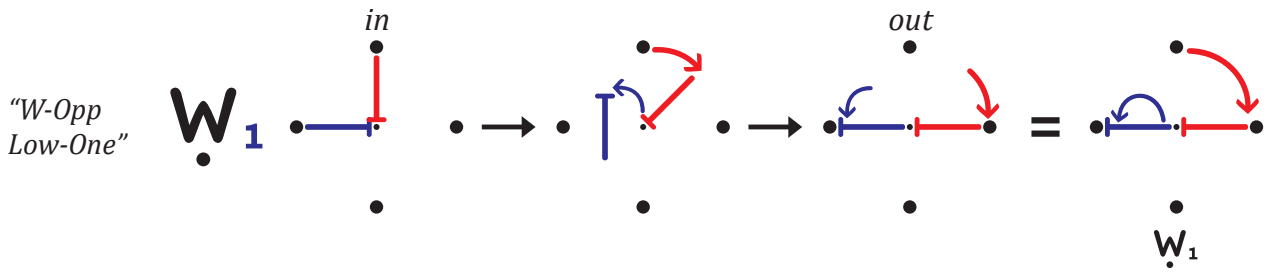
Let's add 1 high turn to a Type 2 motion, which only affects the shift.



Since the static hand is still, this should be simple to execute.

Type 2 motions become more complex when we add turns to the static hand.
Since this causes both props to rotate, it creates either a Same or Opposite relationship.
To indicate this, add a dot above or below the letter.*
A same-dot goes above and an opp-dot goes below.





You can also use (s) or (o) as parameters to indicate "same" or "opp". E.g. "W(s,0,1)"

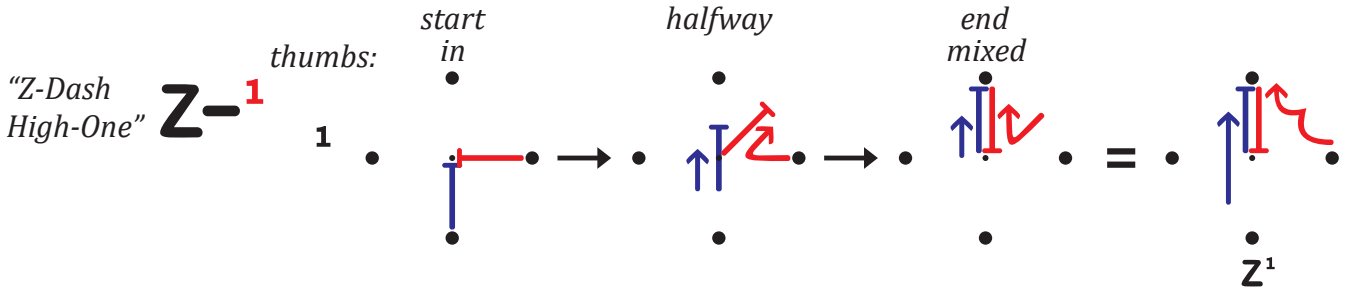
Type 3 - Cross-Shift

Type 3 hybrids combine a shift with a dash.
When we consult PADS, we find that a shift is higher than a dash, therefore:

For Type 3,
high = shift and low = dash.

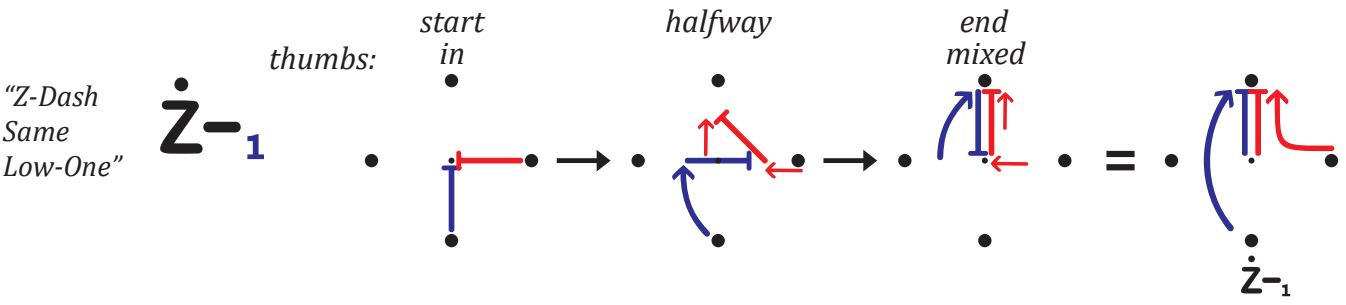
This includes W-, X-, Y-, Z-, Σ-, Δ-, θ-, and Ω-.

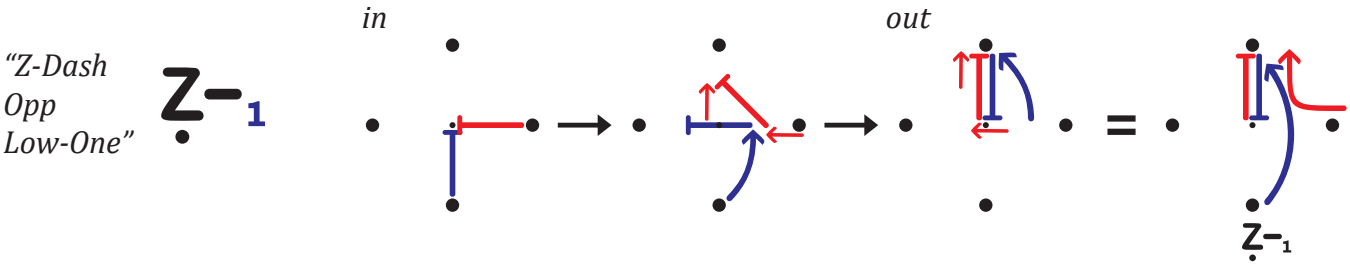
First, we'll add 1 high turn to Z-, which only affects the shift.



Take note of this strange position at the halfway point.
There is a hand-to-end relationship between the **left** hand and the **right** staff's pinky end.
It is important to pass through this position for the timing to be accurate.

Now let's add 1 turn to the dash, leaving the shifting hand unmodified.
This creaties a rotational relationship, so we'll need to use Same-dots and Opp-dots.





The halfway position holds the key for executing cross-shifts with accurate timing.
Though unfamilar now, these centric positions will be thoroughly deconstructed later on.

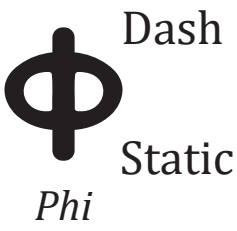
When writing code, put the dash after the letter and before the parentheses. "E.g. Z-(s,0,1)"

Type 4 - Dash

Type 4 hybrids combine a dash with a static motion. There is no shift involved.
According to PADS, a dash is higher than a static motion.
We reflect that by using the high slot for dash and the low slot for static.

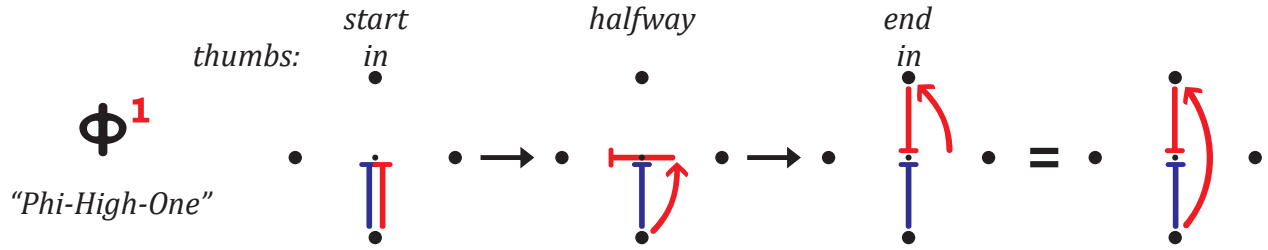
For Type 4,
high = dash and low = static.

This includes Φ, Ψ, and Λ.



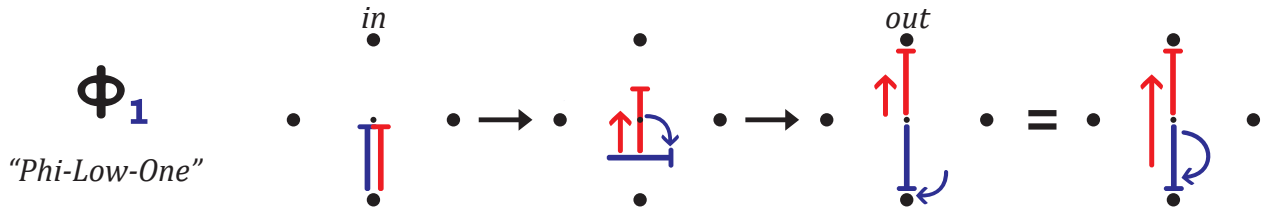
Phi

First we'll look at Φ.



Since only one prop is rotating, there is no rotational relationship to describe.
If we follow the same dash while rotating in the opposite direction,
the pictograph is a mirror image and needs no disambiguation.

Now let's add 1 turn to the static hand, leaving the dash in its base form.



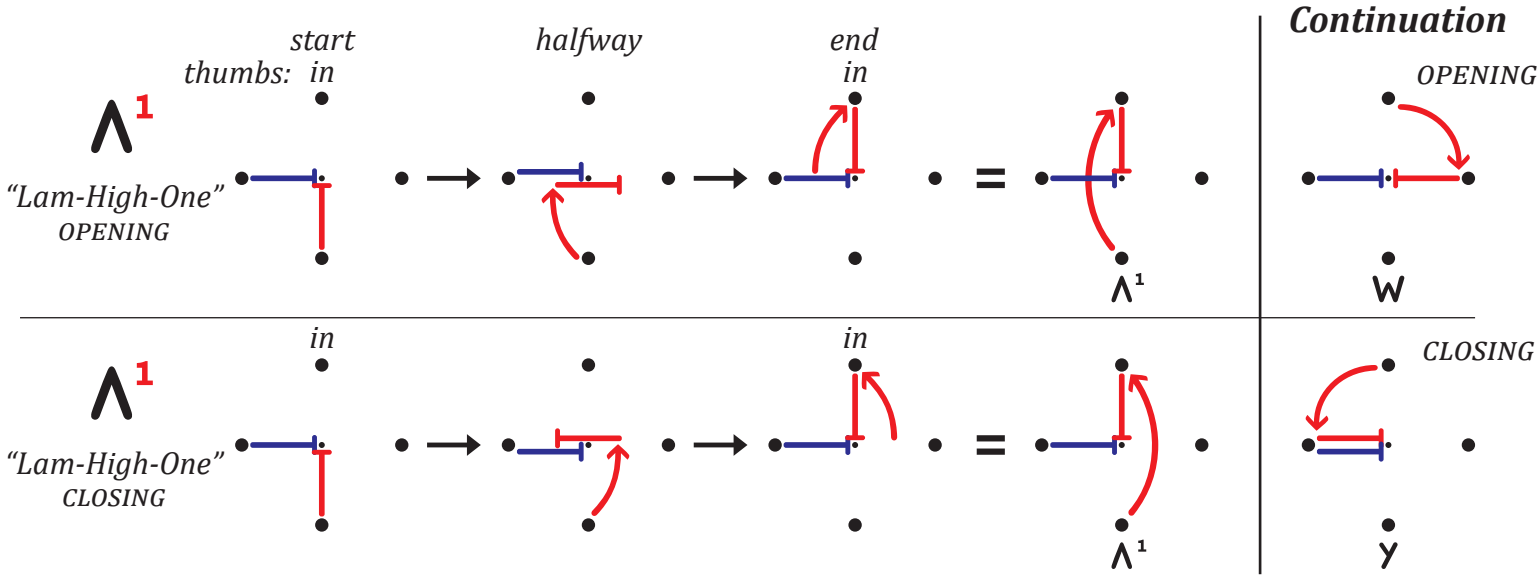
Pause at the halfway point and check your position.
Here, there is a hand-to-end relationship with the **left** hand and the **right** pinky end.
Again, there is no rotational relationship to describe,
so we don't need to separate them.

When typing the words for sequences containing greek symbols,
it's easier to just type the word or its first three letters. E.g. "phi(0,1)"
The corresponding symbol can easily be swapped in with a simple script.
The short versions of the seven greek letters are "sig, del, the, om, phi, psi, lam"

Opening/Closing

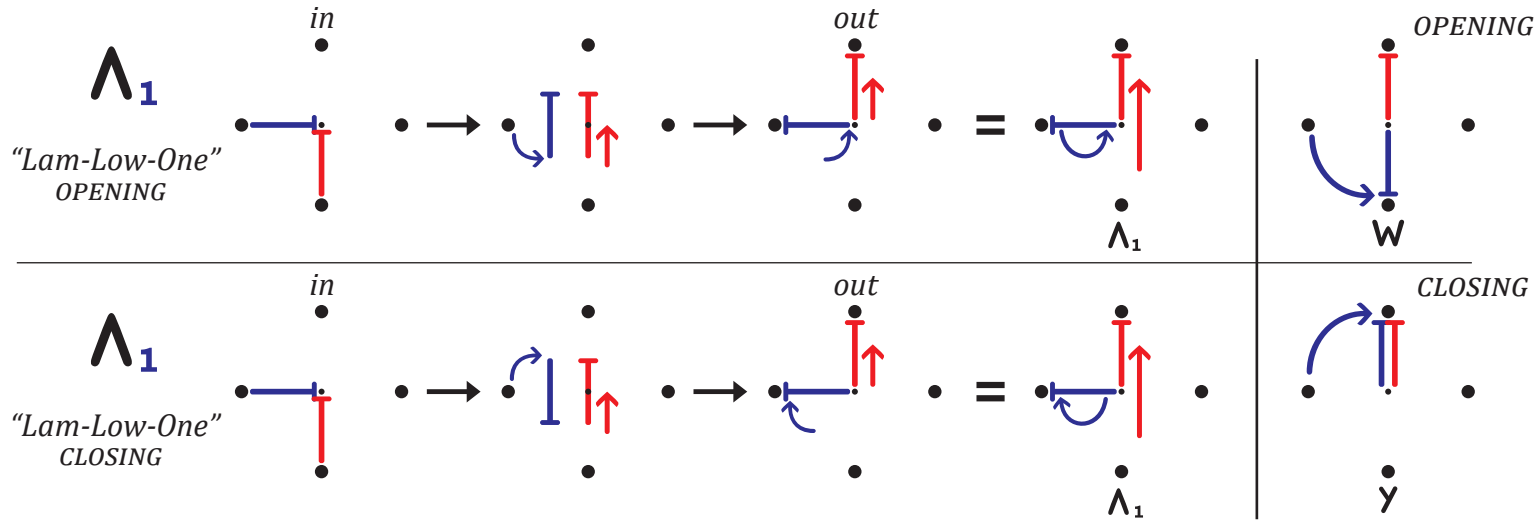
Because of Gamma's asymmetry, Λ (Lam) presents an extra variation when adding a turn.
We can't use rotational relationship to tell them apart, because there isn't one to describe.
Instead, we can disambiguate them with opening and closing.
This refers to the appearance of the 90° angle if we continue the rotation into a pro-shift.

Take a look at the sequences below and their hypothetical continuation. Note the difference.



Now let's add 1 turn to the static hand, leaving the dash in its base form.

Since the dashing prop is not rotating, there is no rotational relationship to describe.
However the rotating static prop can still be identified as *opening* or *closing*.



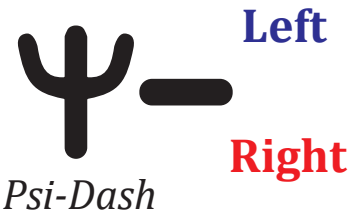
It's not necessary to speak all of the glyph modifications when talking about a letter.
It would be cumbersome if you were required to say *"Lam-Low-One-Closing"*.
In the context of a word or sequence, you can just refer to the base letter *"Lam"* instead.

To shorten this for code, include"op" or "cl" as a final parameter. E.g. "Λ(0,1,op)" or "Λ(0,1,cl)"

Type 5 - Dual-Dash

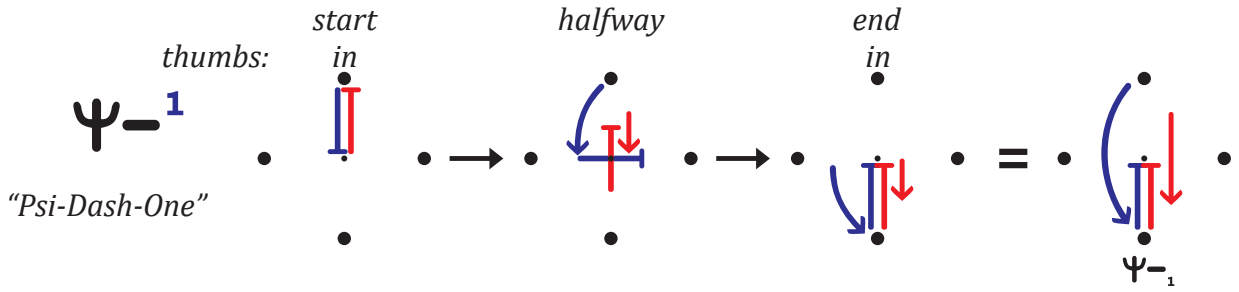
In Type 5 motions, both hands are dashing, so there are no hybrids. Since they're the same type (dash|dash), the left goes in the high slot, and the right goes in the low slot.

This includes Φ-, Ψ-, and Λ-.



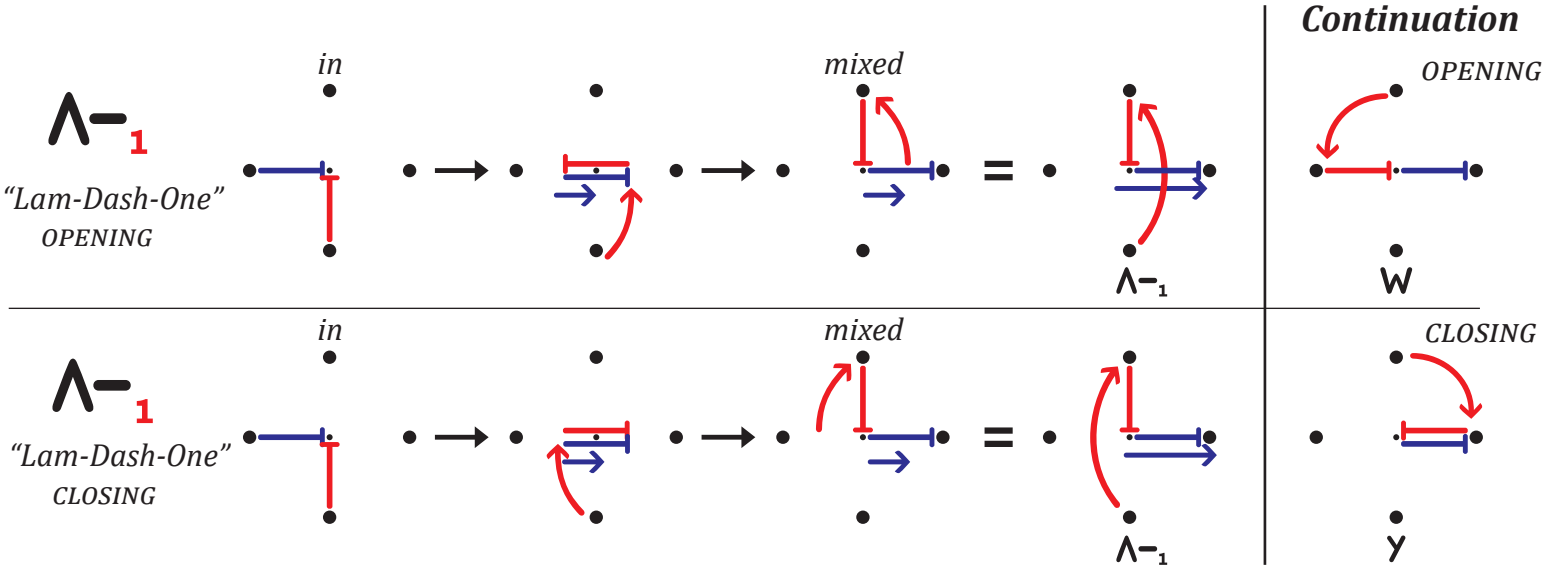
Psi-Dash

Let's break down Ψ-^{1}:



Remember - the high/low slots do <u>not</u> refer to left/right.
Instead, their purpose is to differentiate two motion types.
In Type 5, those motion types are the same (dash|dash).

Now let's look at Λ-^{1}, which again presents variations of *opening* and *closing.*



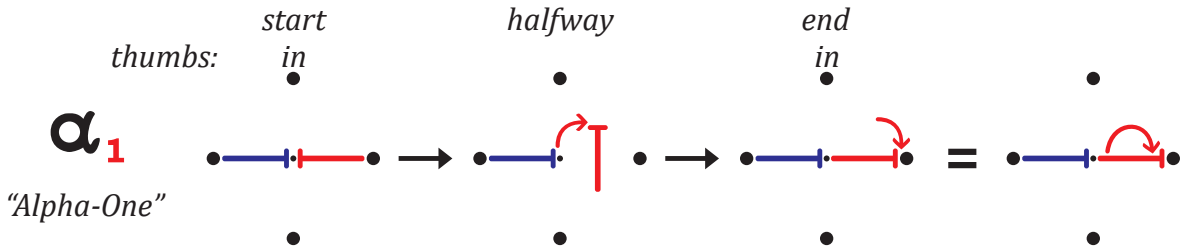
As always, pause at the halfway point to drill it into your muscle memory.
This will ensure proper timing.

Type 6 - Static

Finally, Type 6 letters have both hands remaining static.
Both types are the same (static|static), so the number goes in the high slot by default.

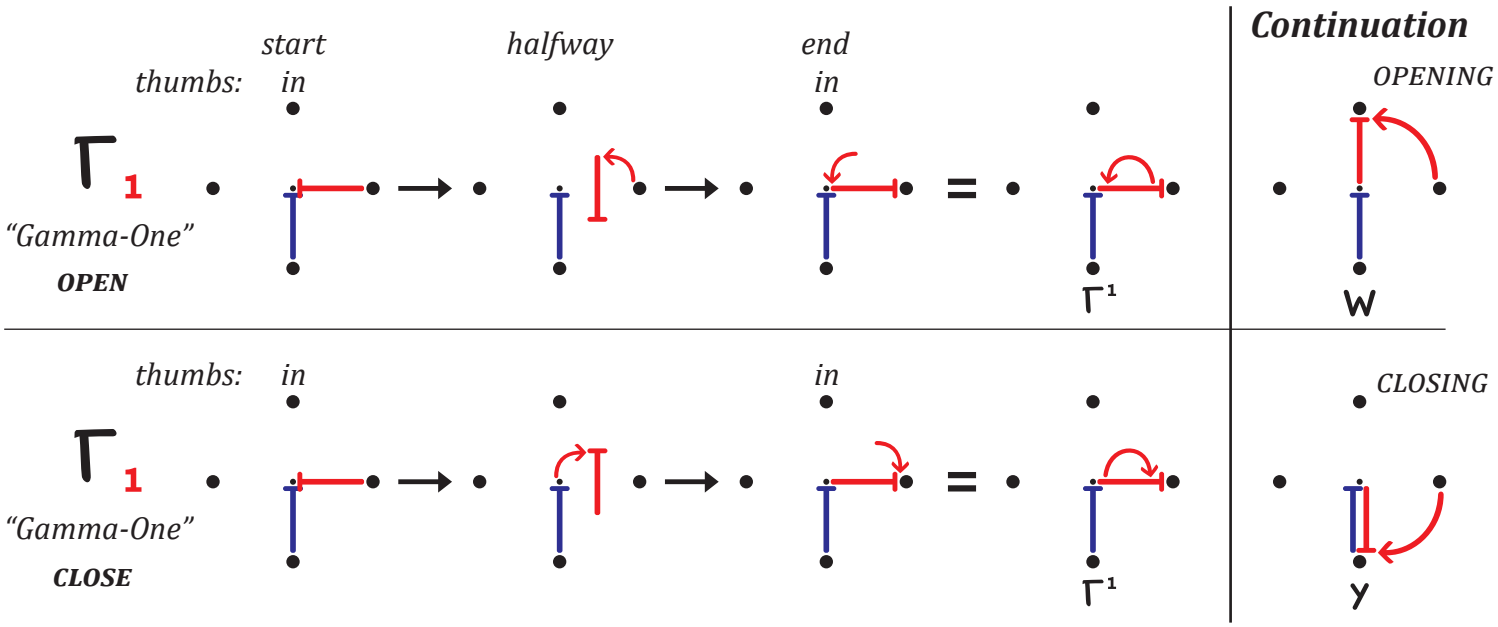
This includes α, β, and Γ.

Let's break down α^1:



Note that the arrow can follow the path of either the thumb end or pinky end.
The optimal placement depends on context.

Γ^1 also presents variations on *opening/closing*.



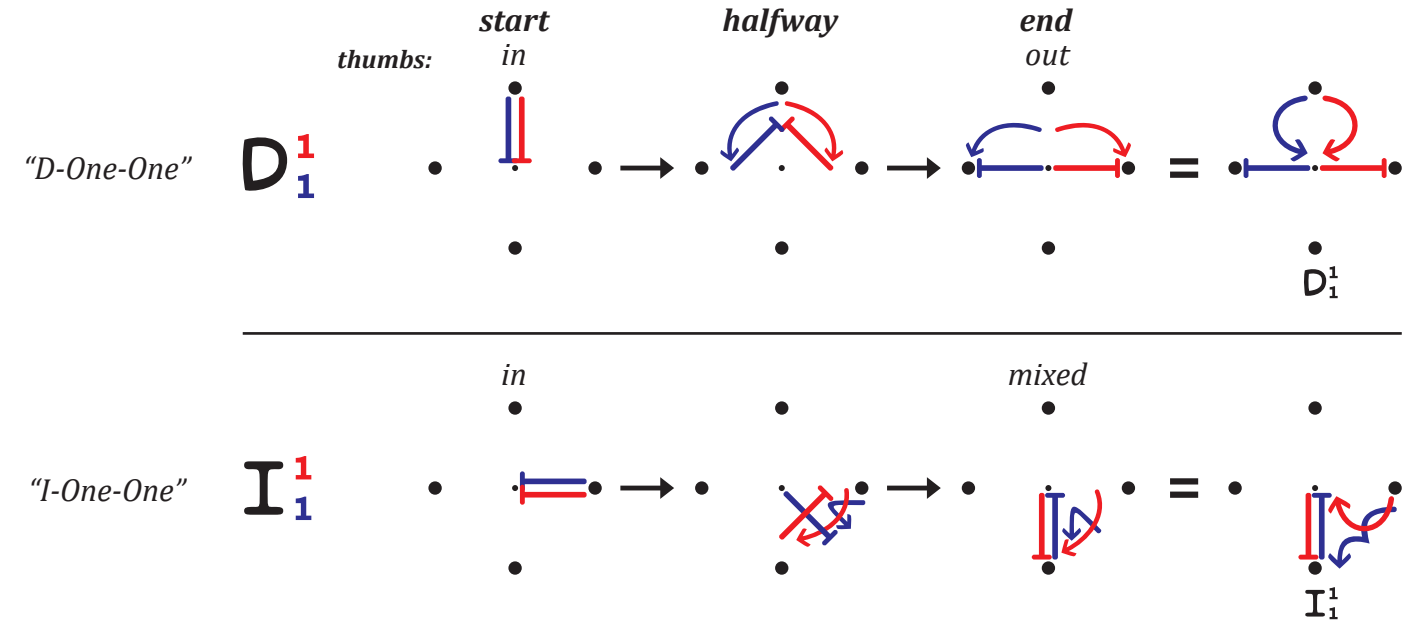
These static single-turns are relatively simple.
Next we'll look at dual-turns, in which both props are receiving a turn.

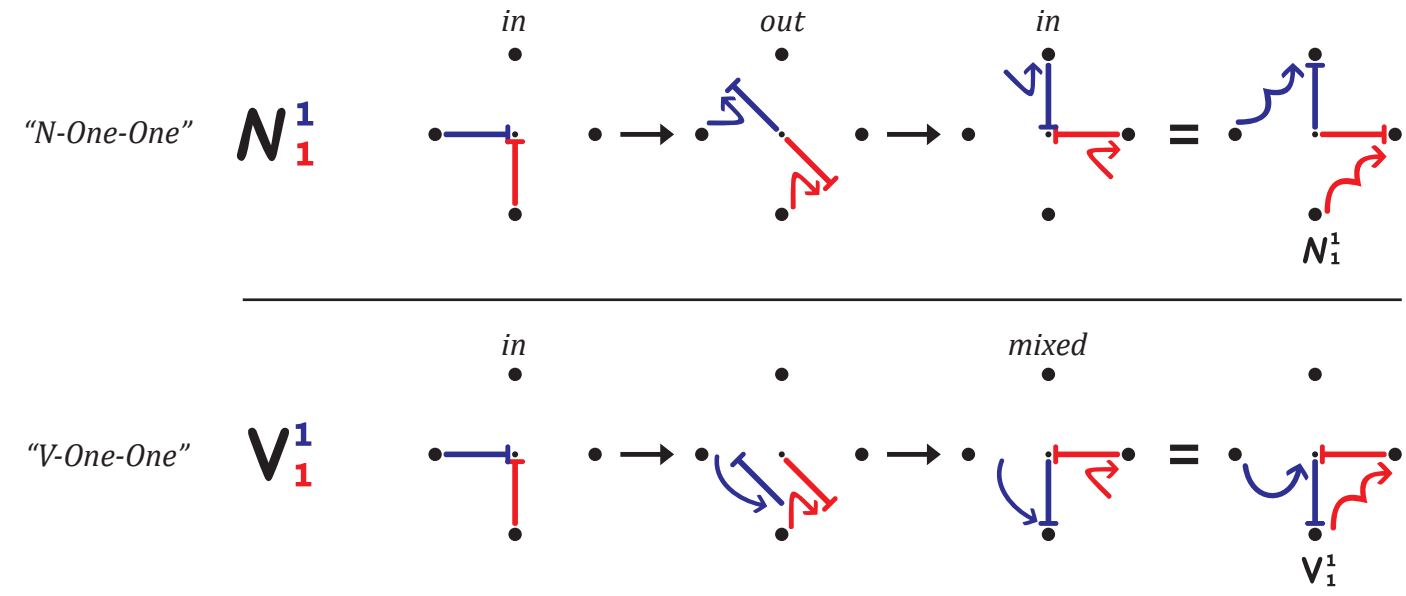
1 | 1 Turns

For a turn on both props, add a “1” in both the high and the low slot.
This can also be written as 1|1.

Here are some cherry-picked examples of 1|1 in each Type.
Since you know all the mechanisms involved, explanation is kept to a minimum.

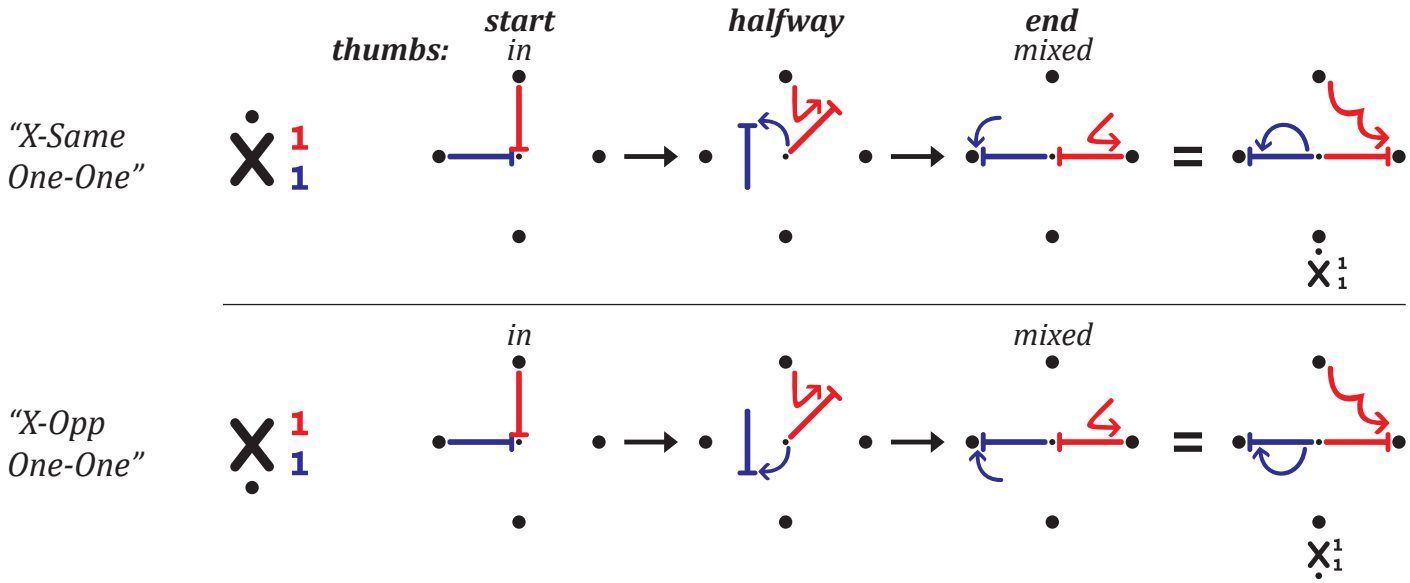
Type 1 - Dual-Shift



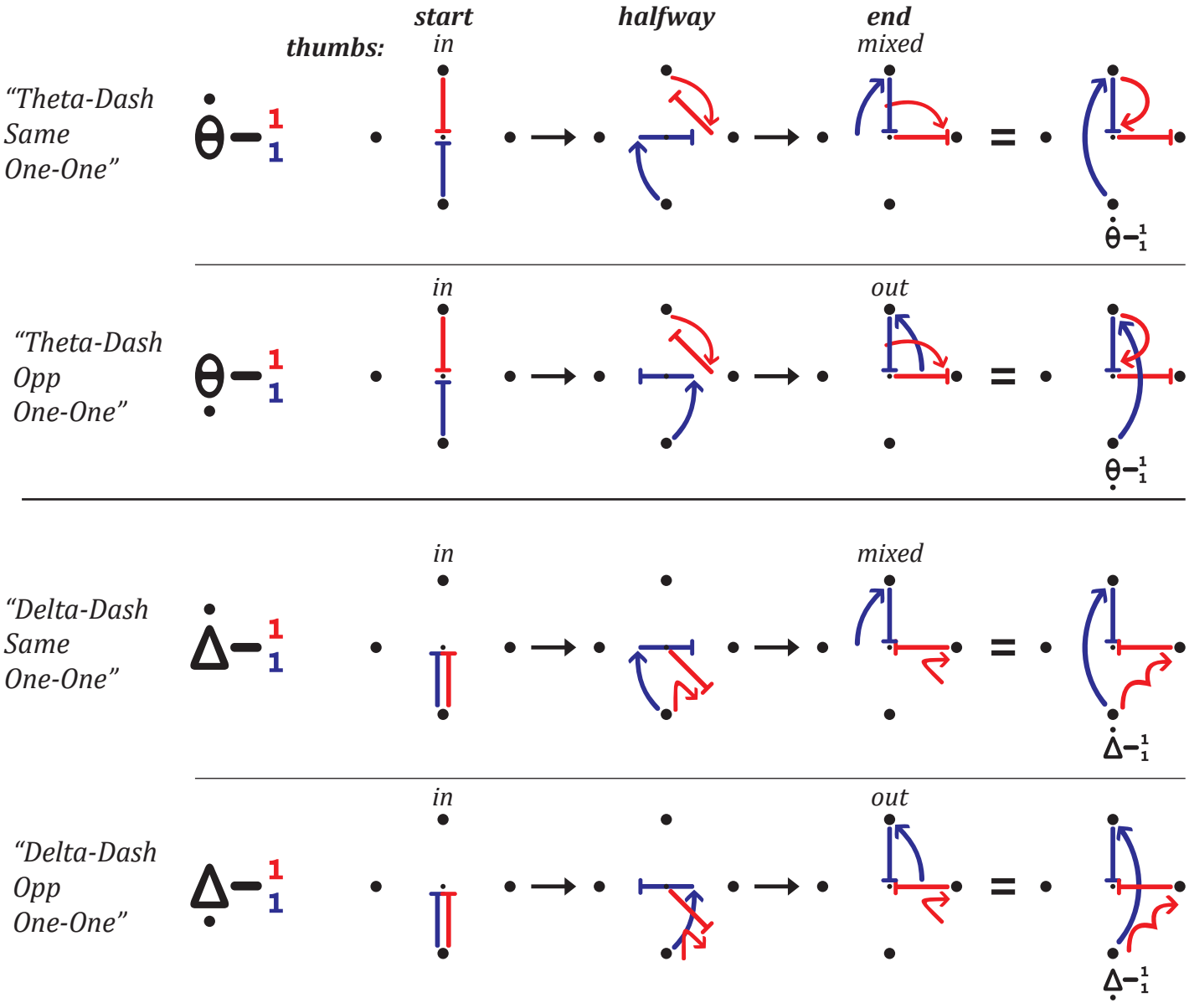


Pause at the halfway point of each motion while learning.
This will ensure accurate timing.

Type 2 - Shift

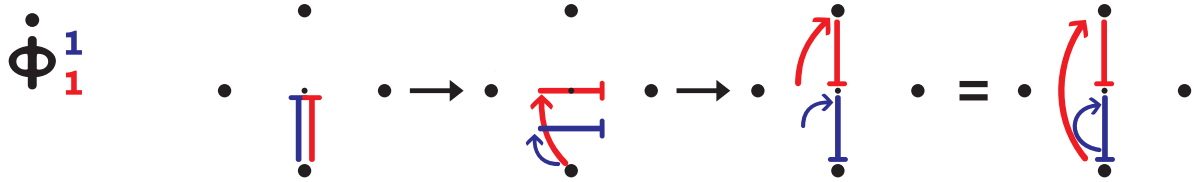


Type 3 - Cross-Shift

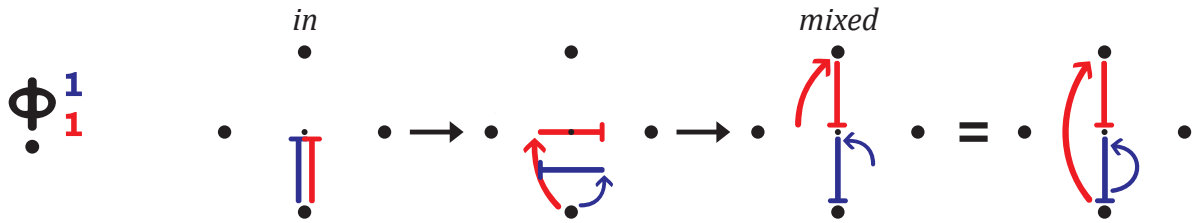


Type 4 - Dash

"Phi-Same One-One"

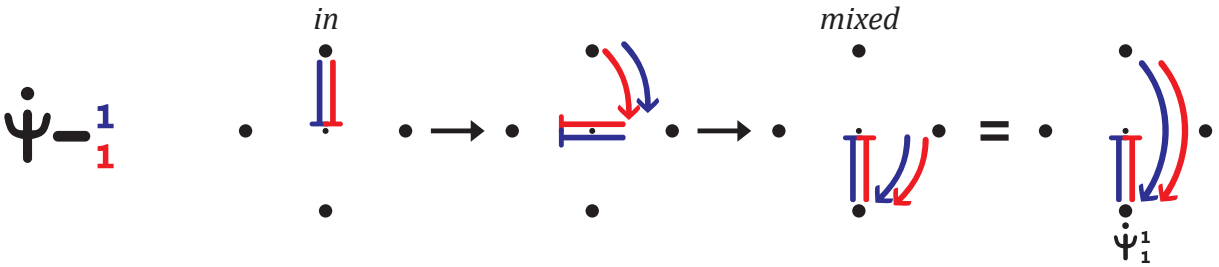


"Phi-Opp One-One"

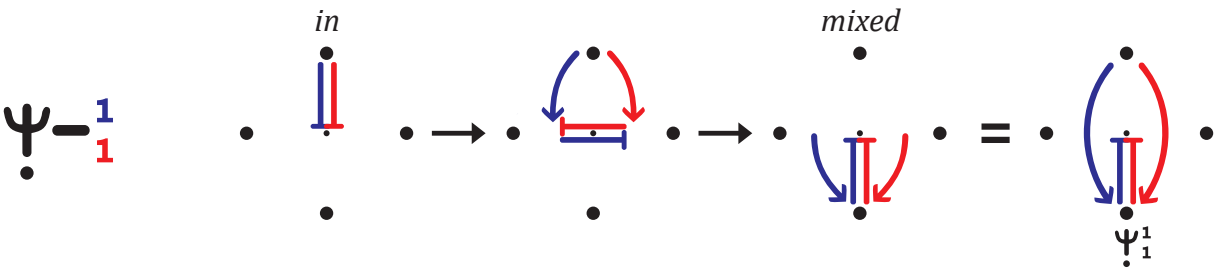


Type 5 - Dual-Dash

"Psi-Dash Same One-One"

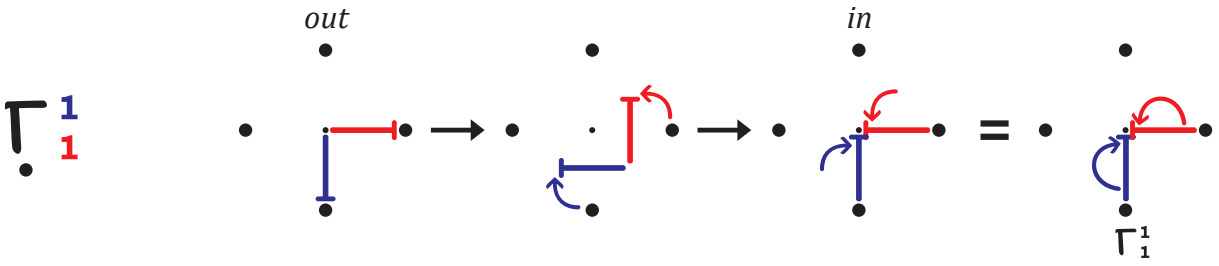


"Psi-Dash Opp One-One"

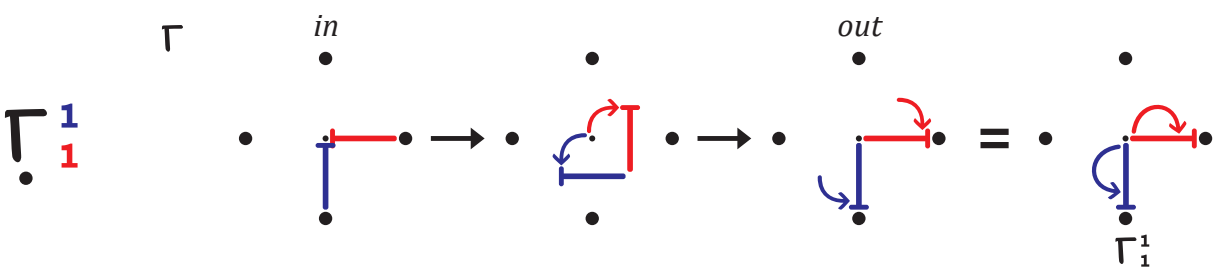


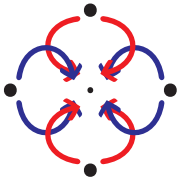
Type 6 - Static

"Gamma Opp One-One"
OPEN

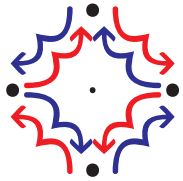


"Gamma Opp One-One"
CLOSE

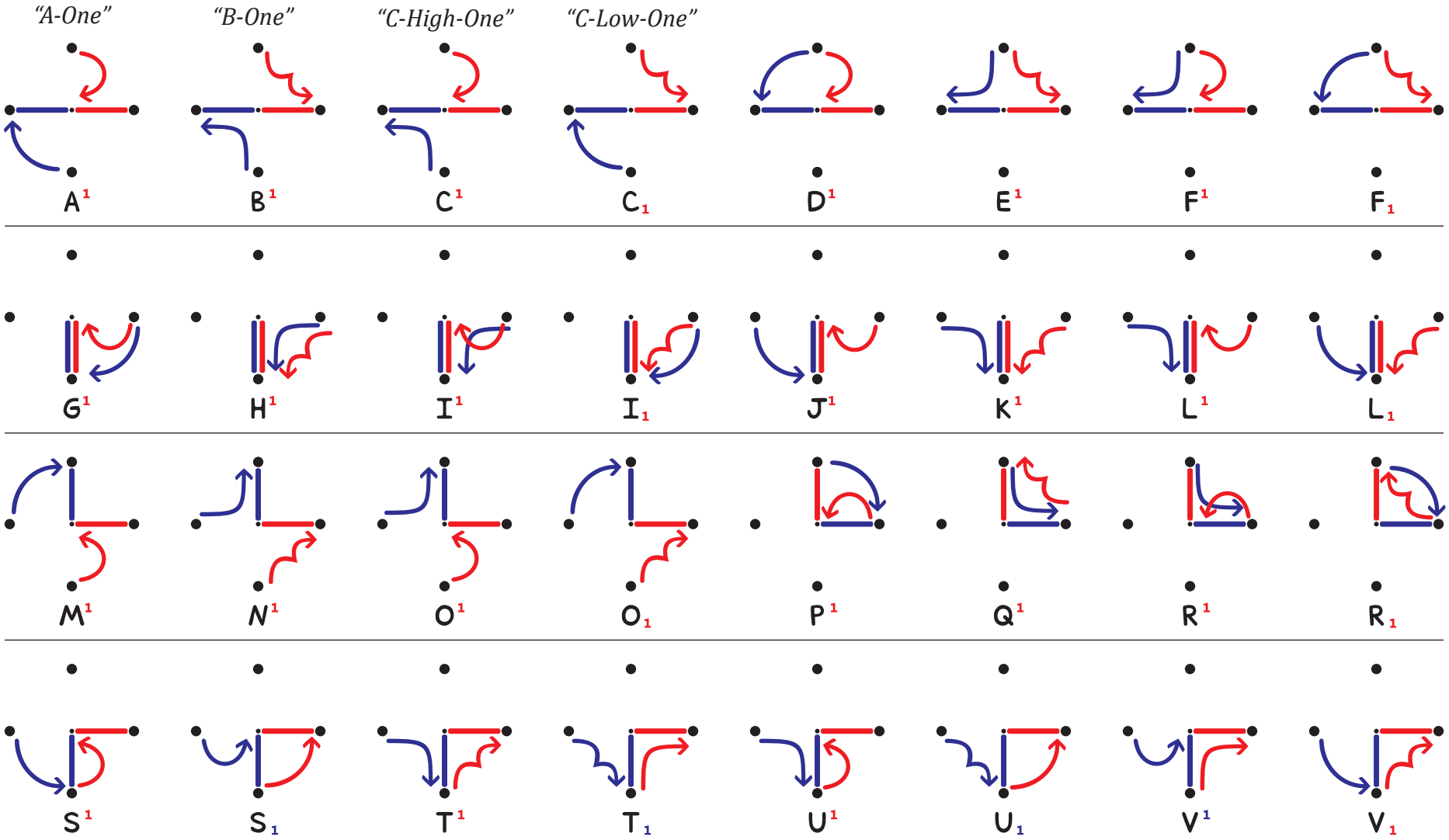




1 | 0

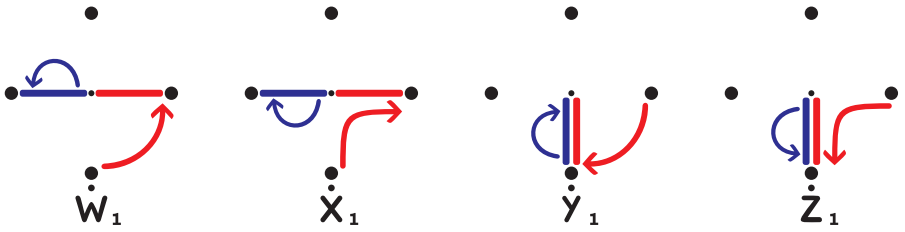


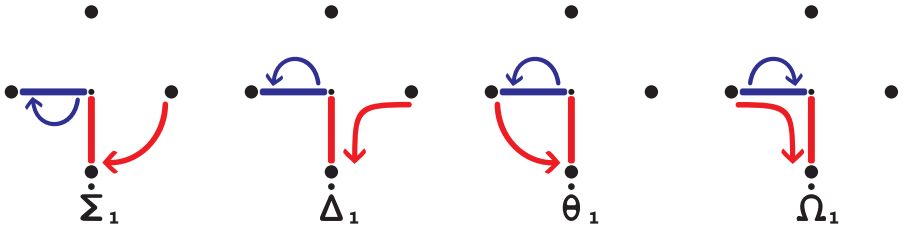
*Type 1 - **Dual-Shift***

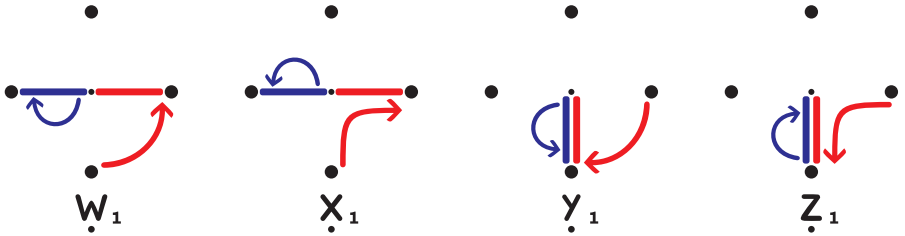


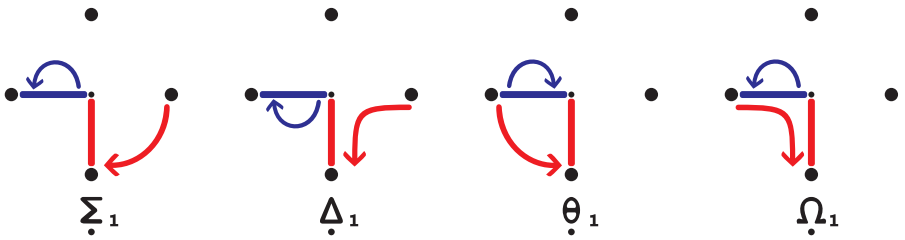
0 / 1

*Type 2 - **Shift***

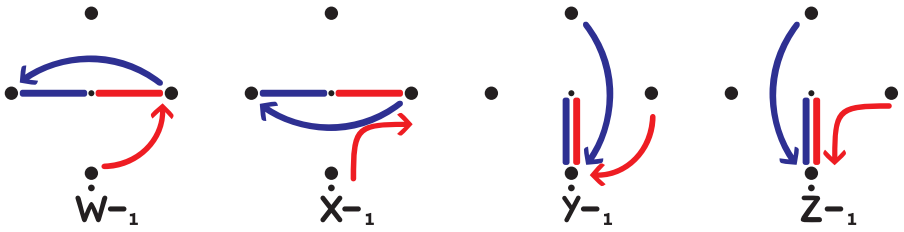


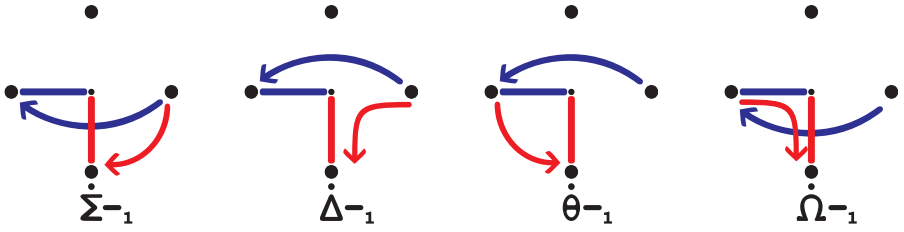


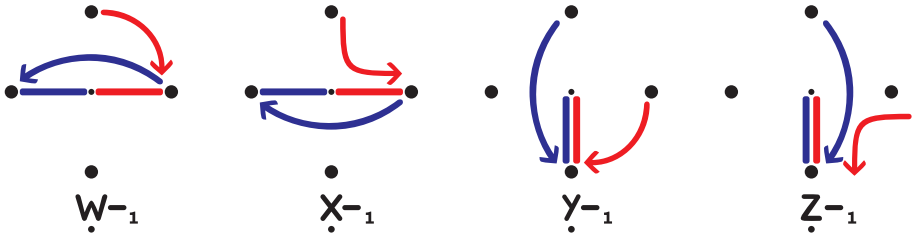


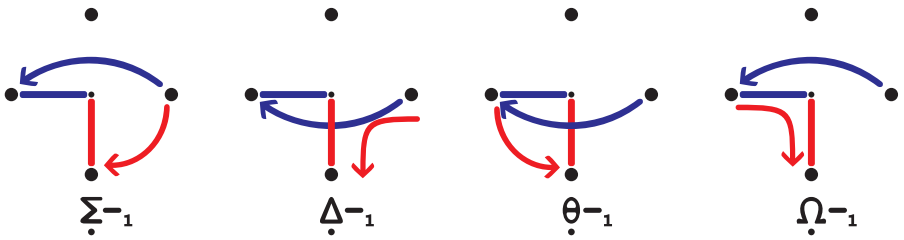


*Type 3 - **Cross-Shift***



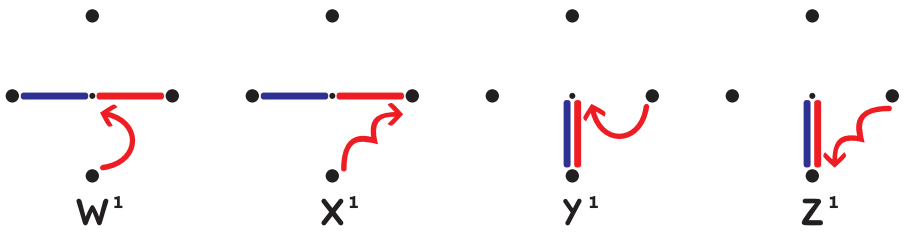


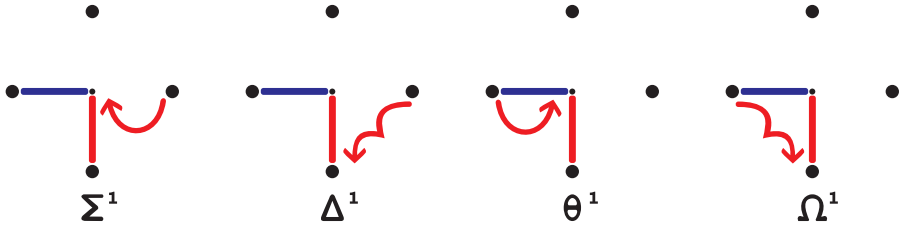




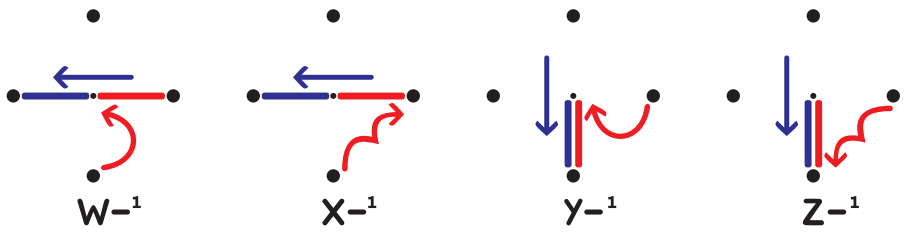
Type 2 - Shift

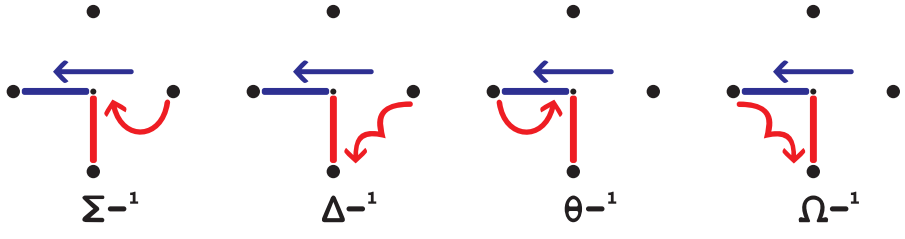
1 / 0



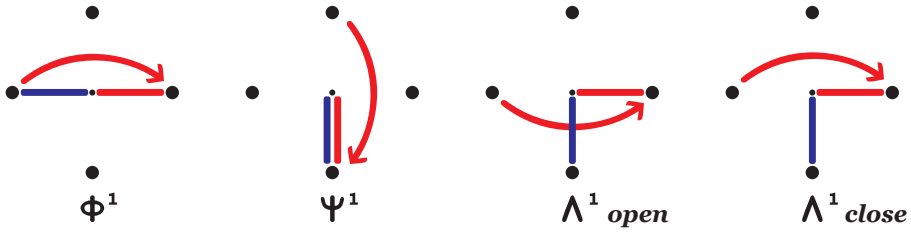


Type 3 - Cross-Shift

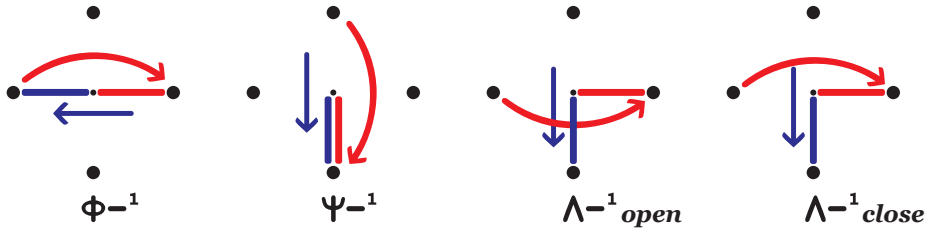




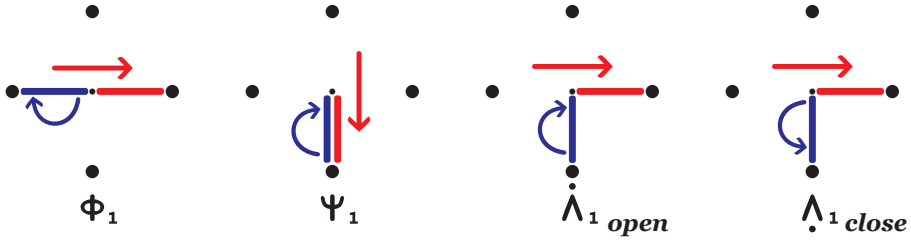
Type 4 - Dash



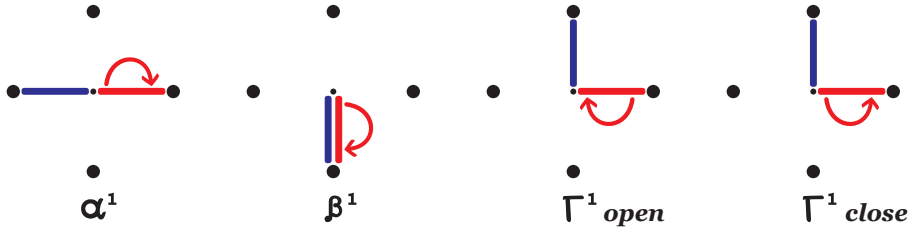
Type 5 - Dual-Dash



0 / 1

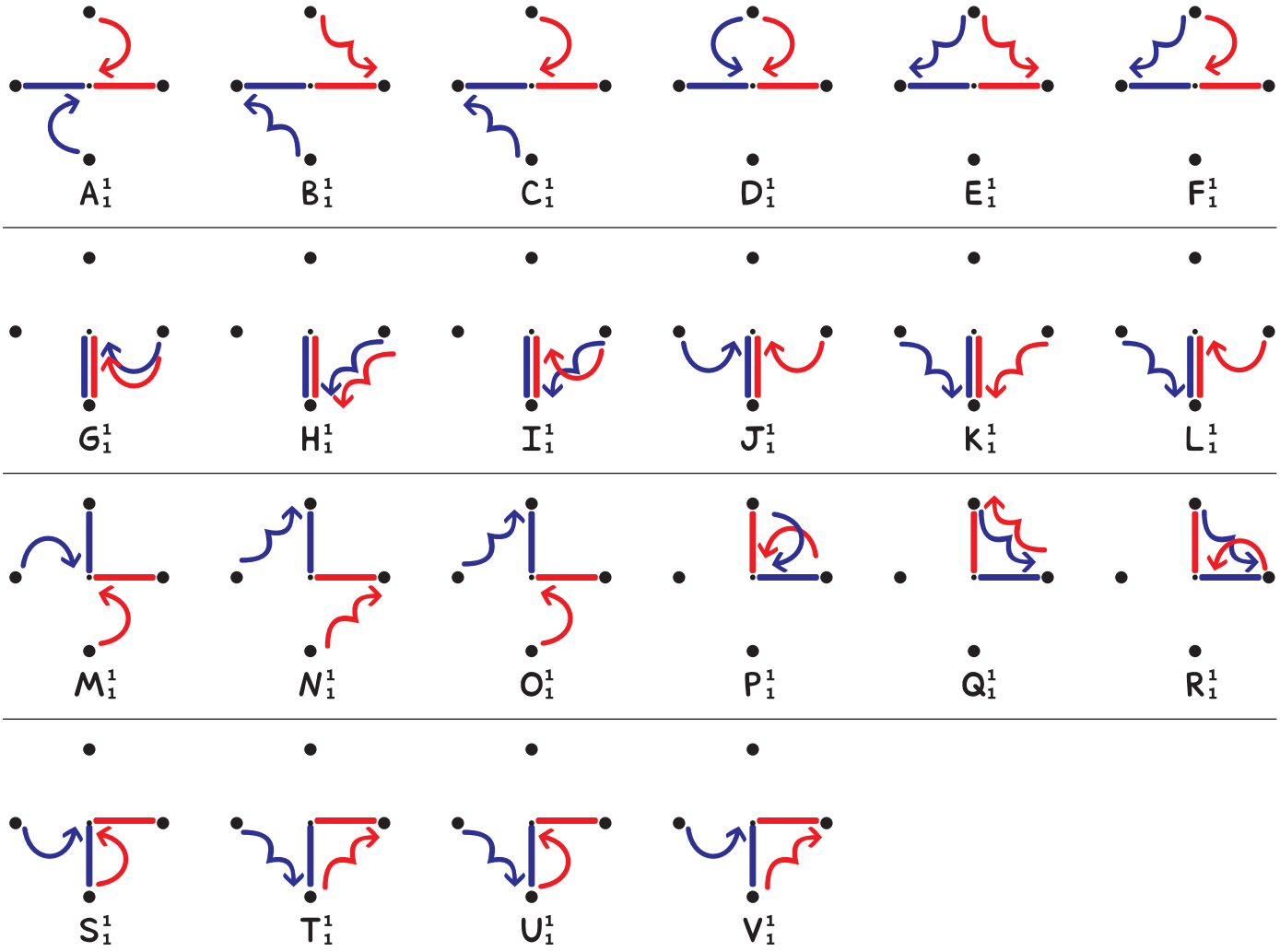


Type 6 - Static

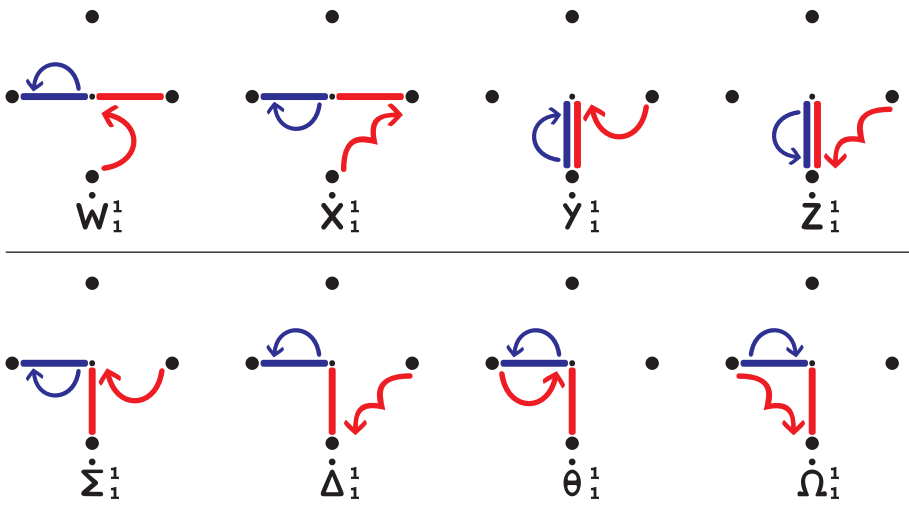


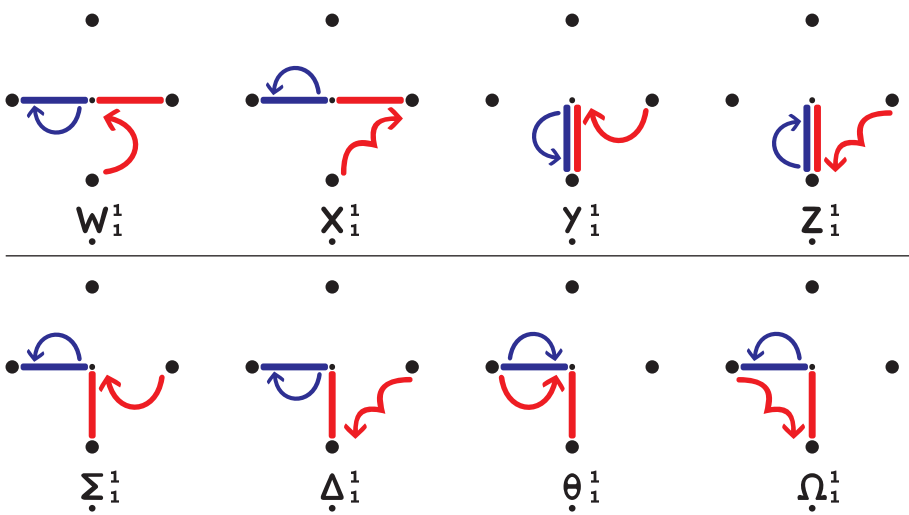
1 | 1

Type 1 - Dual-Shift

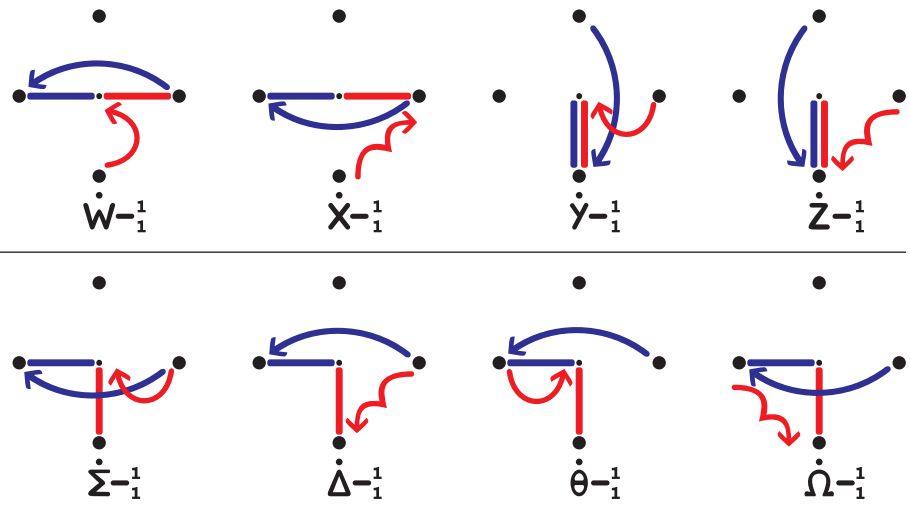


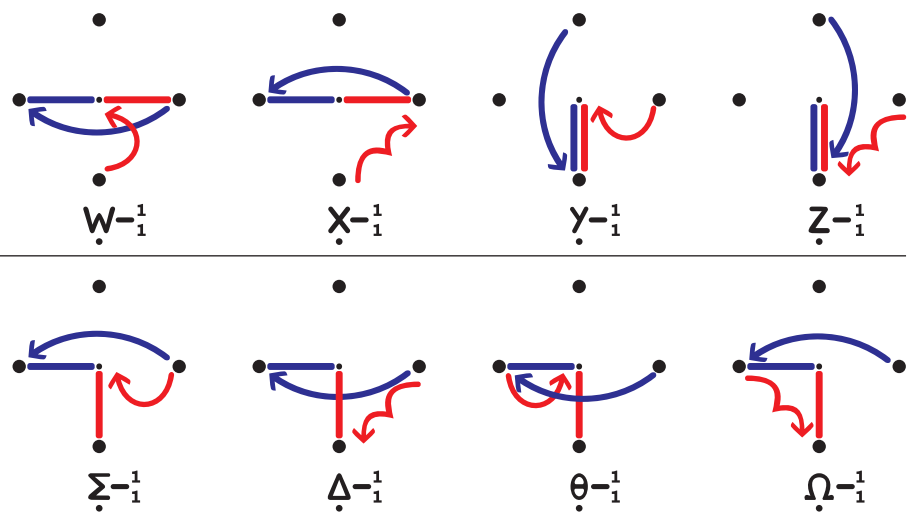
*Type 2 - **Shift***



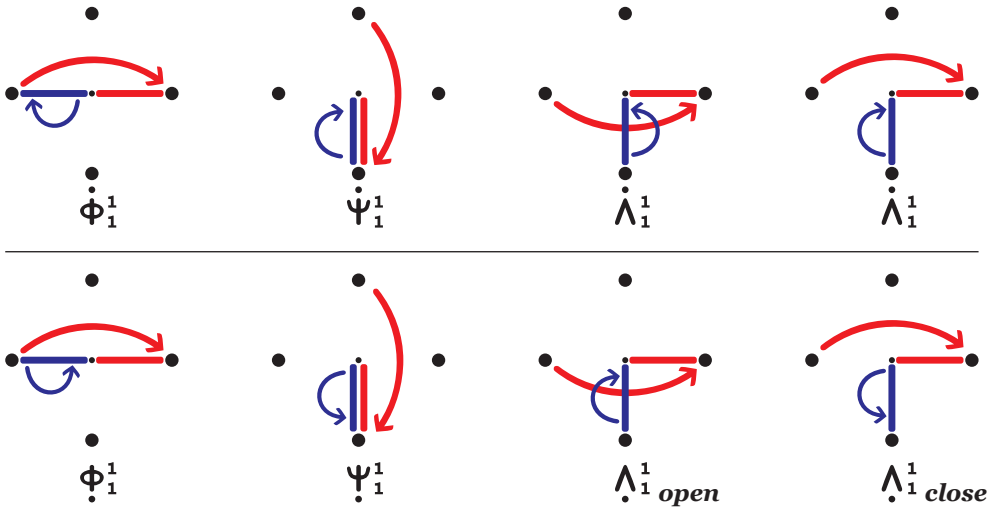


*Type 3 - **Cross-Shift***

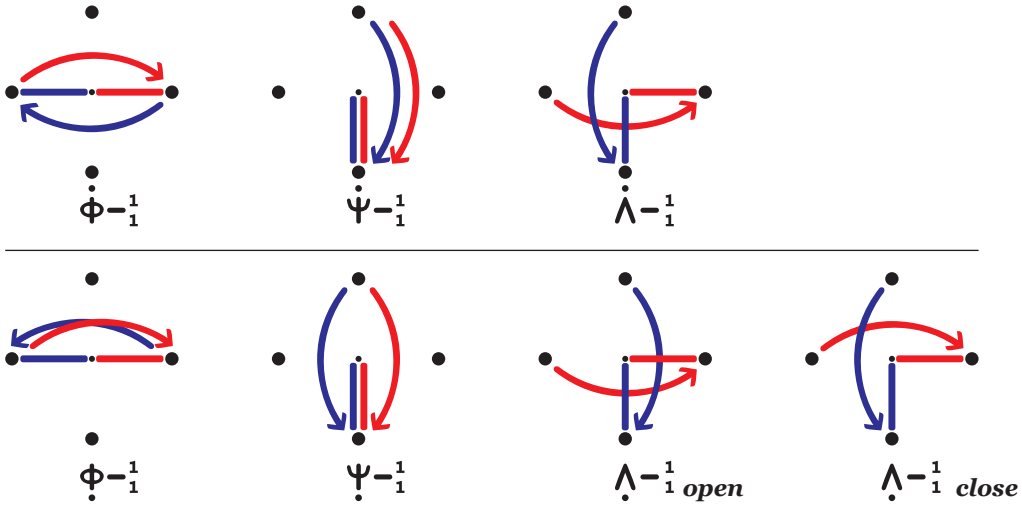




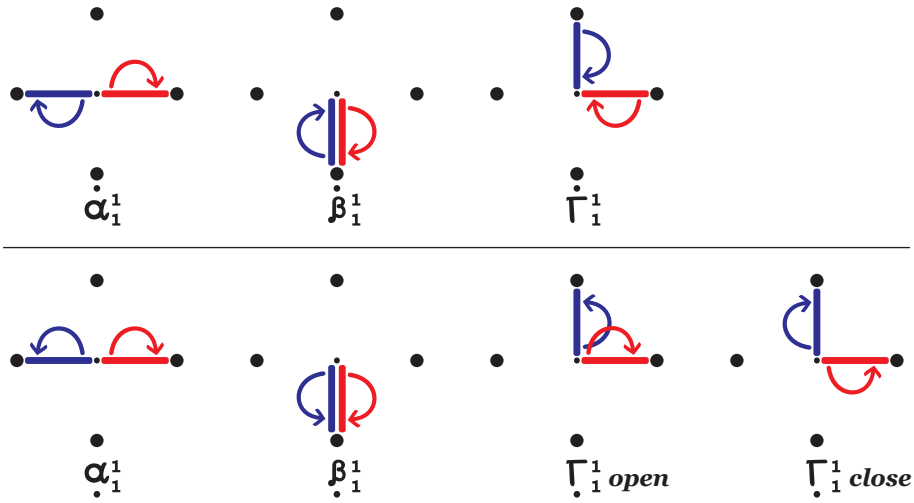
Type 4 - Dash



Type 5 - Dual-Dash



Type 6 - Static



2-Turns

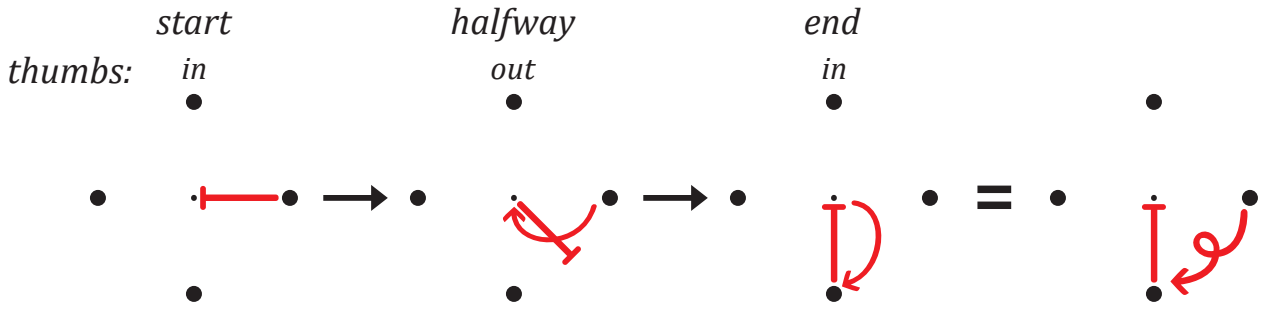
2 turns add a 360 degree rotation to a motion.

Shifts

VTG: 1:5

On a prospin with a double turn, note the 45° angle of the halfway position.

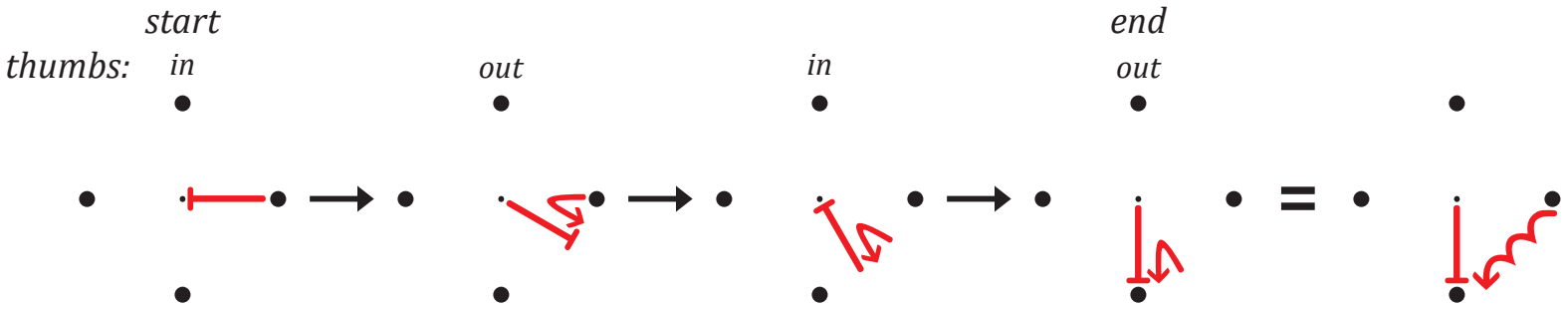
Pro



A base prospin (ASA isolation) has 0 thumb switches, therefore
A prospin with 2 turns has 2 thumb switch (in → out → in)

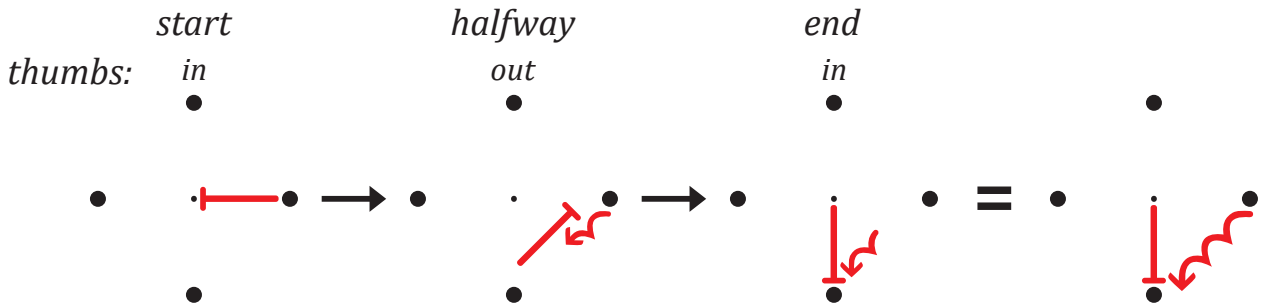
With a double-turning antispin, it's easier to visually conceive of the motion in thirds
At each third there is a staff end at the center point.

Anti



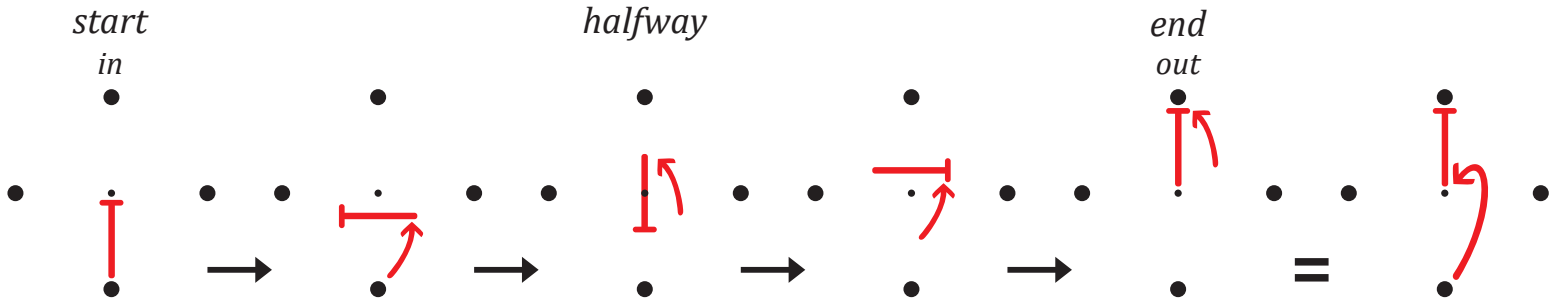
A base antispin has 1 thumb switch. (in → out), therefore
An antispin with 2 turns has 3 thumb switches (in → out → in → out).

Here is the same motion broken in half:

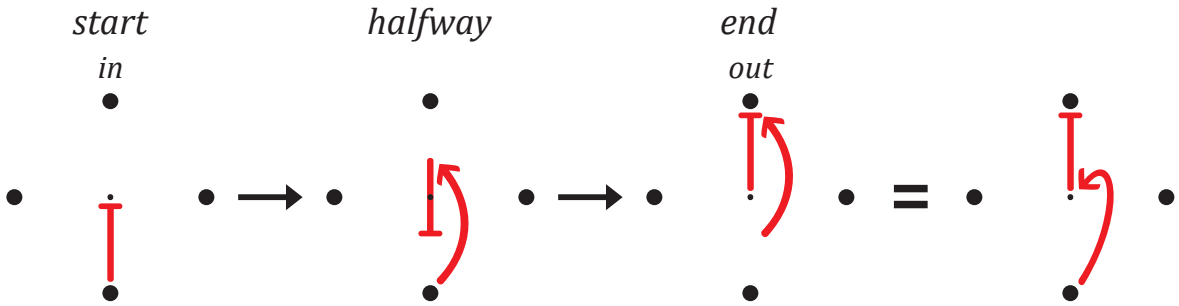


Dashes

Now let's add a double turn to a dash.
It's relatively complex, so we'll break it down into four parts.
(These arrows refer to the pinky end on the first half,
then to the thumb end on the second half.)



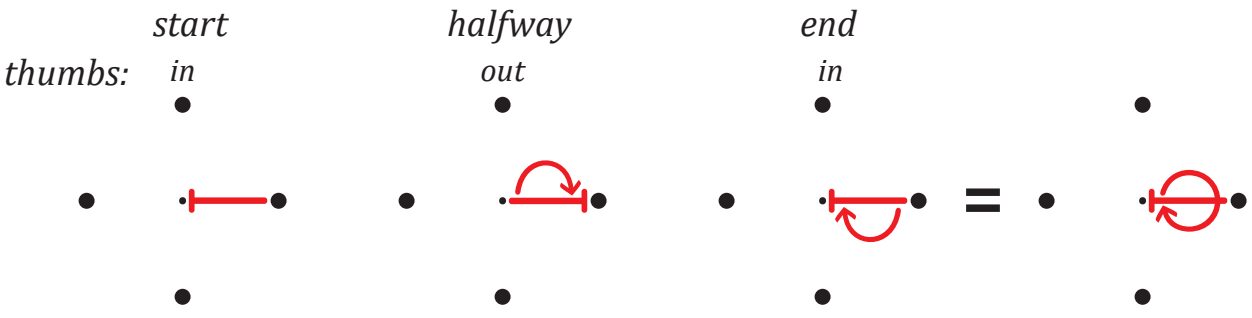
As with all dashes, it's important to travel in a straight handpath even though the prop is rotating.
Here is the same motion broken in half:



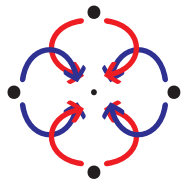
A base dash starting from thumb in ends with thumb out, therefore
A dash with 2 turns also ends with thumb out. (in → out)
For a vertical dash such as this, you can use up/down as indicators. (up → down → up)

Static

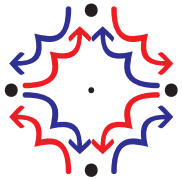
Finally, a static motion with 2 turns is simply a 360° turn in place.
It's necessary to use negative space or a turn to achieve this.



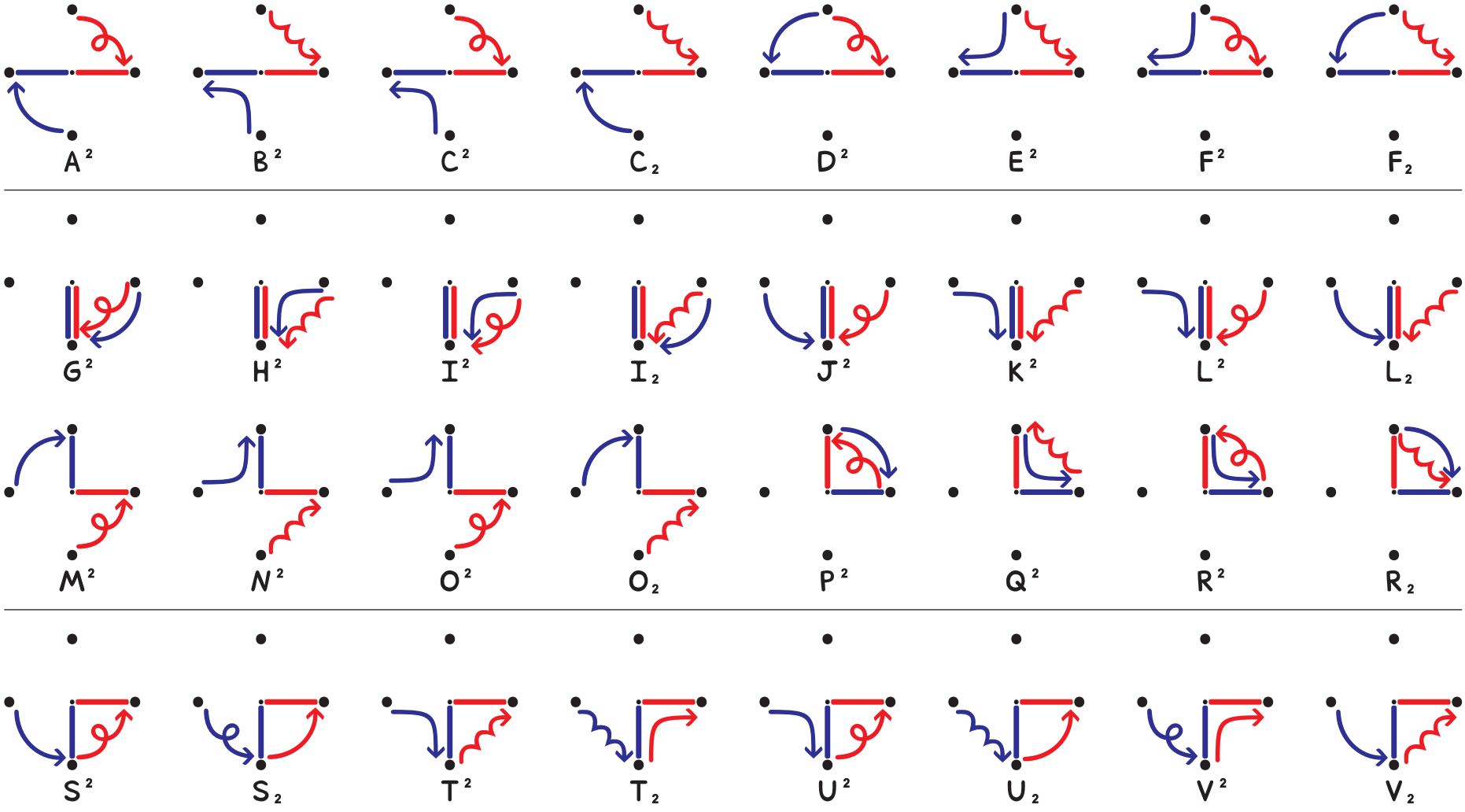
A static motion has 0 thumb switches, therefore
A static motion with 2 turns has 2 thumb switches (in → out → in).



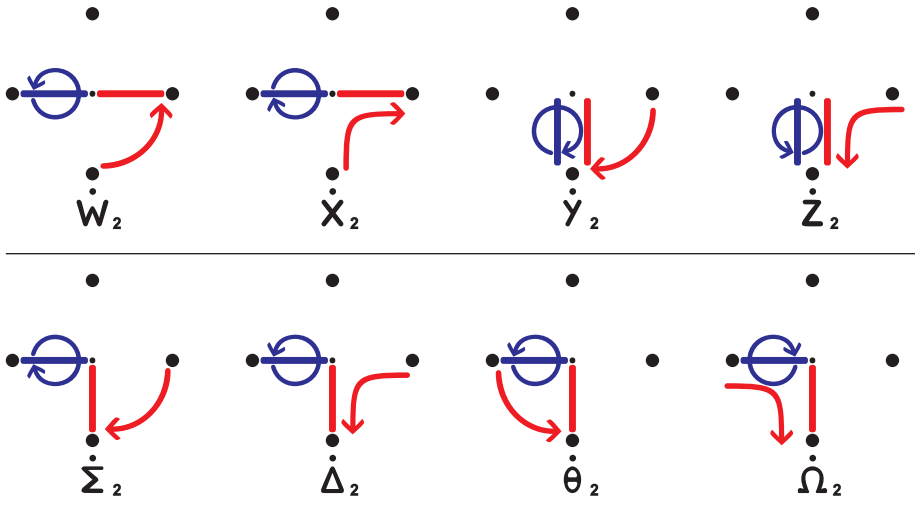
2 | 0



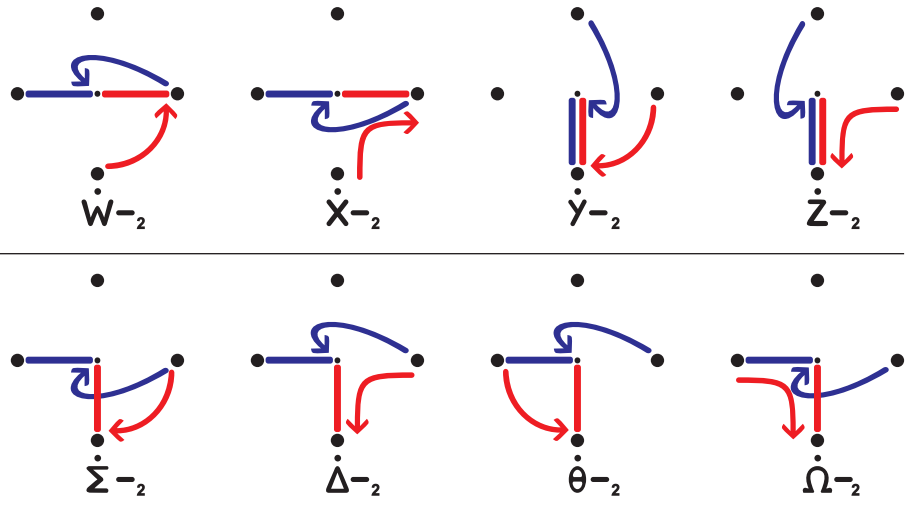
*Type 1 - **Dual-Shift***

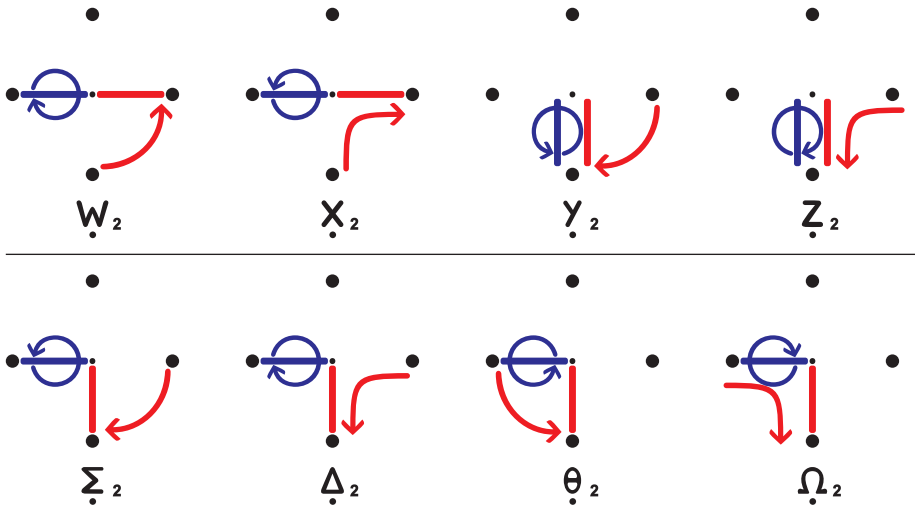


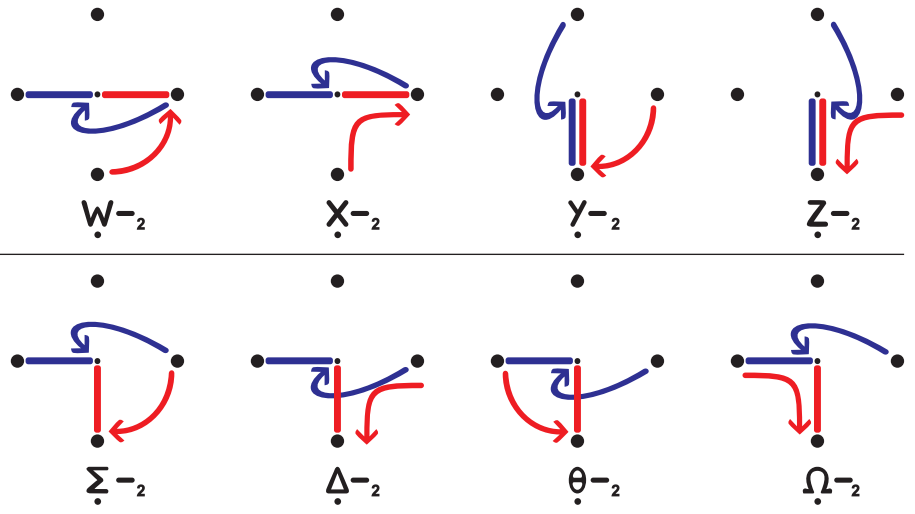
*Type 2 - **Shift***



*Type 3 - **Cross-Shift***

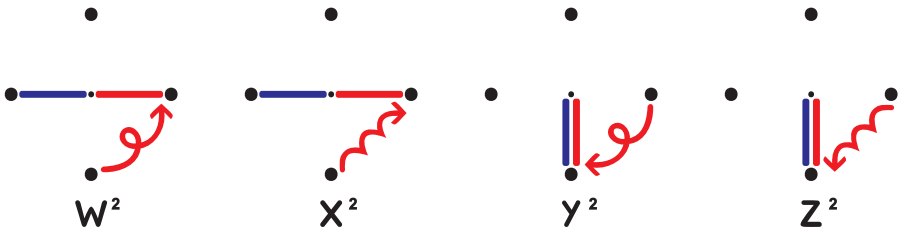


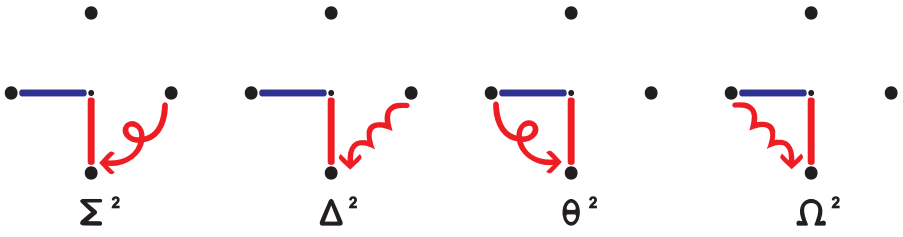




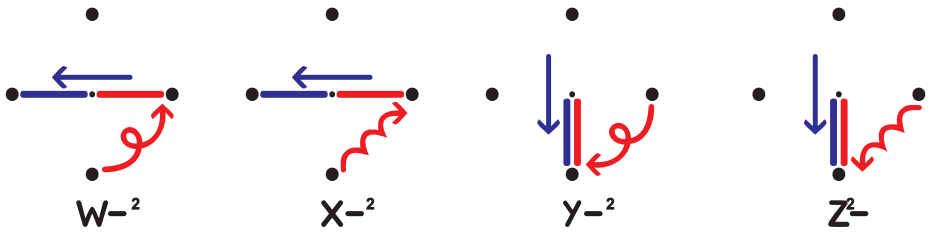
2 / 0

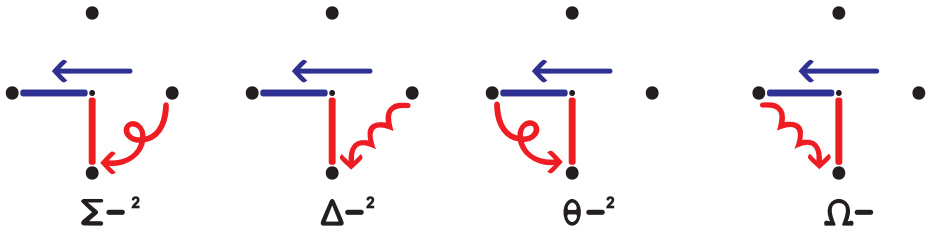
Type 2 - Shift



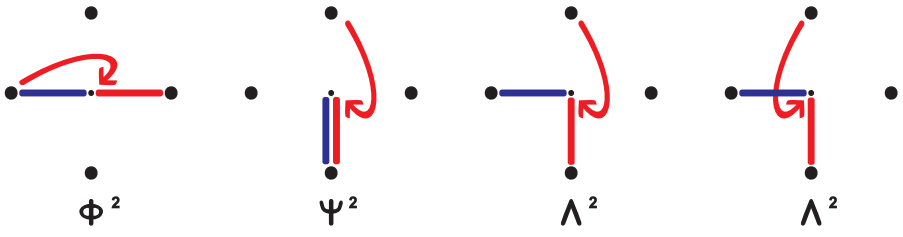


Type 3 - Cross-Shift

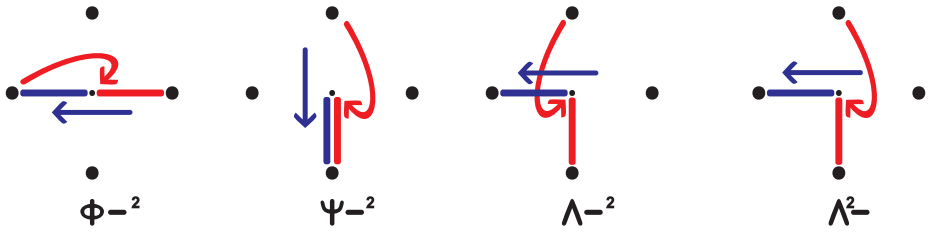




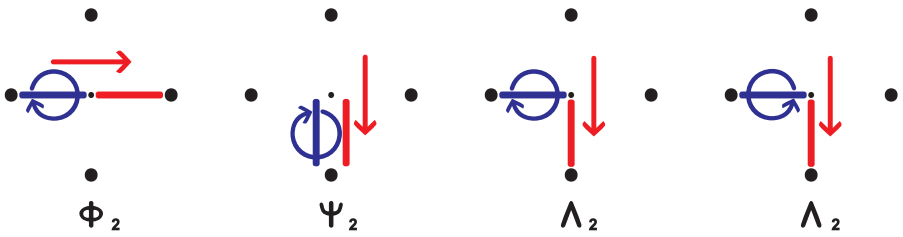
Type 4 - Dash



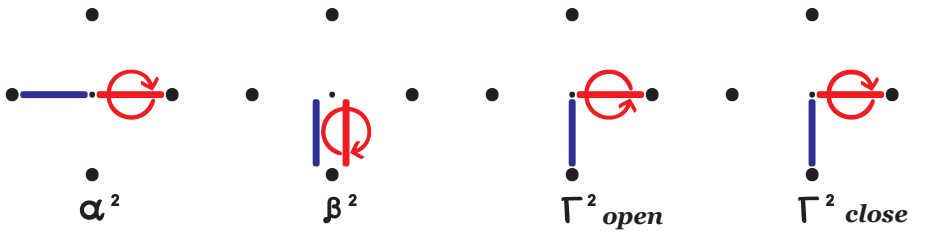
Type 5 - Dual-Dash



0 / 2

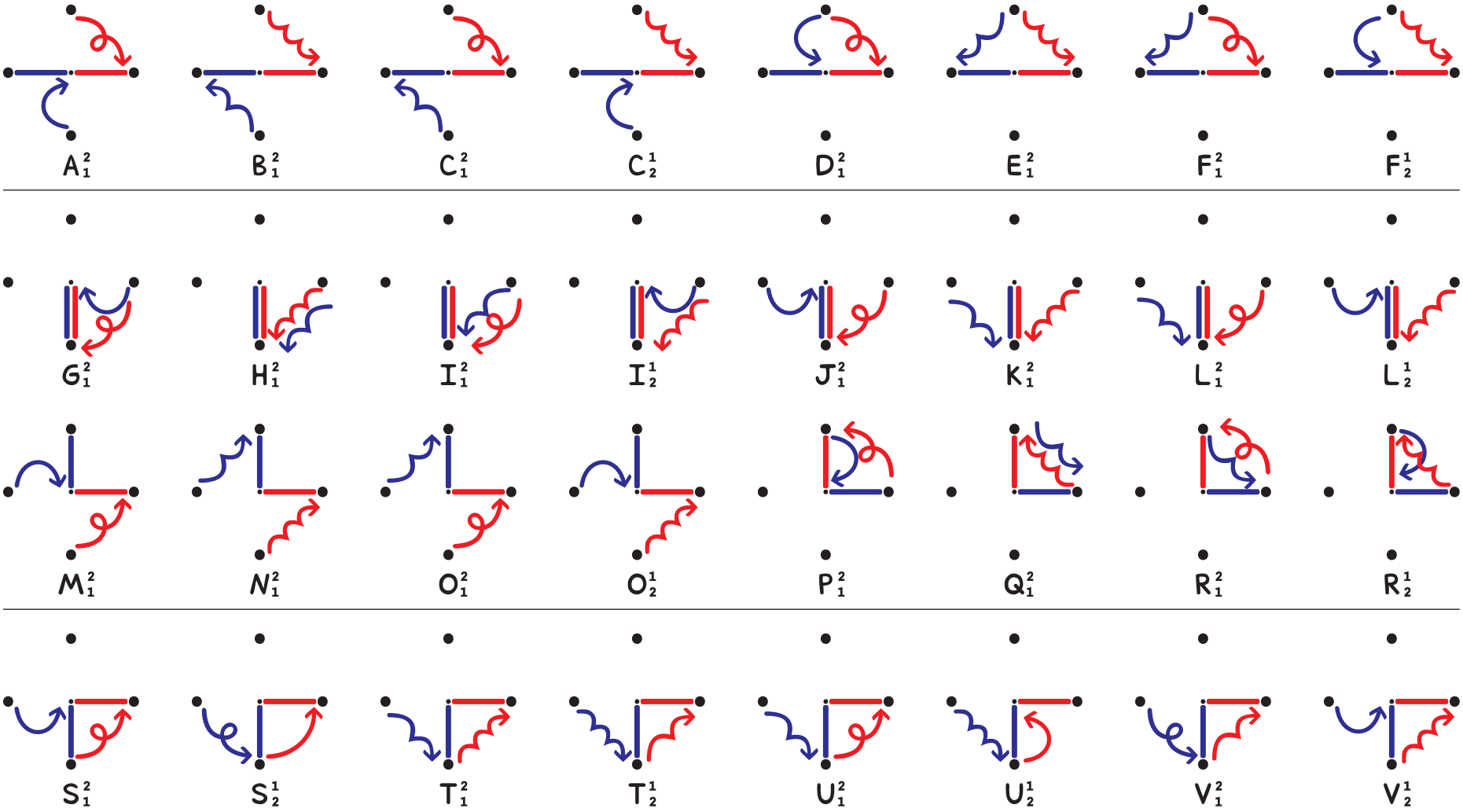


Type 6 - Static

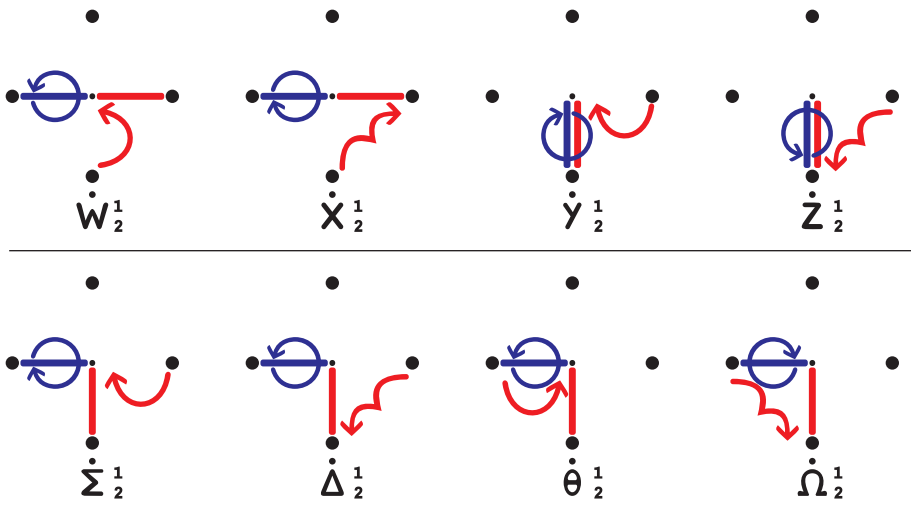


2 | 1

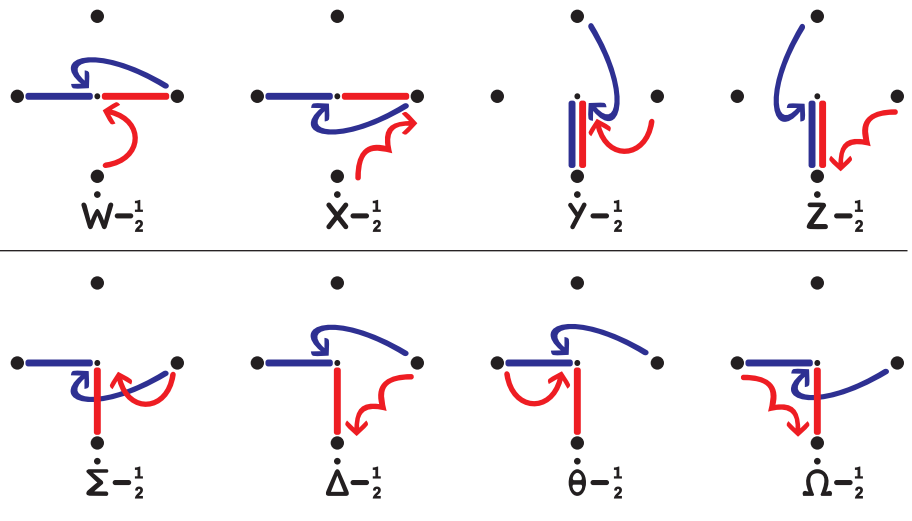
*Type 1 - **Dual-Shift***

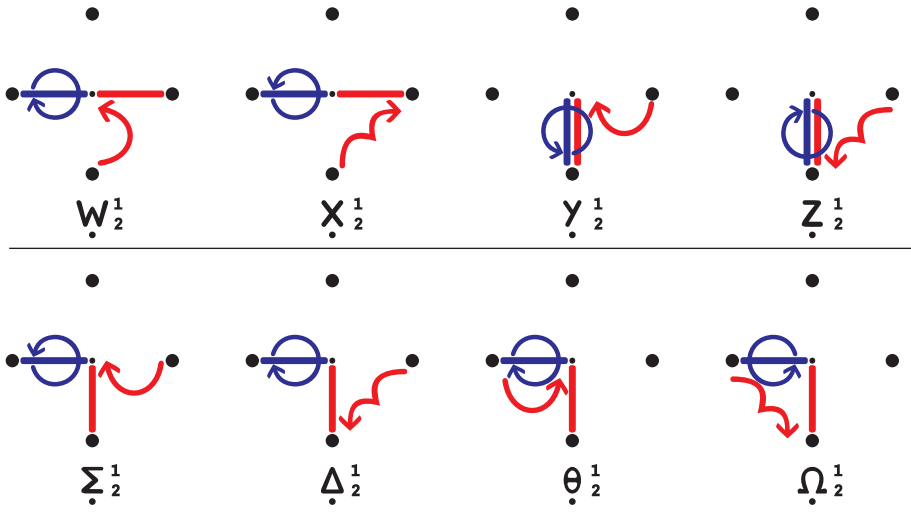


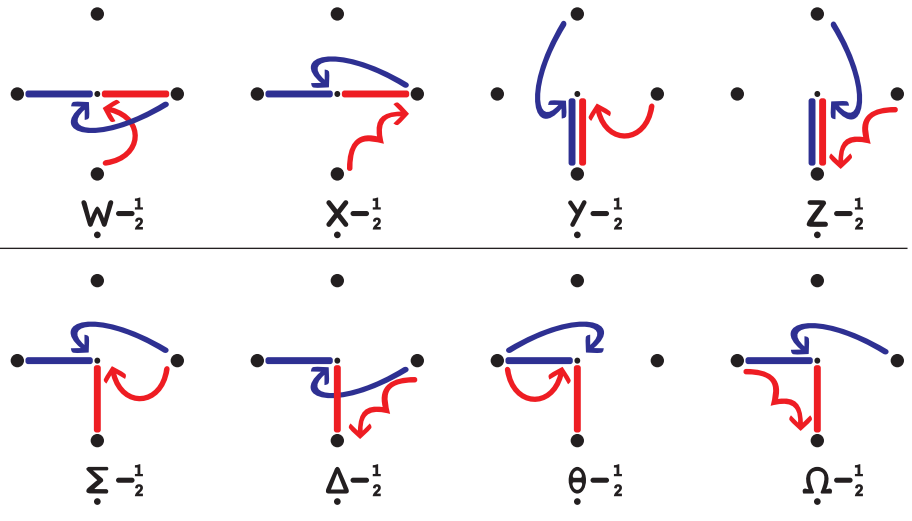
*Type 2 - **Shift***



*Type 3 - **Cross-Shift***



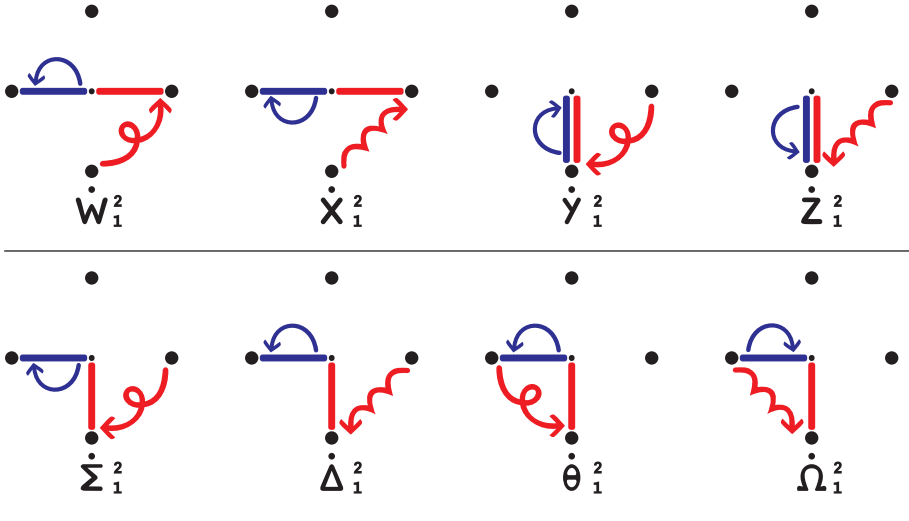


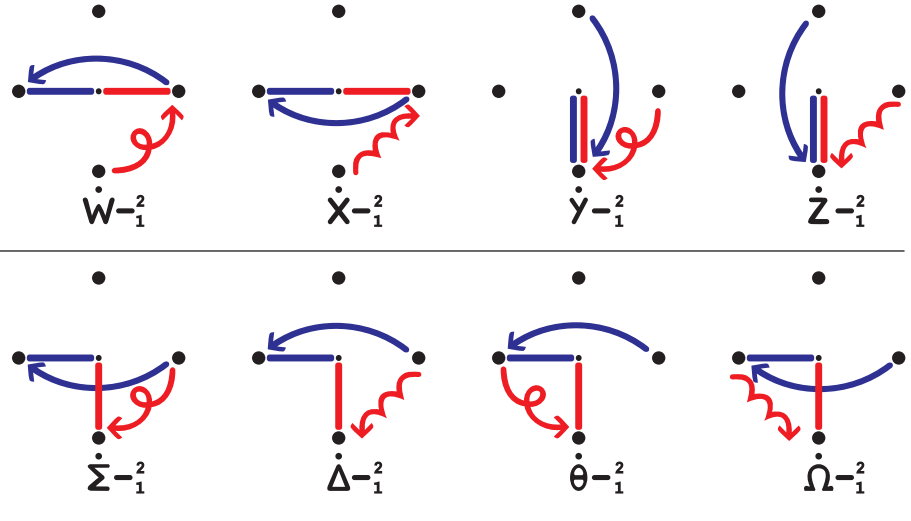


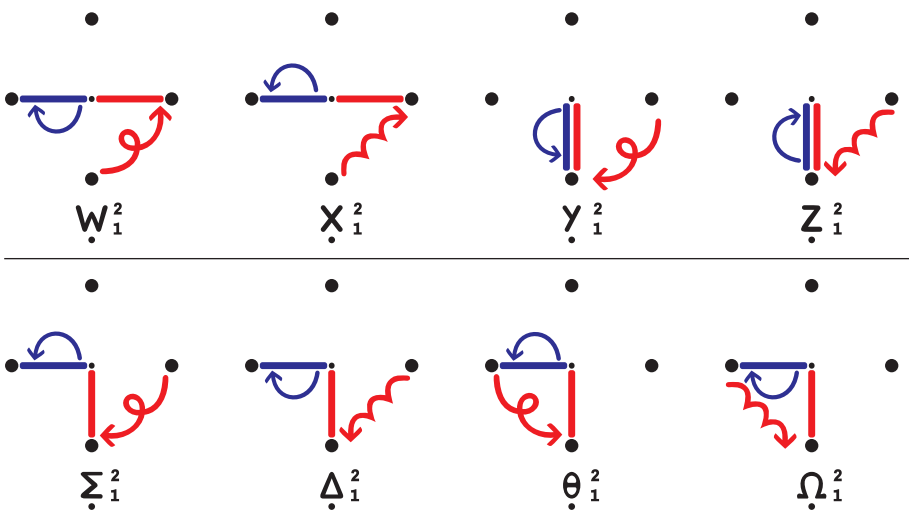
Type 2 - Shift

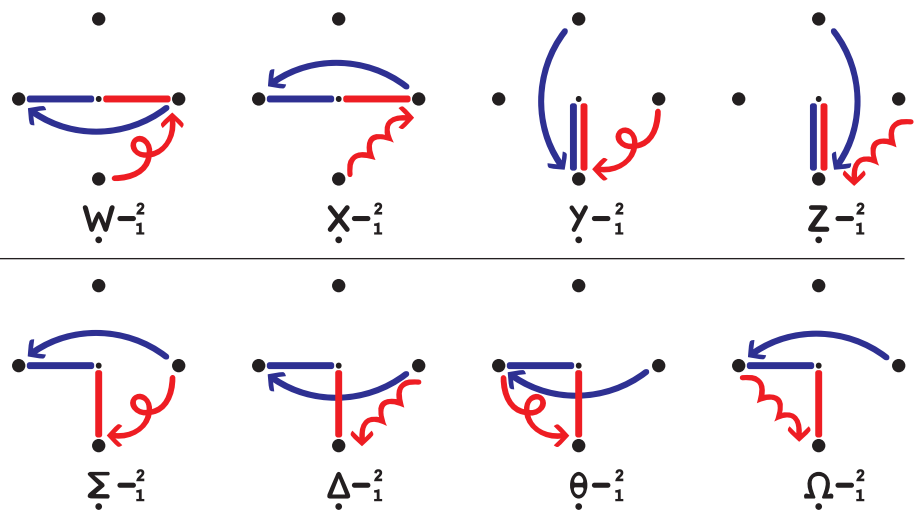
2 / 1

Type 3 - Cross-Shift







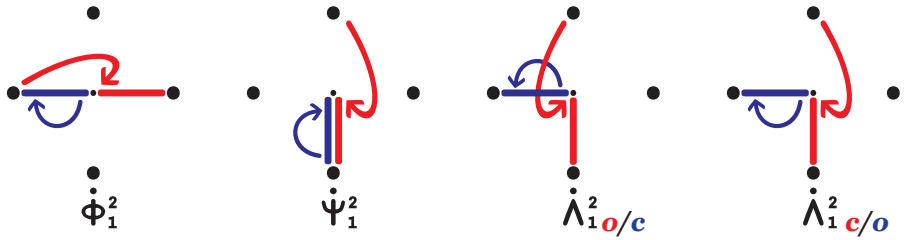


Type 4 - Dash

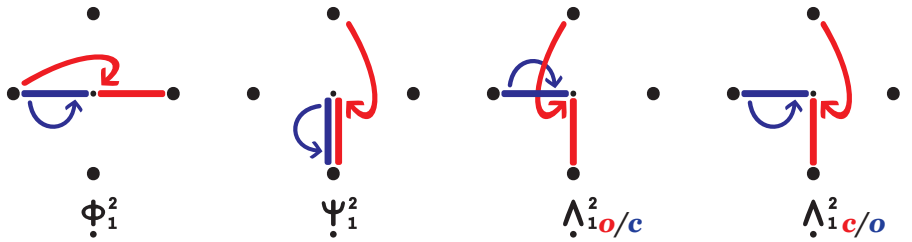
2 / 1

Type 5 - Dual-Dash

Same



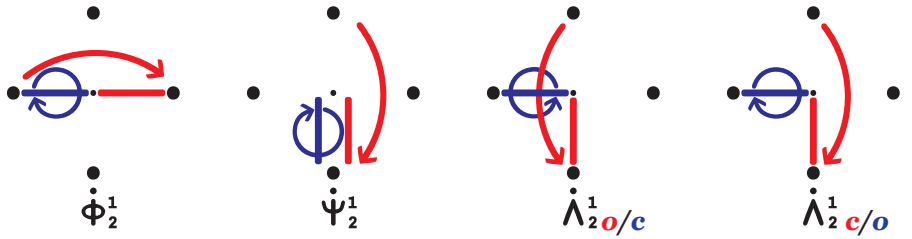
Opp



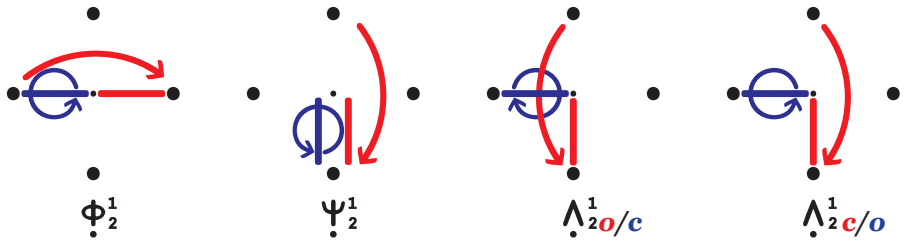
1 / 2

Type 6 - Static

Same

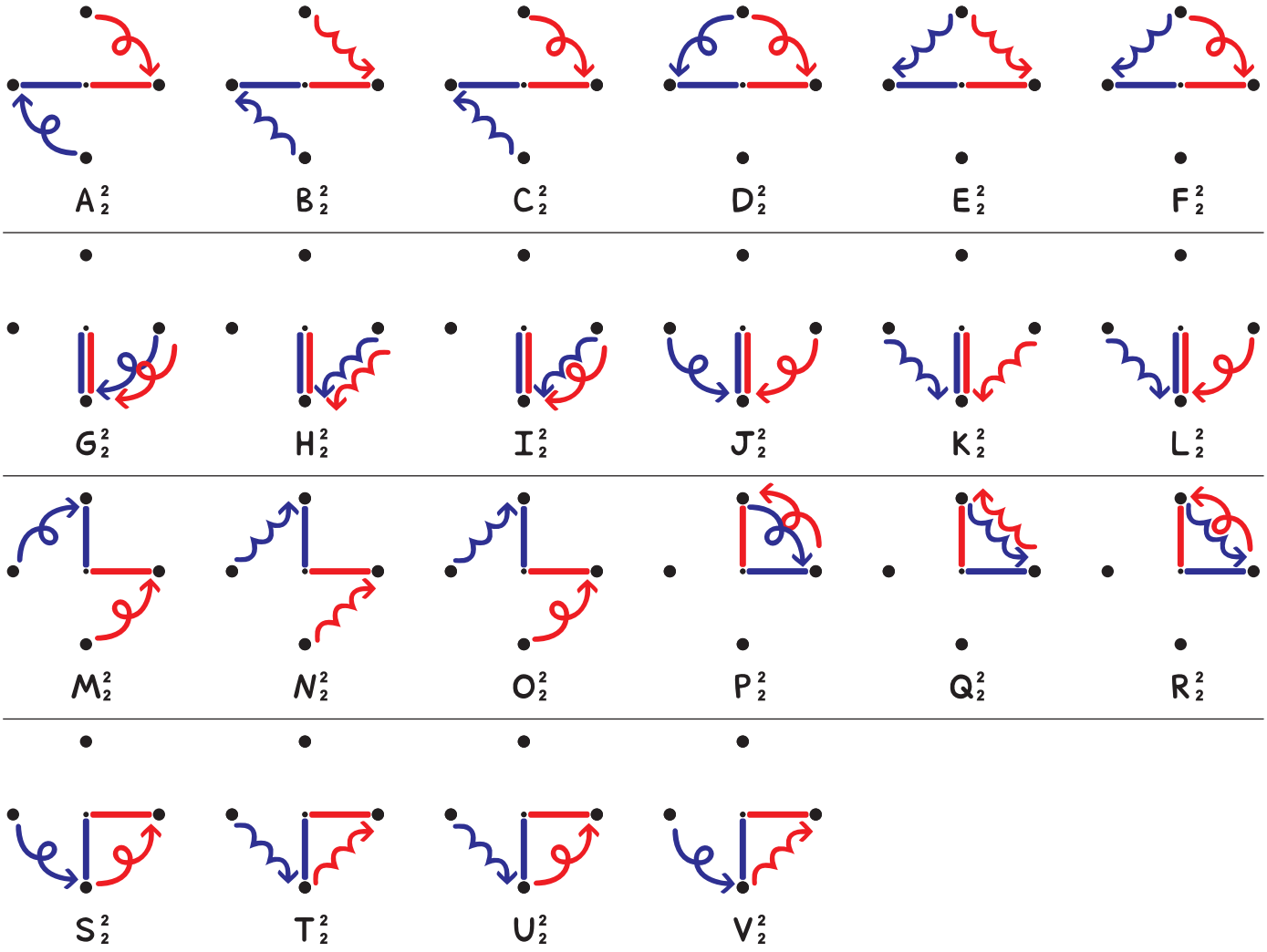


Opp

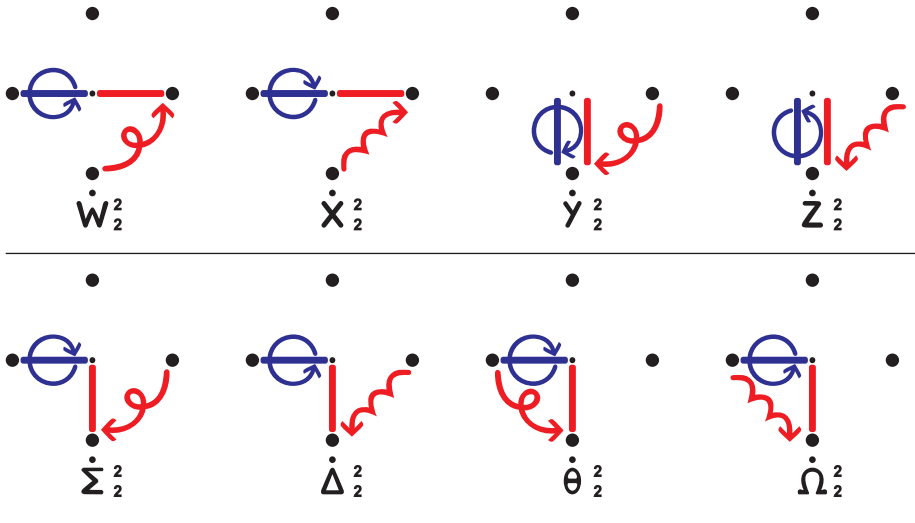


2 | 2

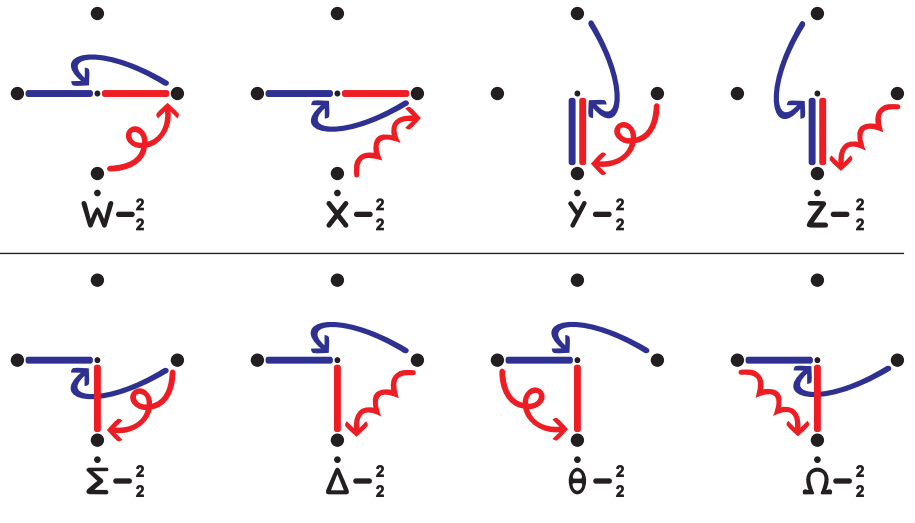
Type 1 - Dual-Shift

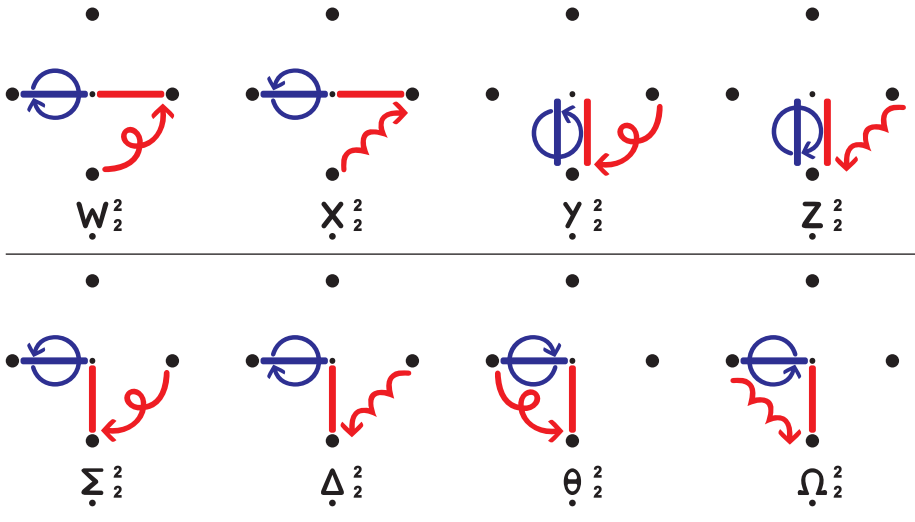


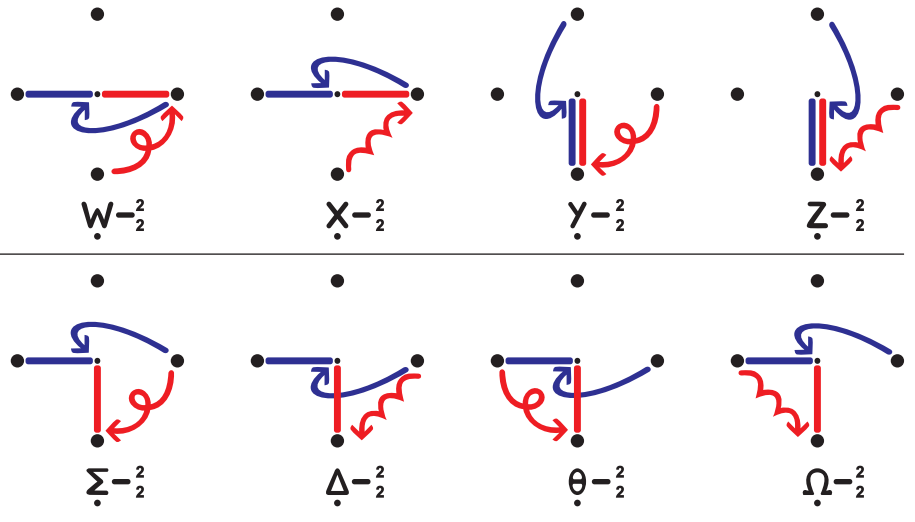
*Type 2 - **Shift***



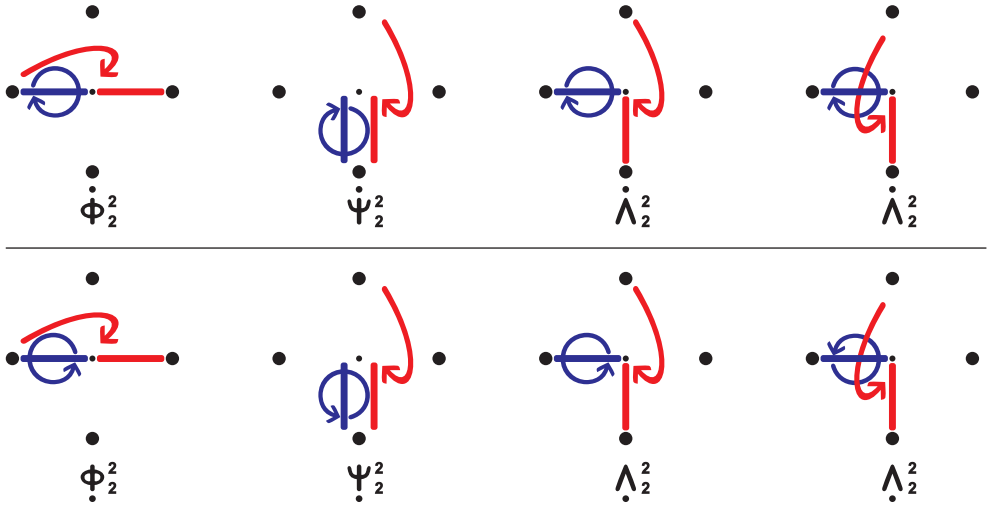
*Type 3 - **Cross-Shift***



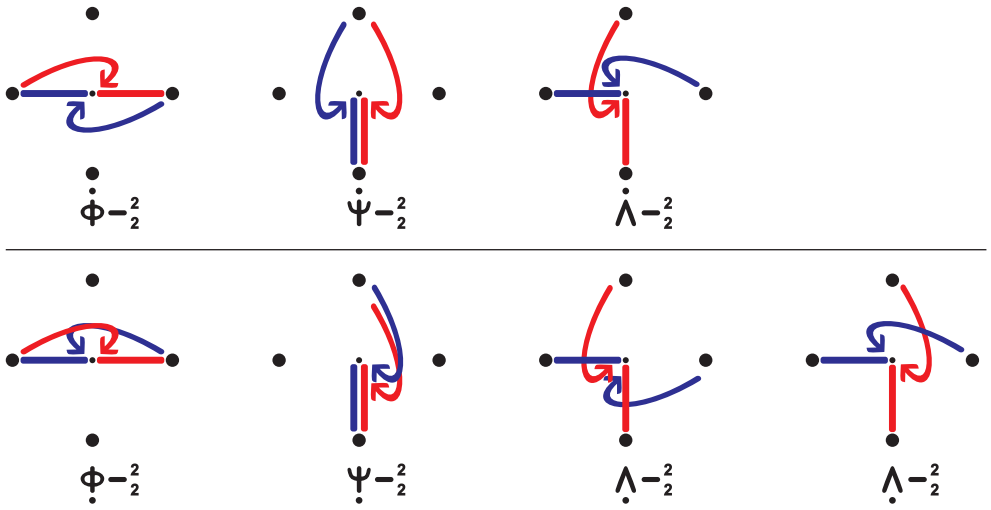




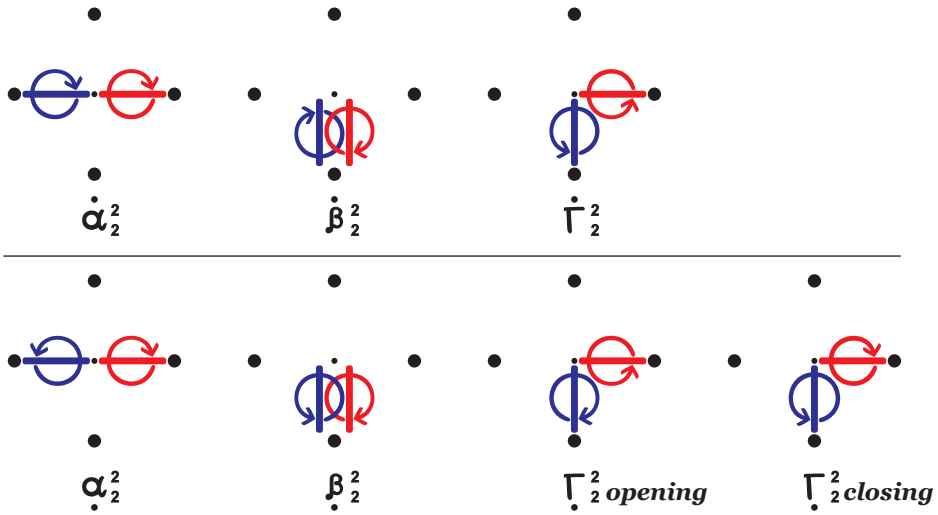
Type 4 - Dash



Type 5 - Dual-Dash



Type 6 - Static



Let’s collaborate!

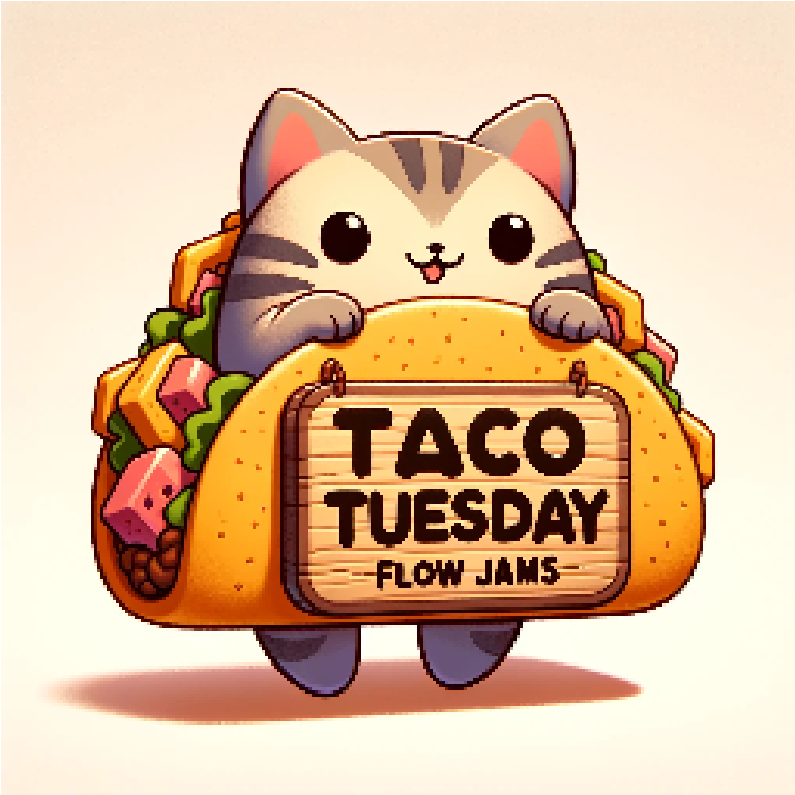
My first goal in developing TKA is to deliver tools to faciliate your choreo journey.
My second goal is to personally collaborate with you. Yes, *you*!

The sequences in The Kinetic Alphabet are so much more dynamic and engaging when applied by multiple performers set to music and dance!

Whether in a tunnel, side by side, staggered, or with mirrored/rotated variations, ***The development of group choreography is the whole point of this system.***

Let’s craft sequences together!

Reach out @austencloud



Taco Tuesday Flow Jams are a celebration of flow arts and community!
They're located in Chicago, IL in the heart of Palmer Square Park (2200 N Kedzie Blvd).

They've been around since 2017 and continue to be a weekly oasis for flow artists, jugglers, and acrobats to gather and share the joy of our art forms.

As a public outdoor event, it's sustained by the attendance of the people who show.
If you're thinking "*Is it happening this week? I'd love to go!*", than ask:

- Is the weather nice?
- Is it Tuesday?

If the answer is yes to both, then there will surely be people gathering in the park in the afternoon/evening, regardless of an event page or announcement!

Our glorious deity TacoCat welcomes you with paws wide open!

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