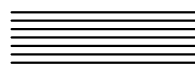


**doppelknotenbilder:**  
axel rohlfs

**texte:**  
prof. eugen gomringer  
hans-jörg glattfelder  
prof. attila kovács  
prof. dietmar guderian  
axel rohlfs

300 signierte und nummerierte Exemplare einer  
Mappe mit 23 Originalcomputergrafiken zum  
Herausnehmen; dieses Exemplar trägt die  
Nummer:

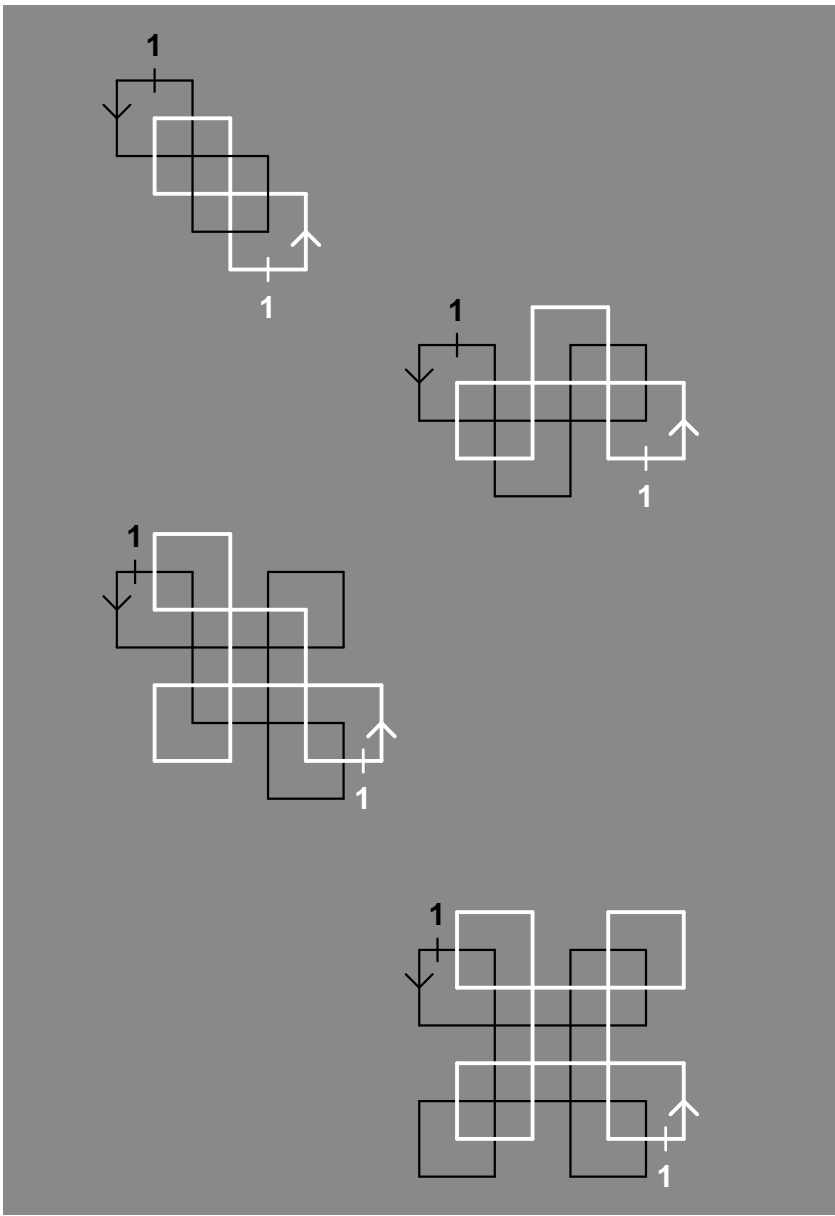


Übersicht über die sieben Knotentypen

Jeder der sieben Knotentypen wird in drei Varianten realisiert:  
a) mit der Reihe der Natürlichen Zahlen (1, 2, 3, 4 ... 2, 1)  
b) mit der Reihe der Intervallschachtelung (1, 8, 2, 7... 8, 1)  
c) mit der Reihe Random / Zufall (3, 2, 7, 4 ... 2, 3)

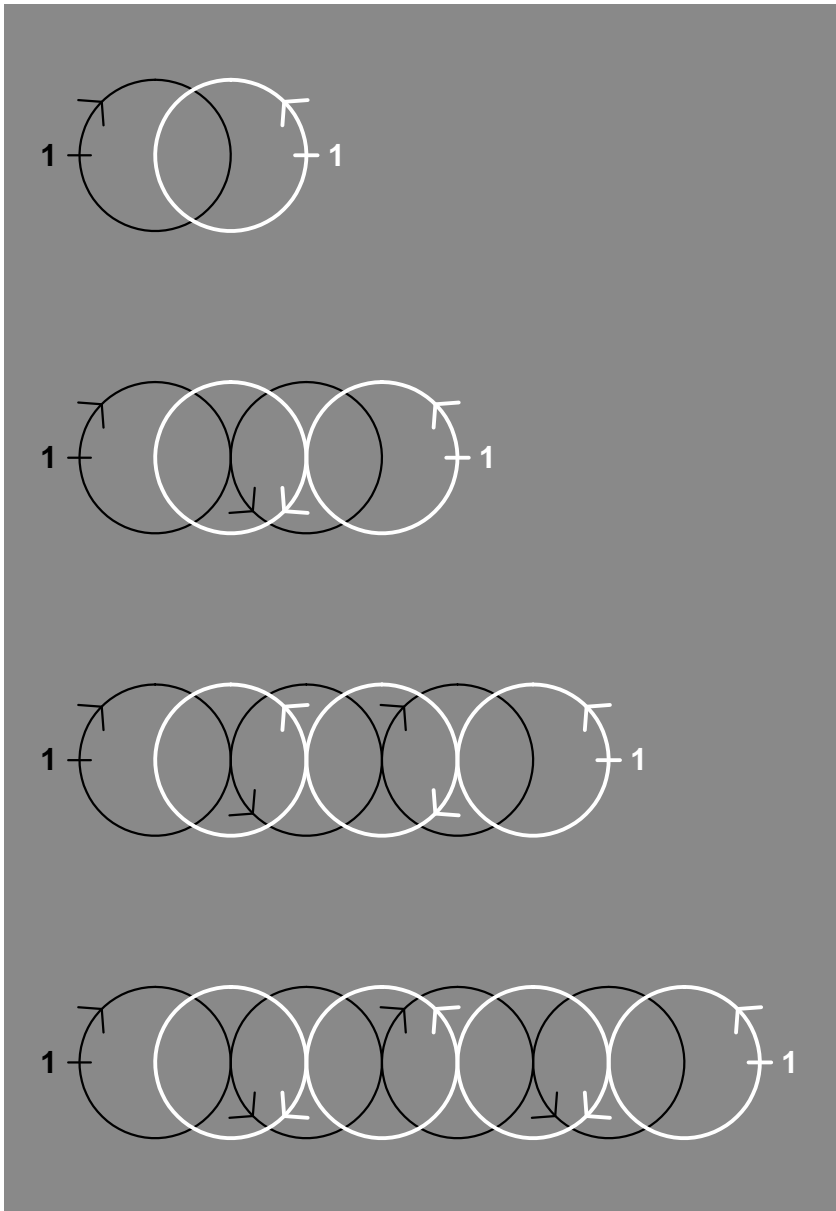
Die jeweilige Zahl der Zahlenreihe bestimmt die Breite des jeweiligen Teilstücks des einen Knotens und damit die Länge des von diesem Teilstück gekreuzten Teilstücks des anderen, zweiten Knotens des Doppelknotens.

S (Schach)

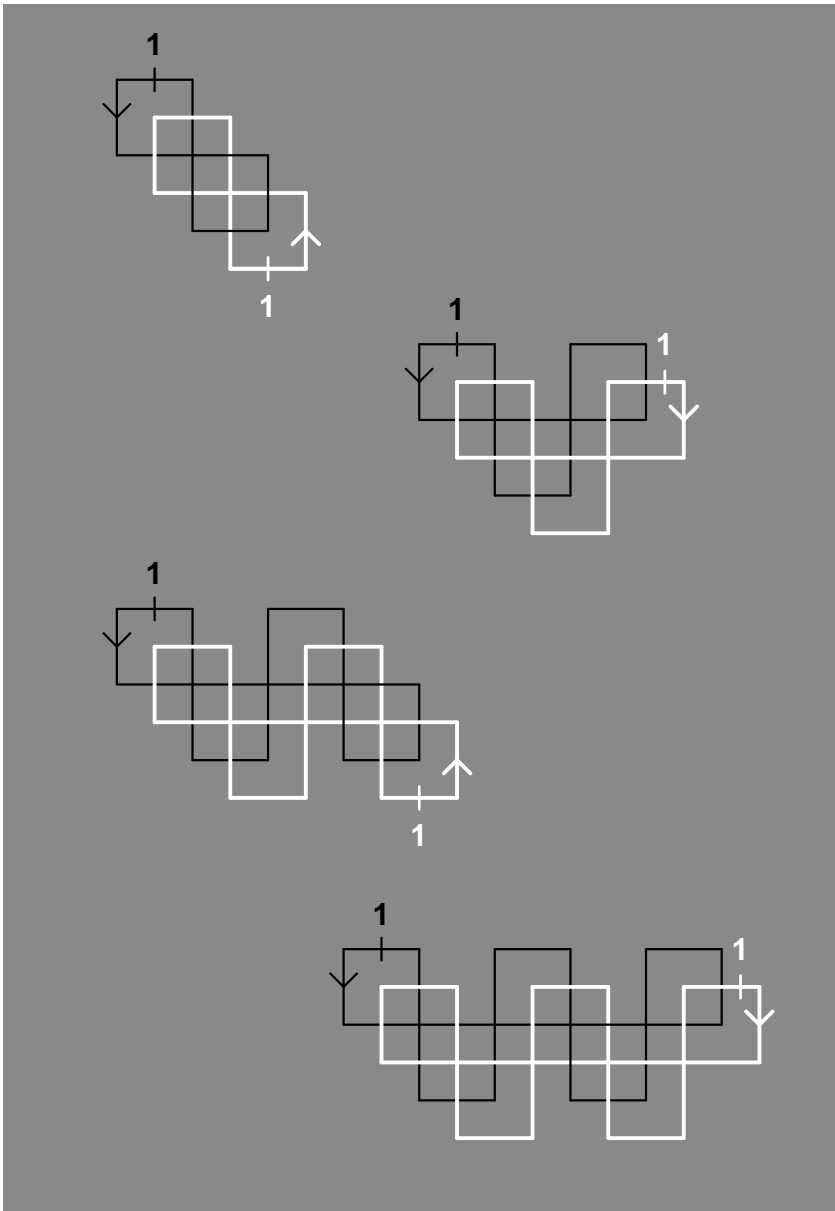


Übersicht über die sieben Knotentypen

R (Reihung)

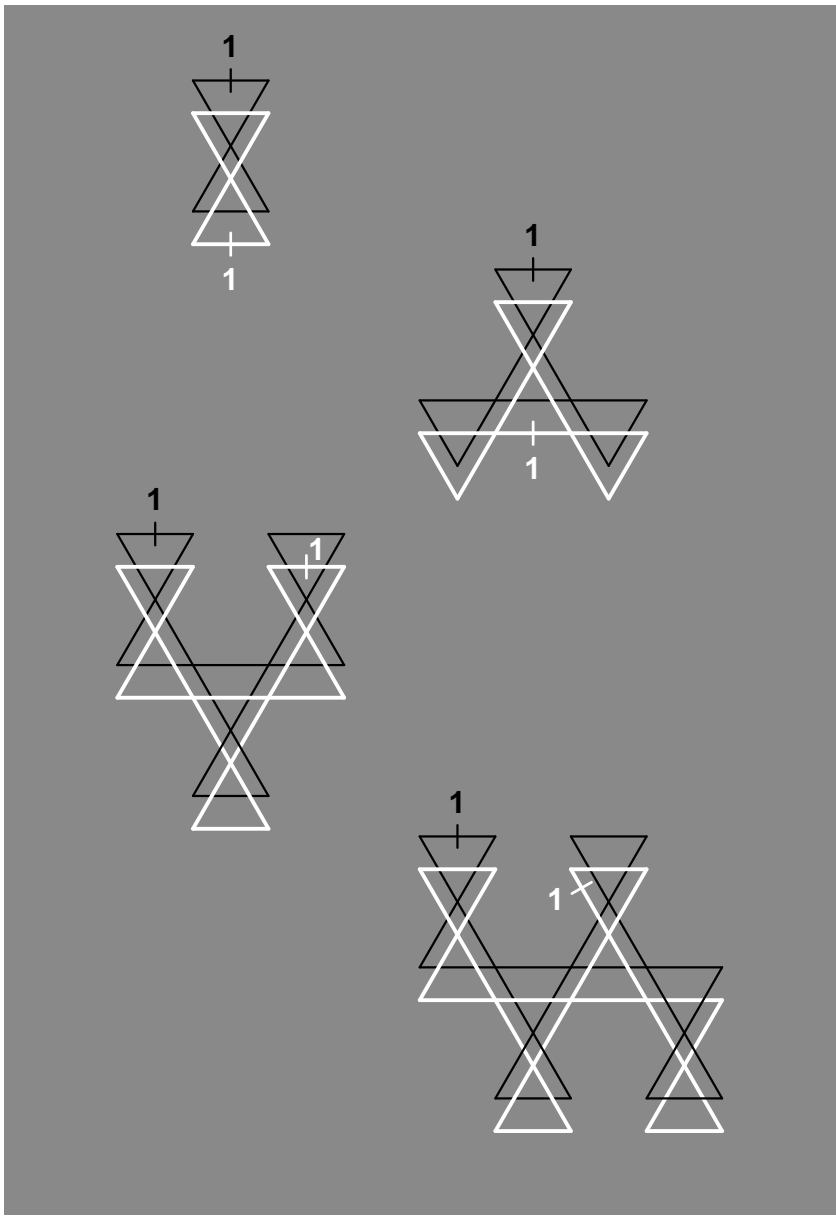


W (Welle)

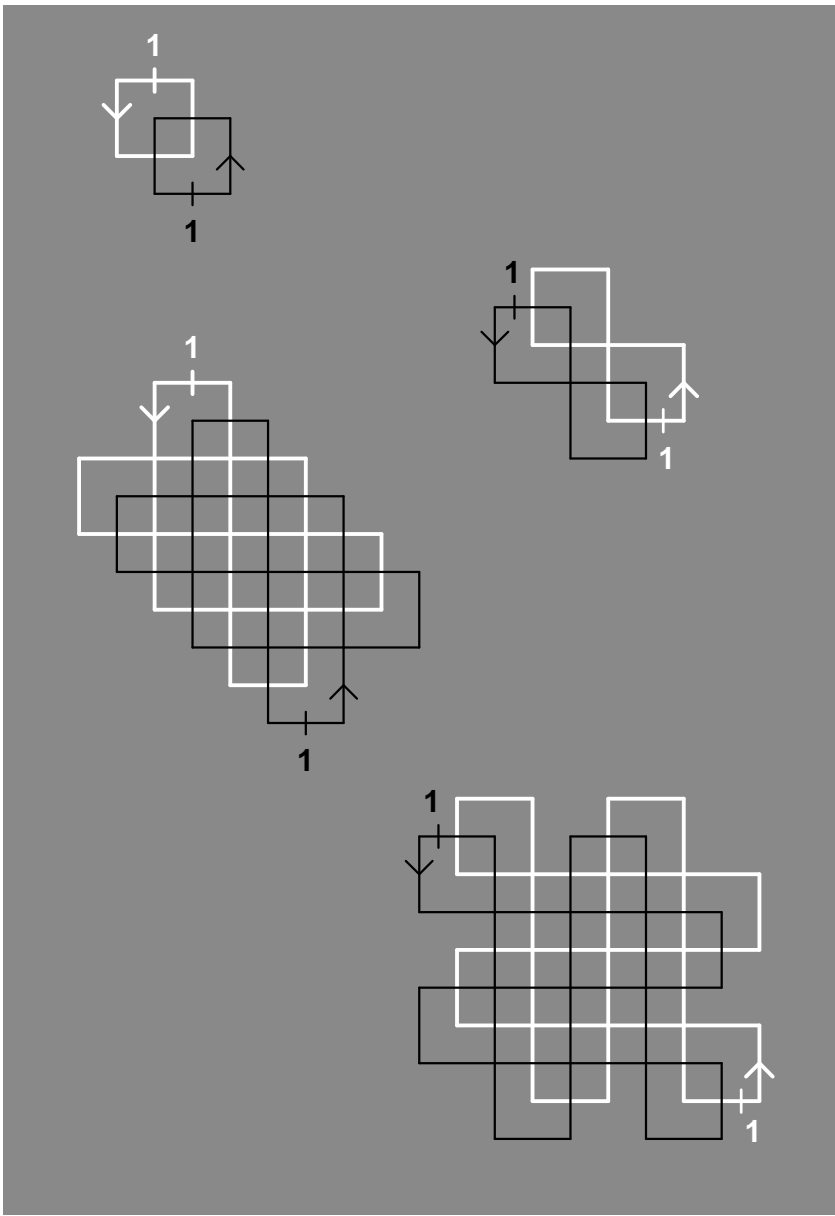


Übersicht über die sieben Knotentypen

D (Dreieck)

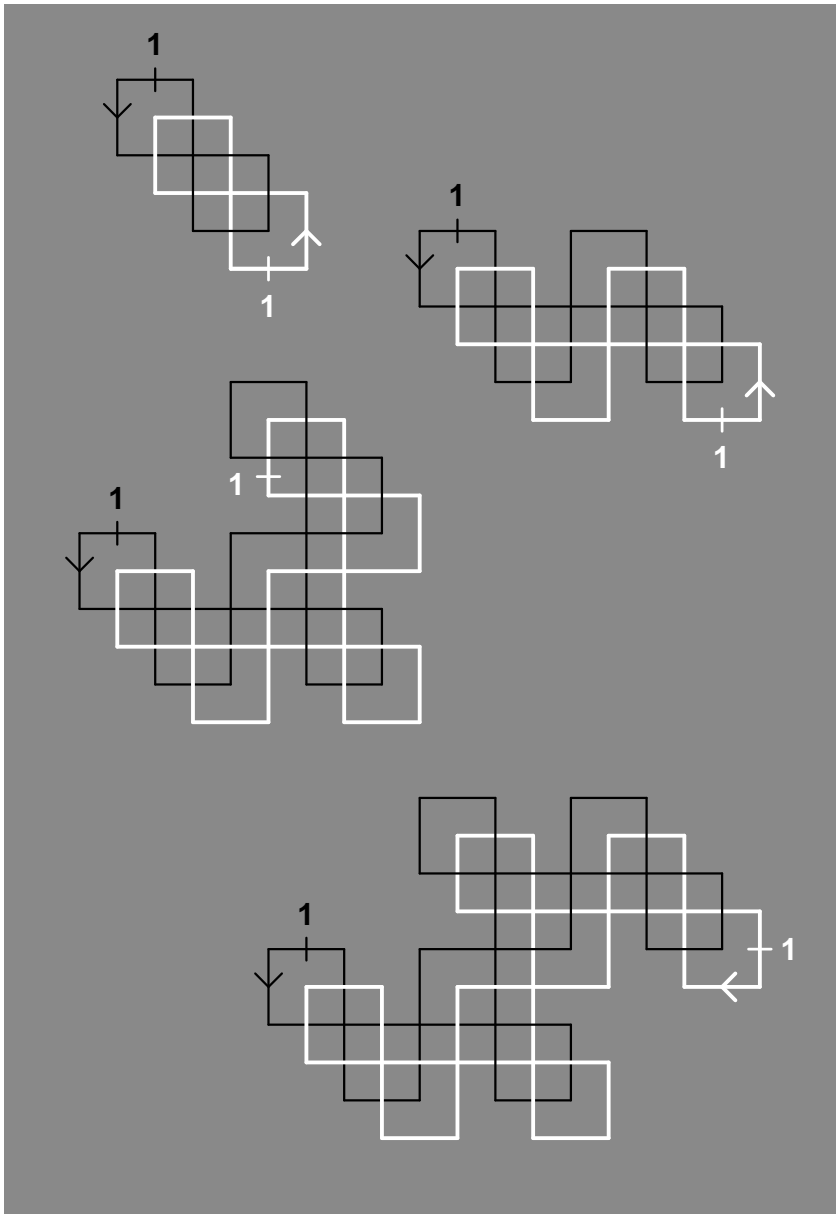


N (Netz)

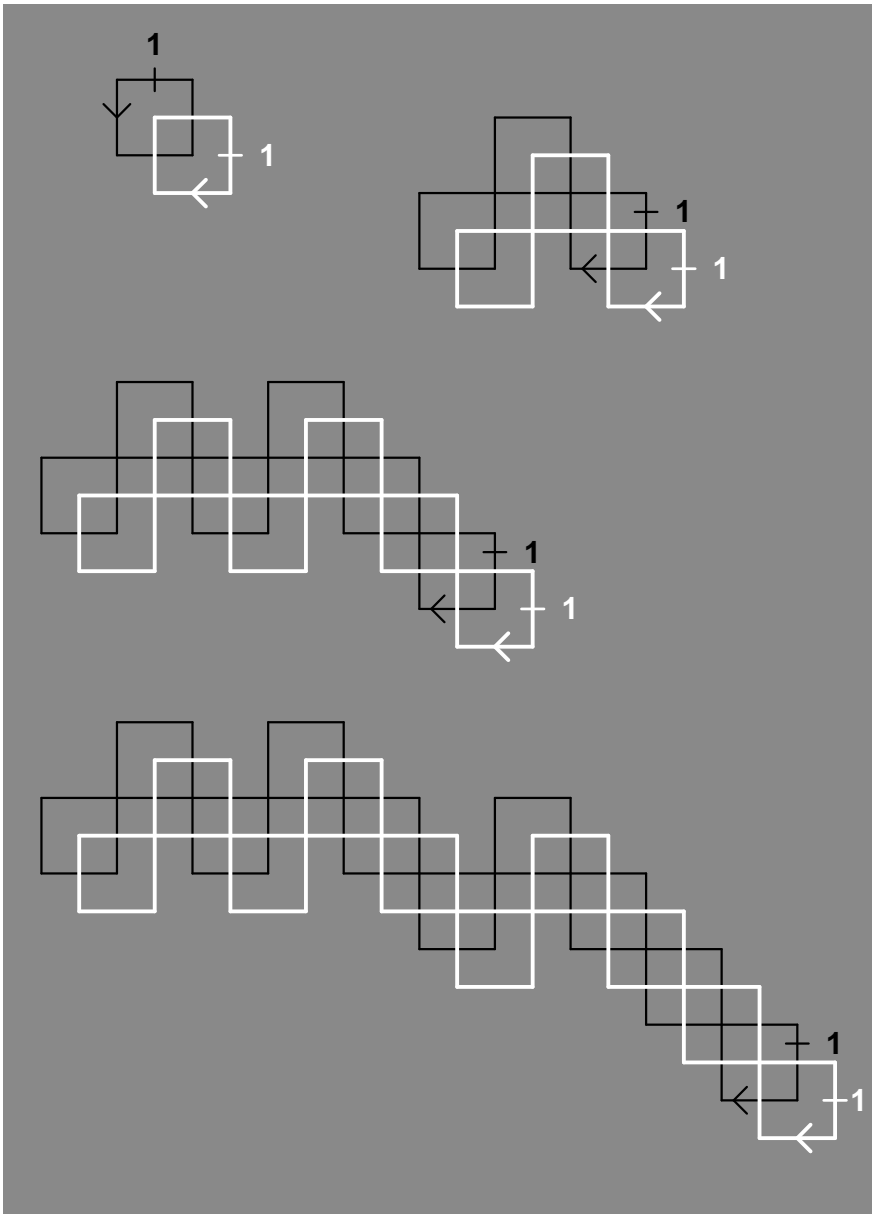


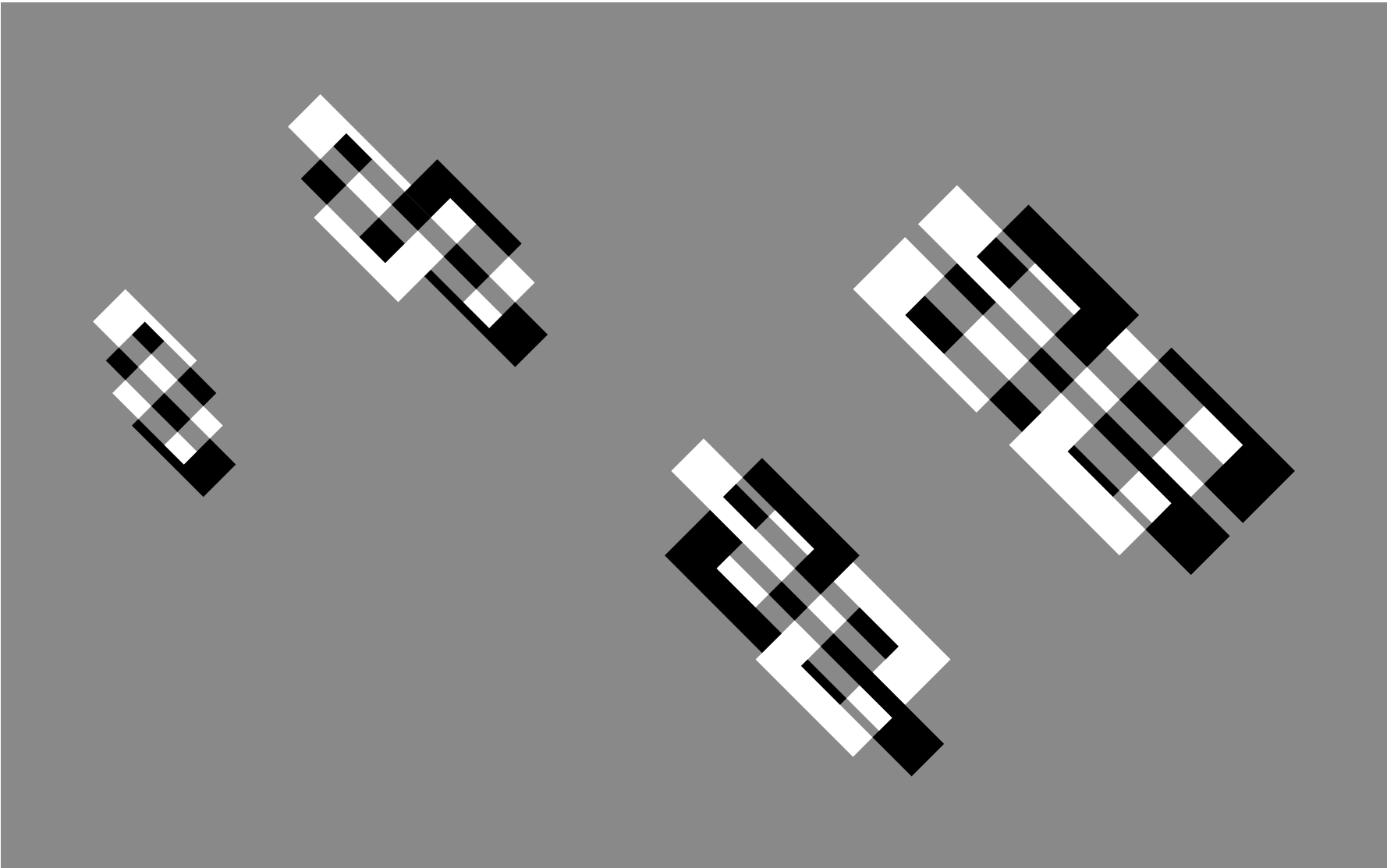
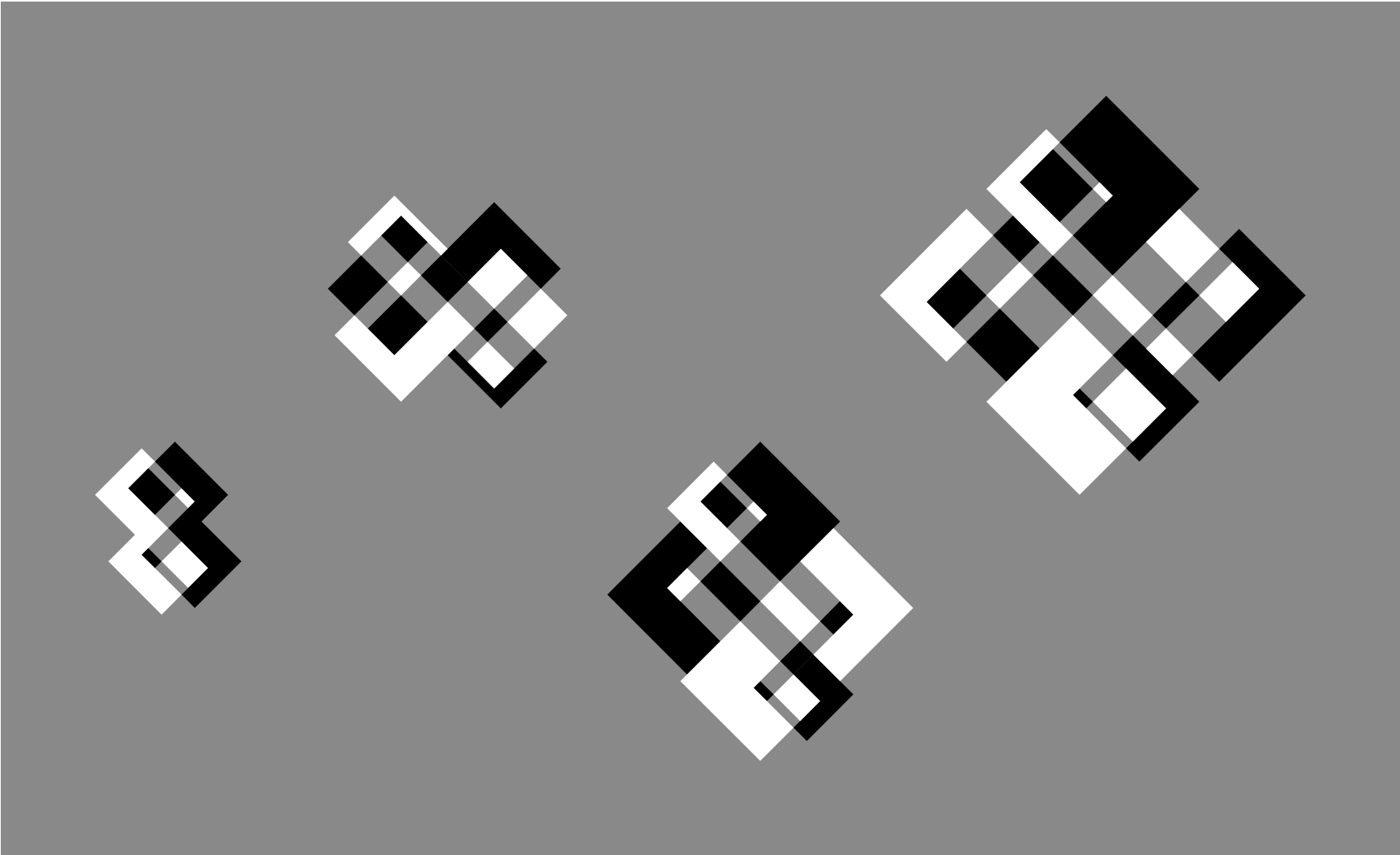
Übersicht über die sieben Knotentypen

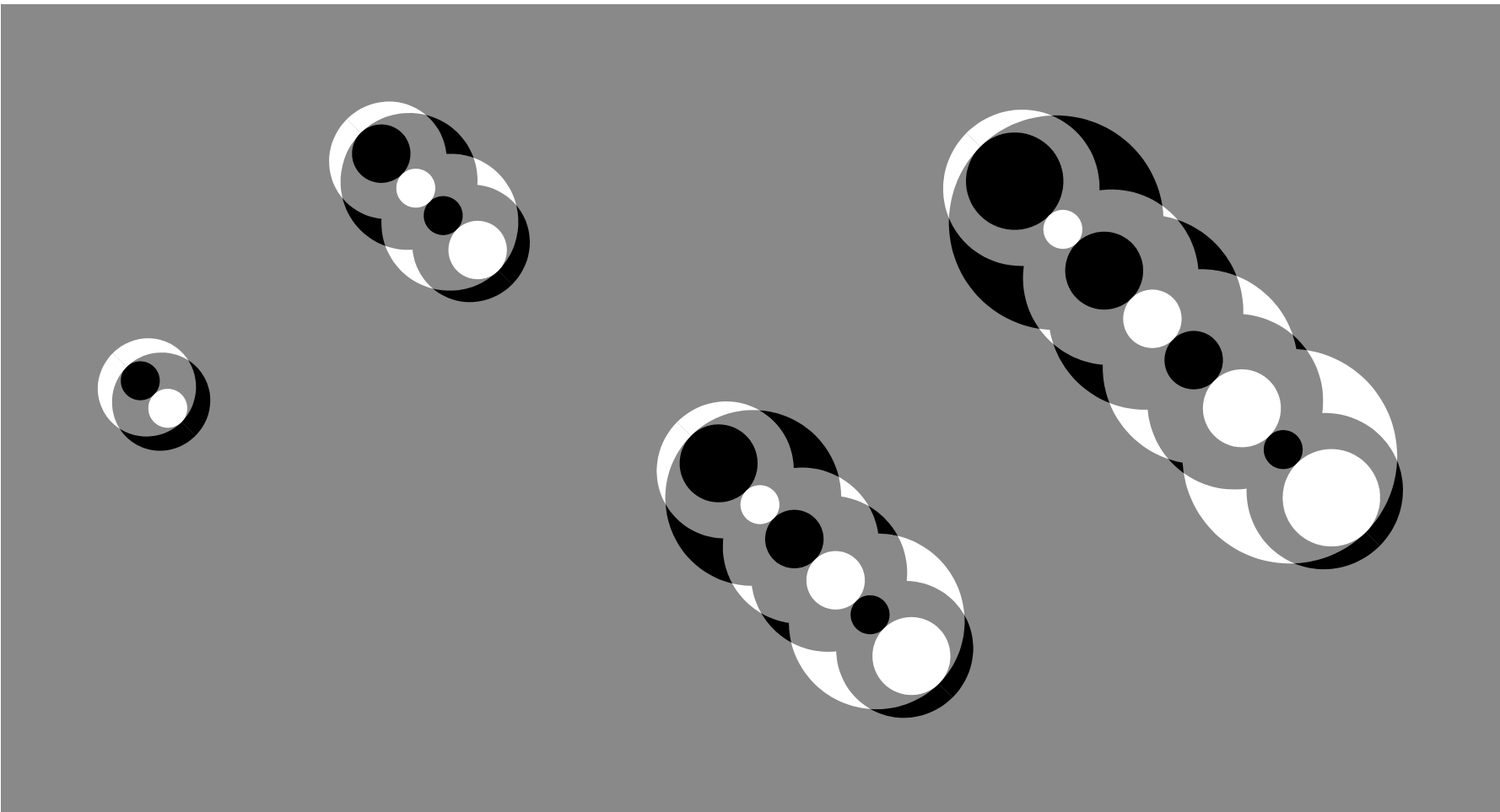
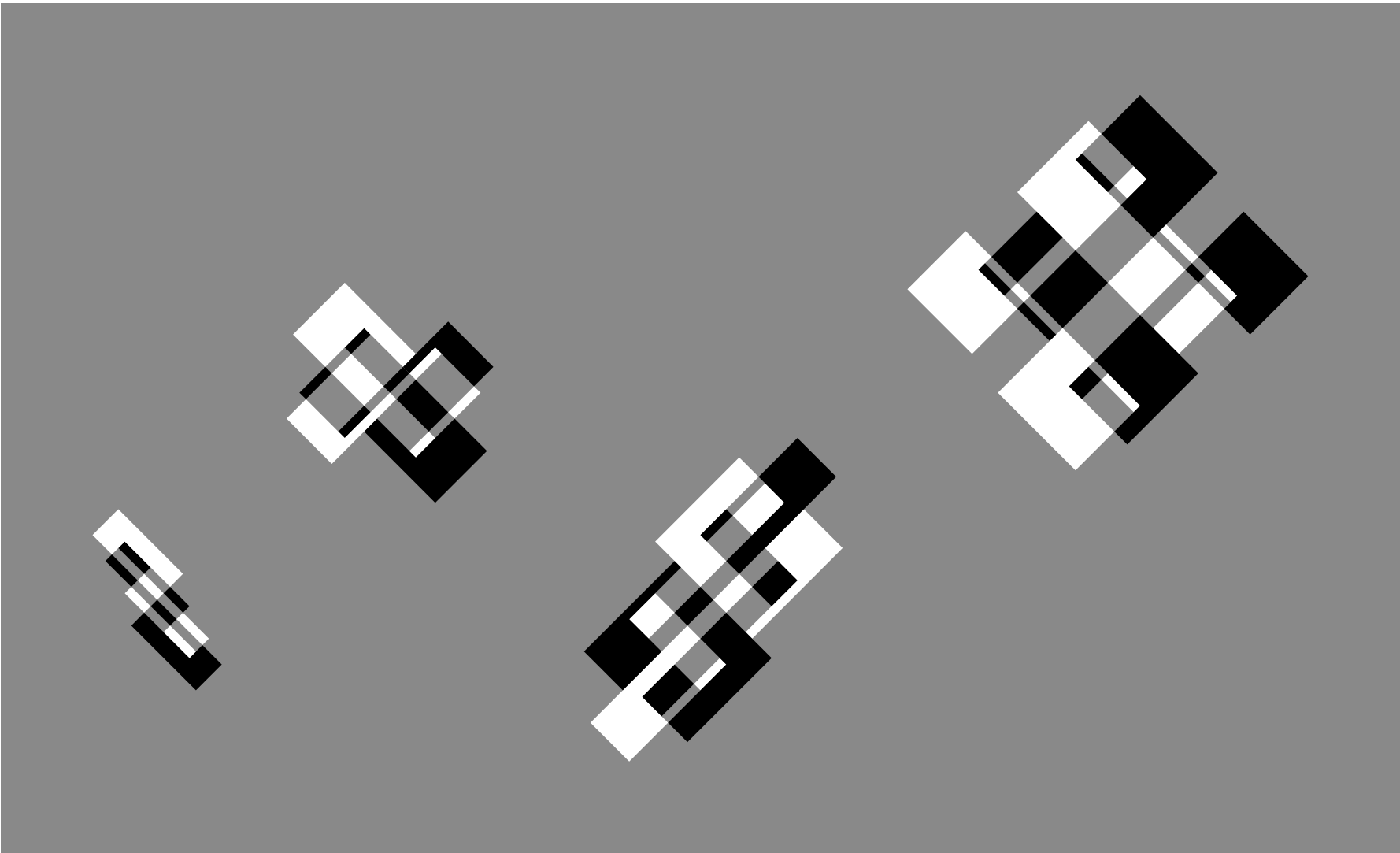
H (Helix)

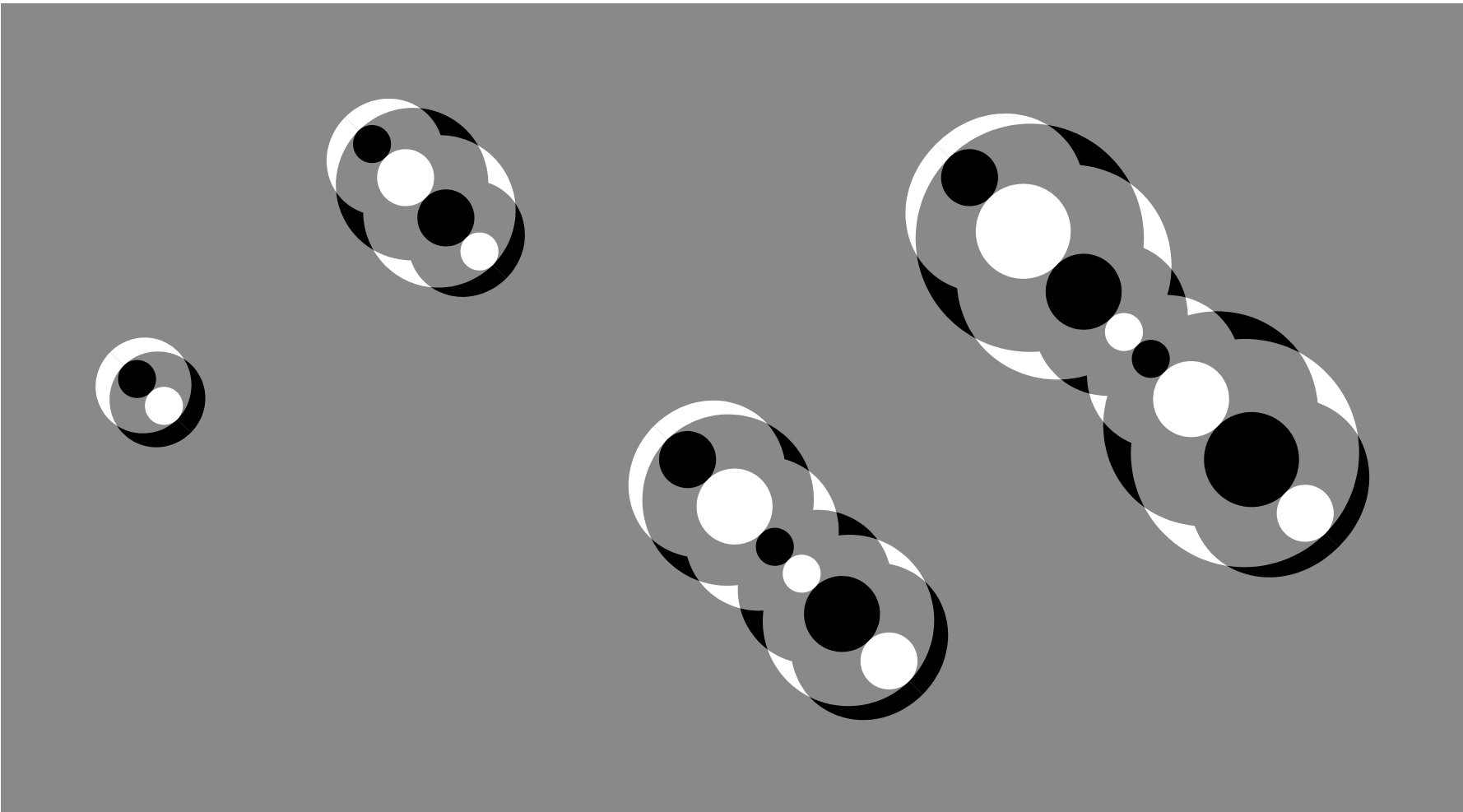
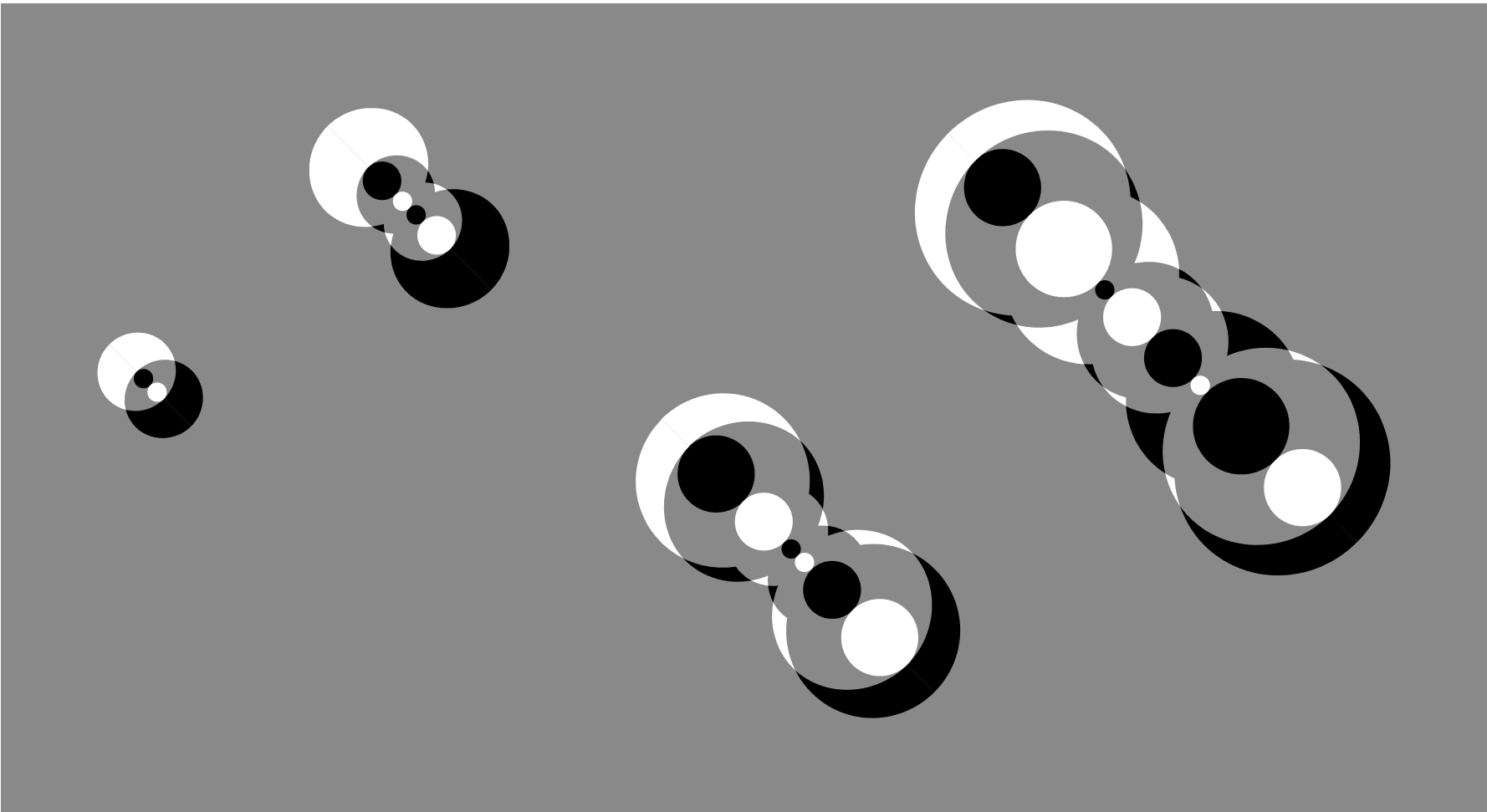


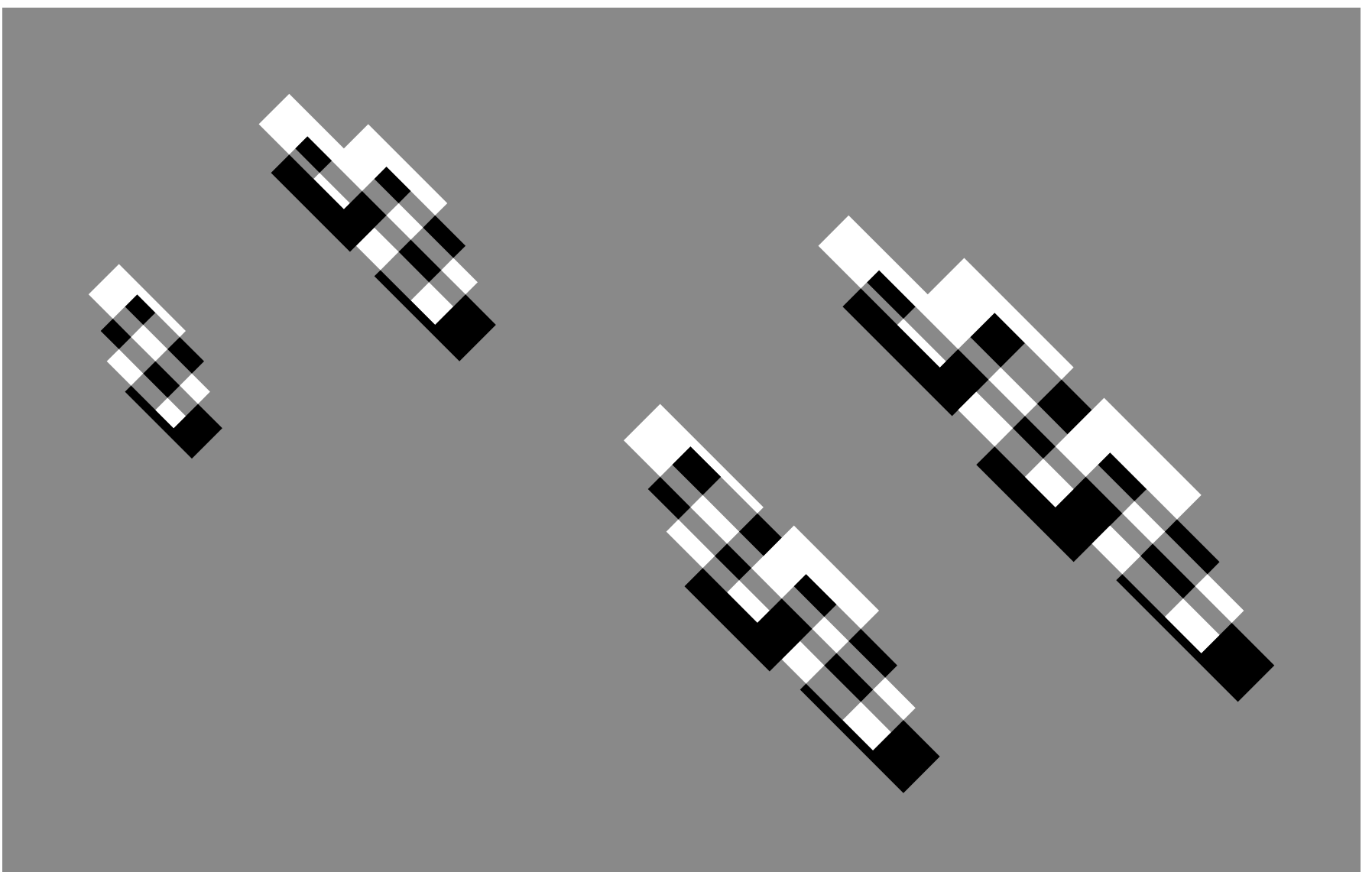
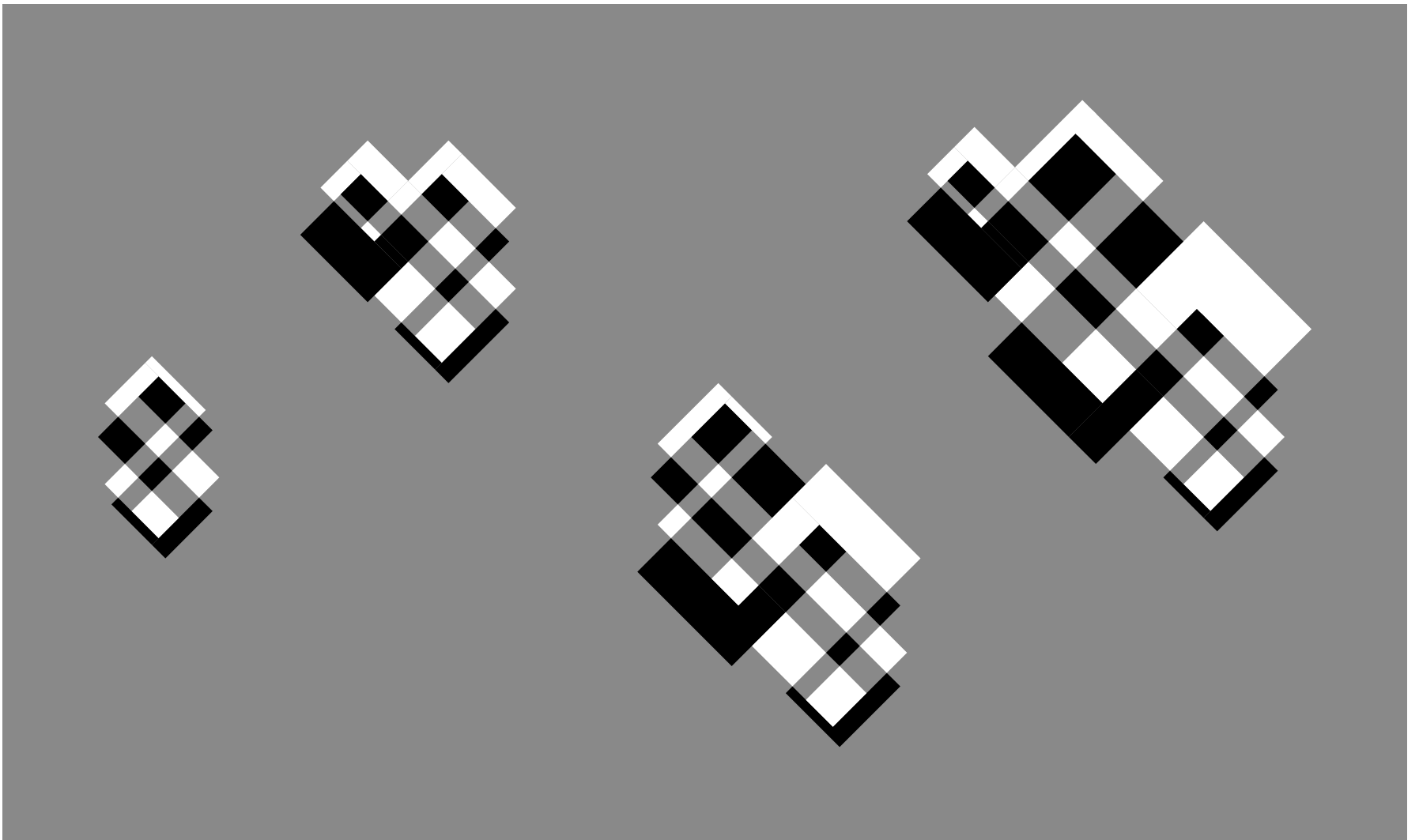
P (Progressionsreihe)

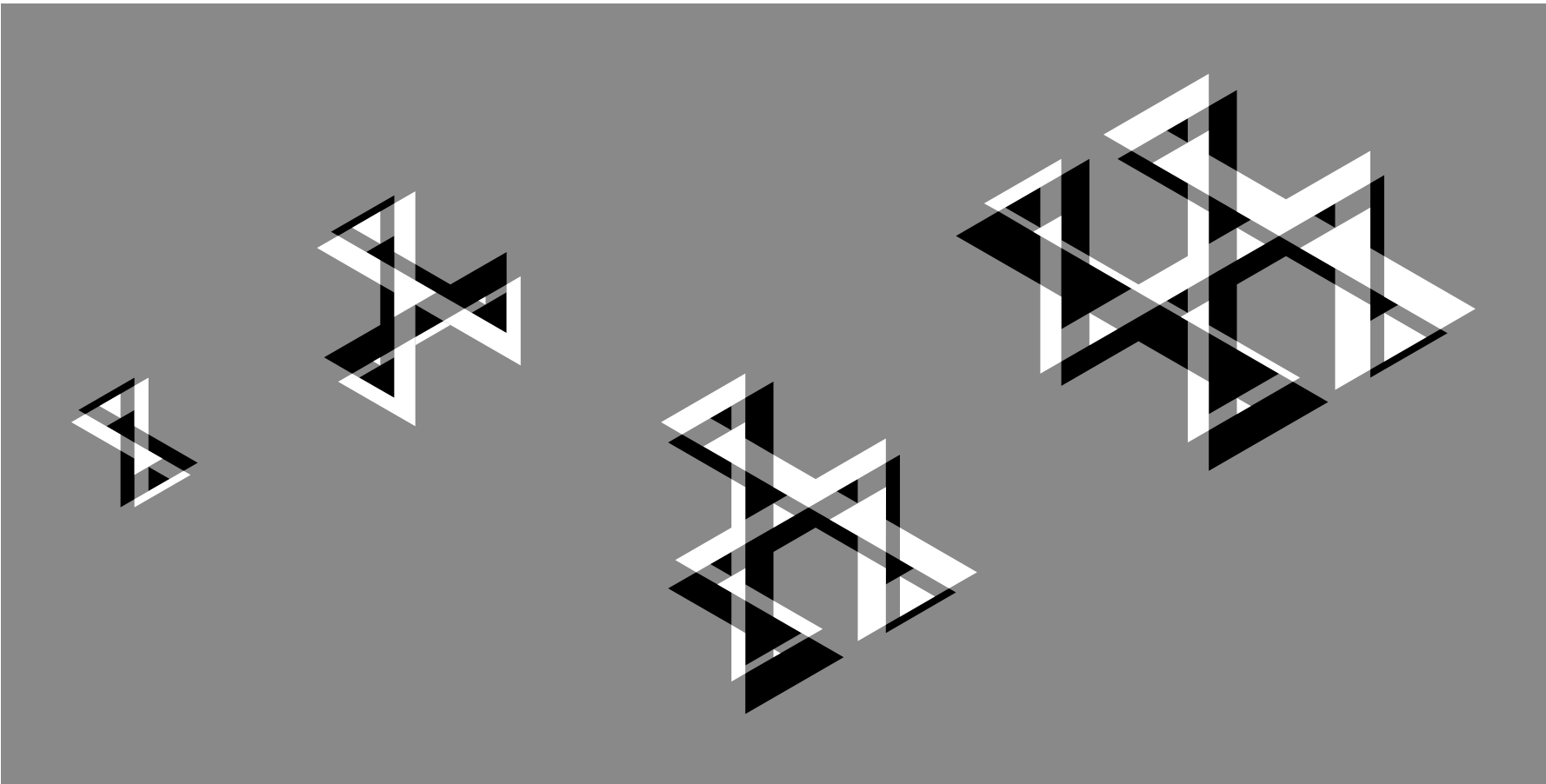
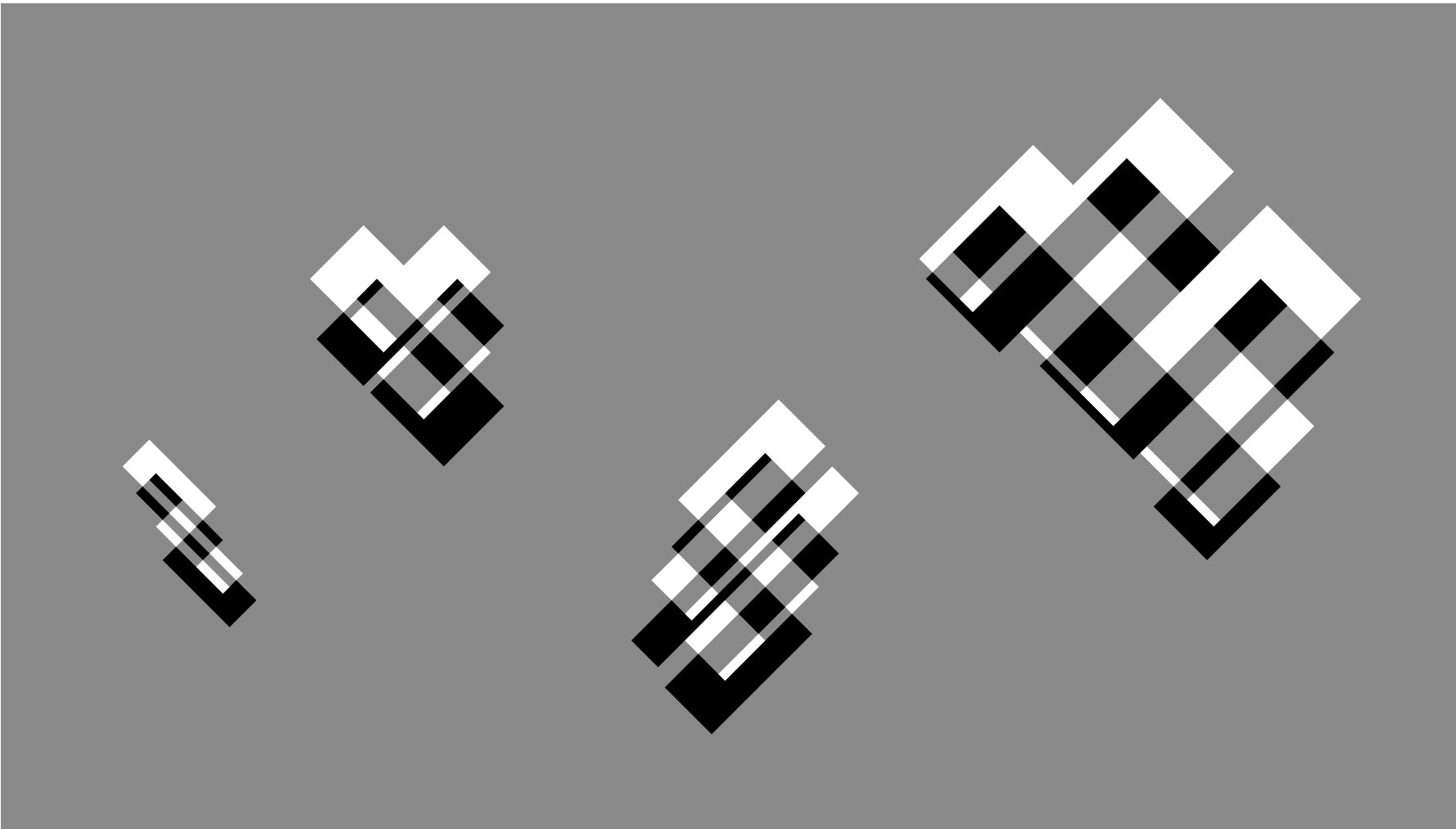




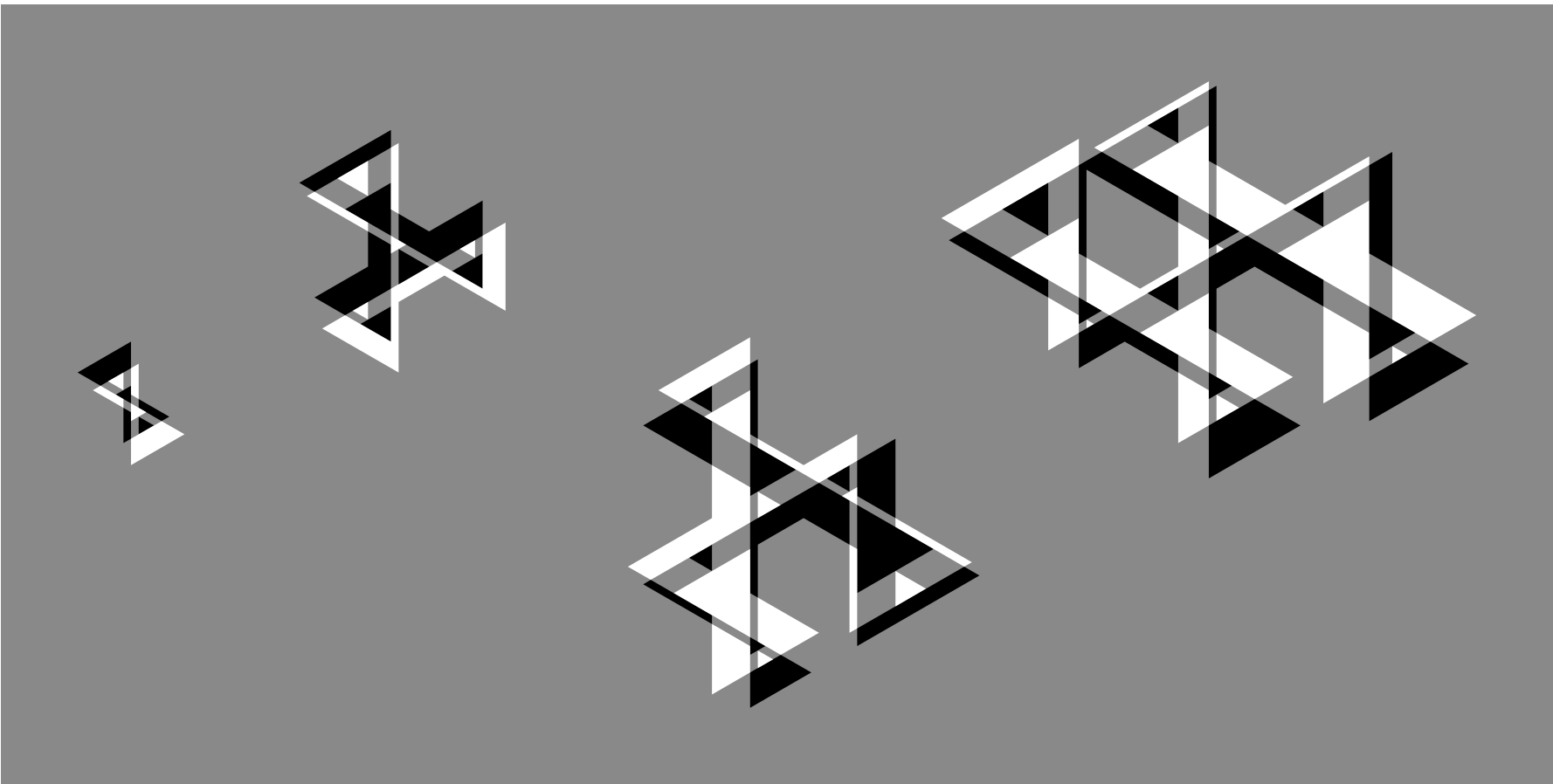
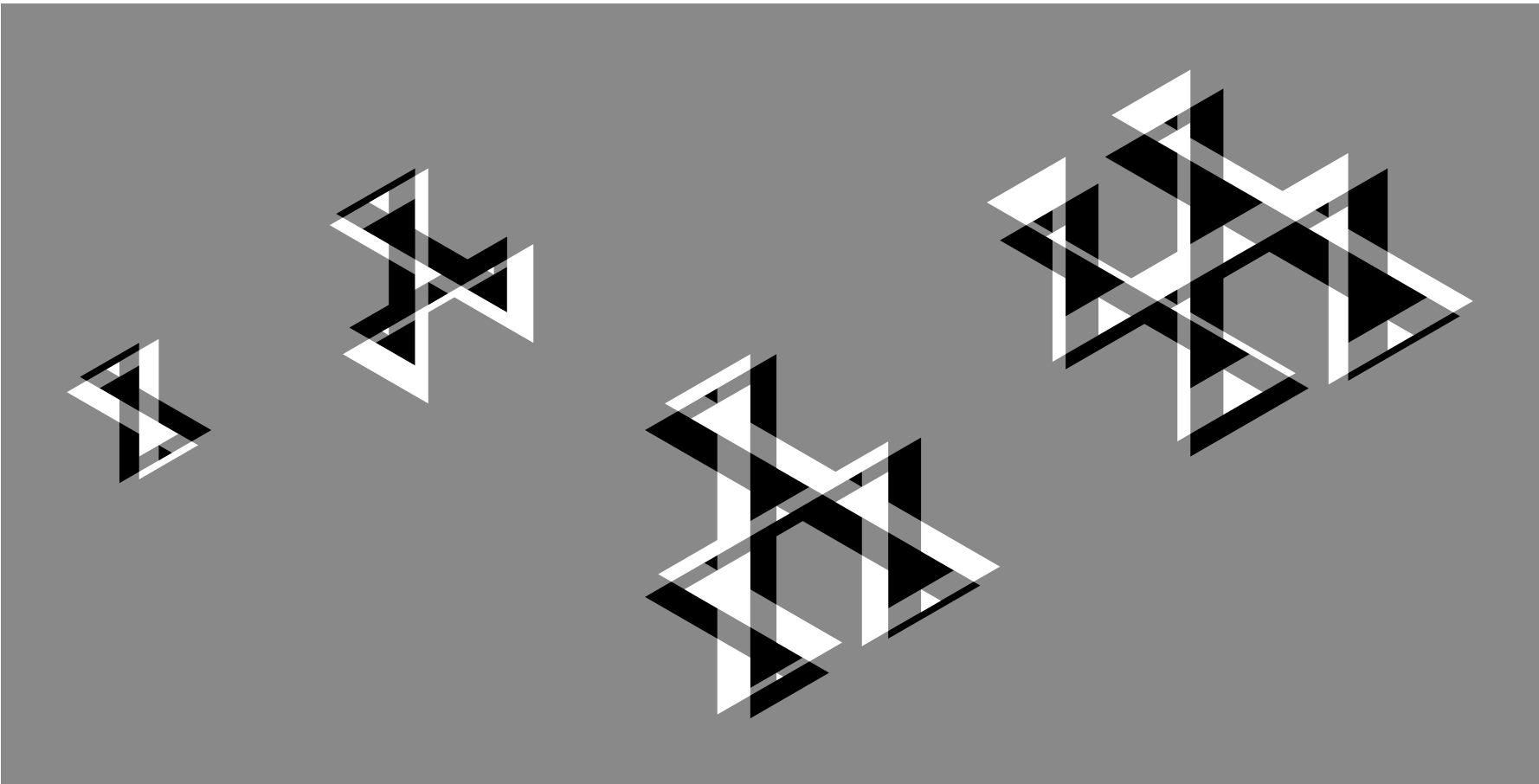


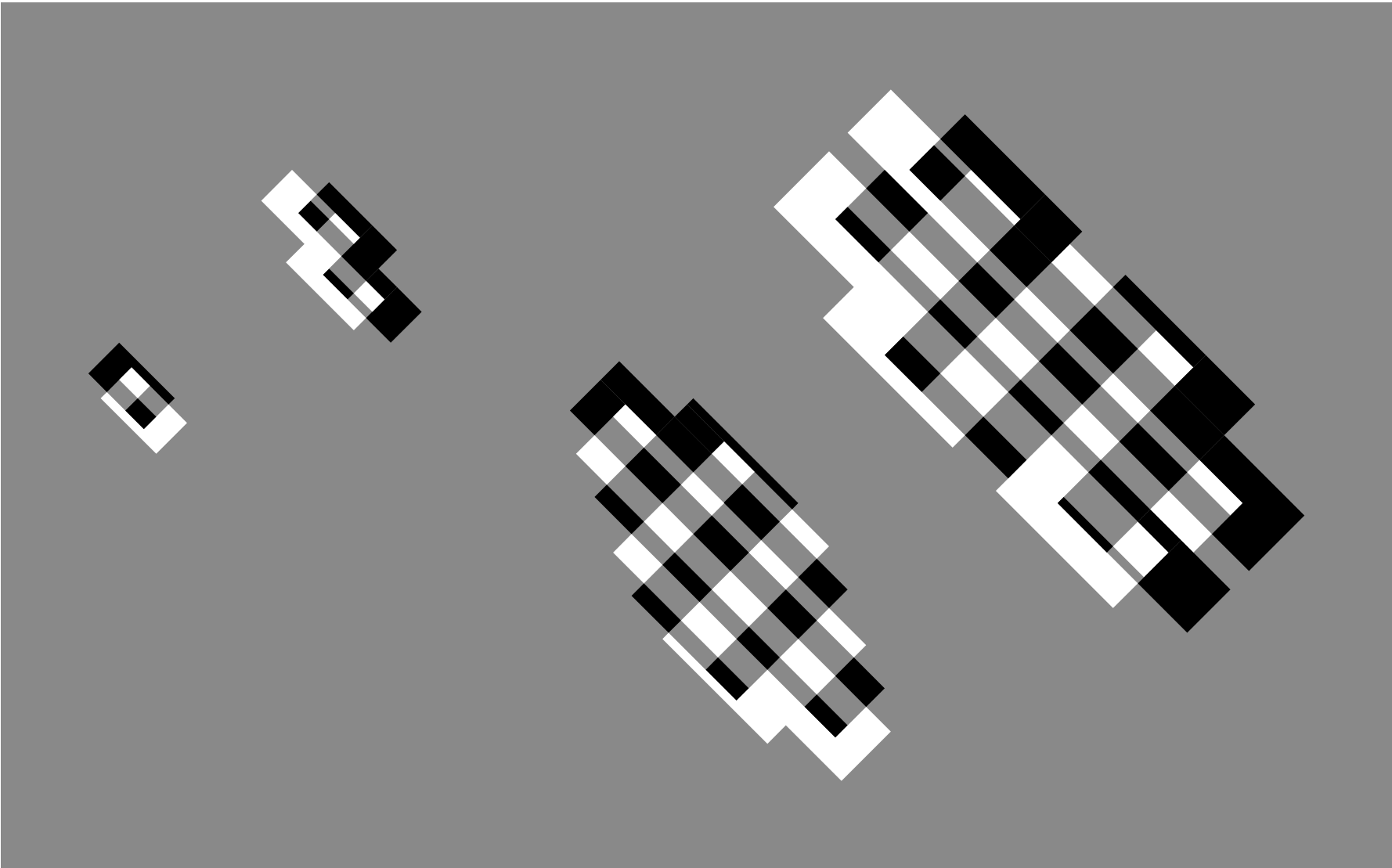
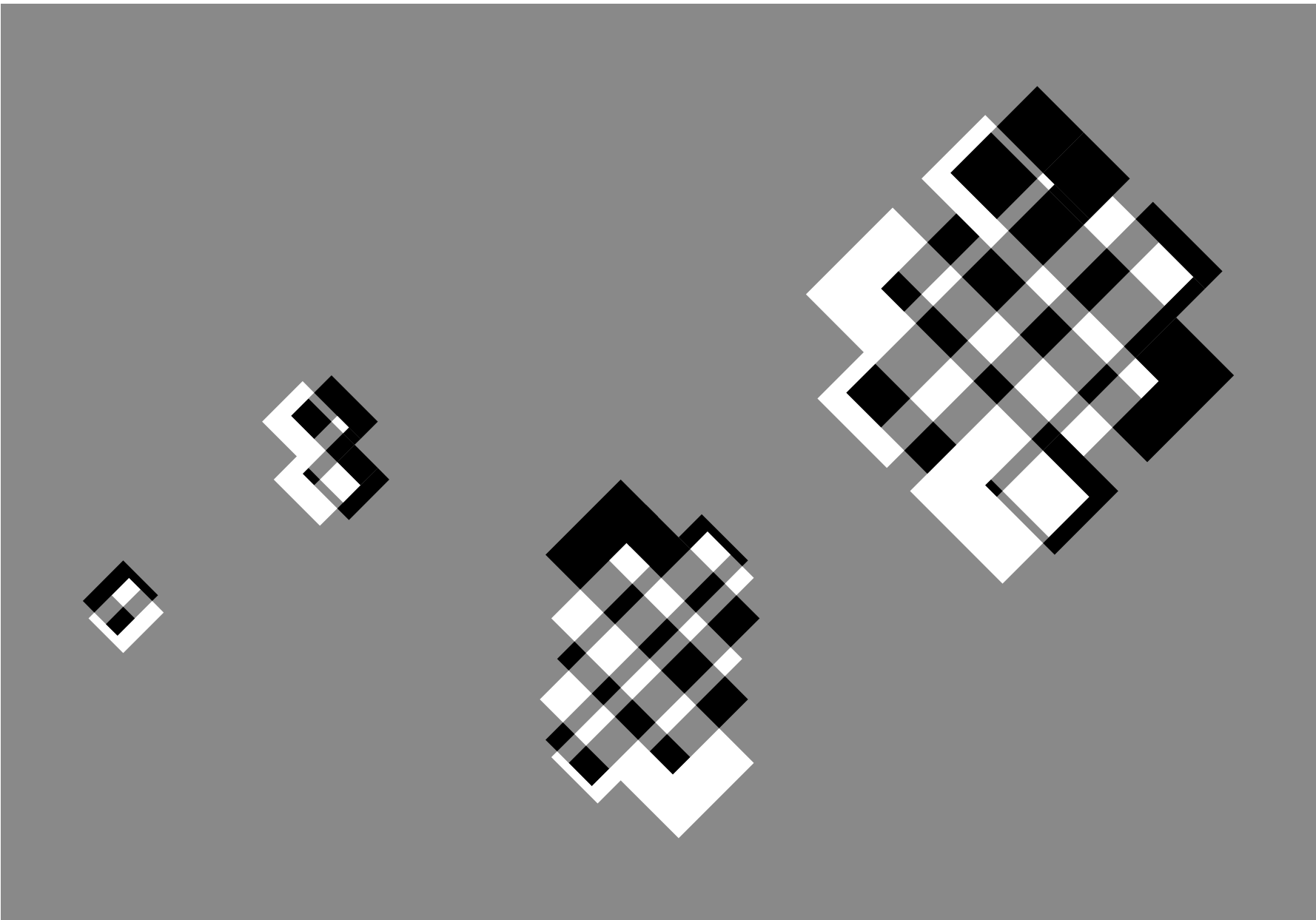


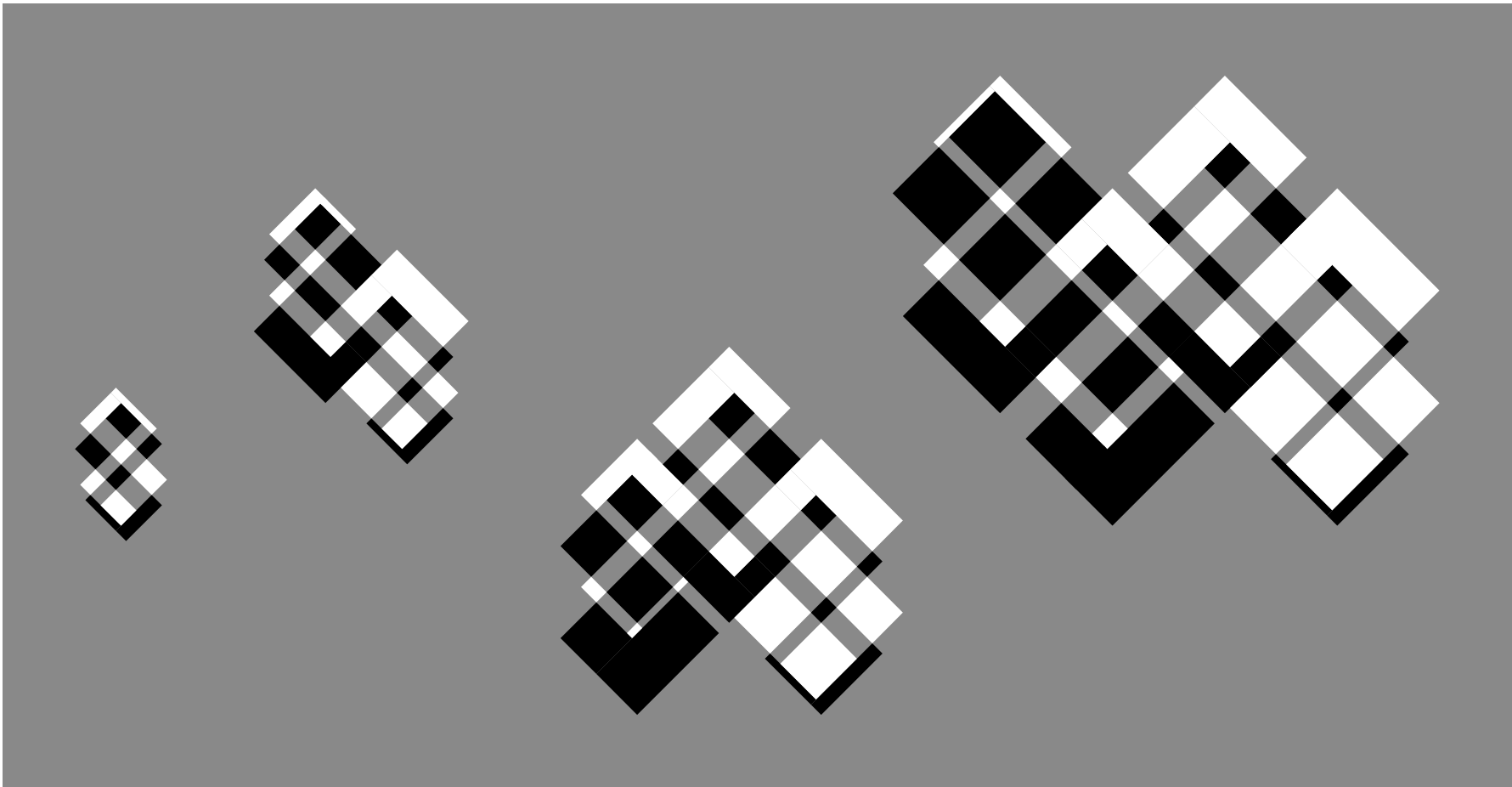
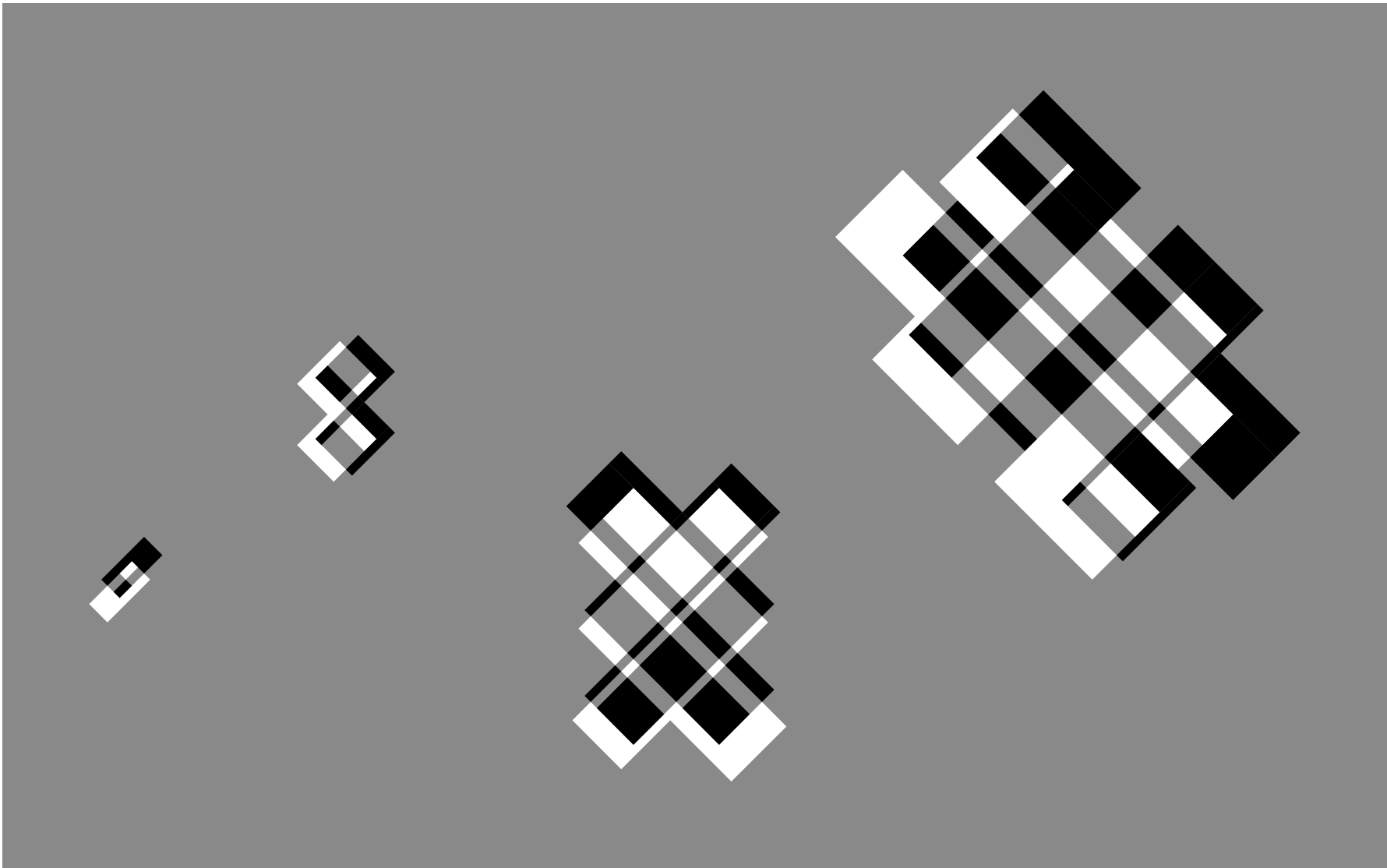


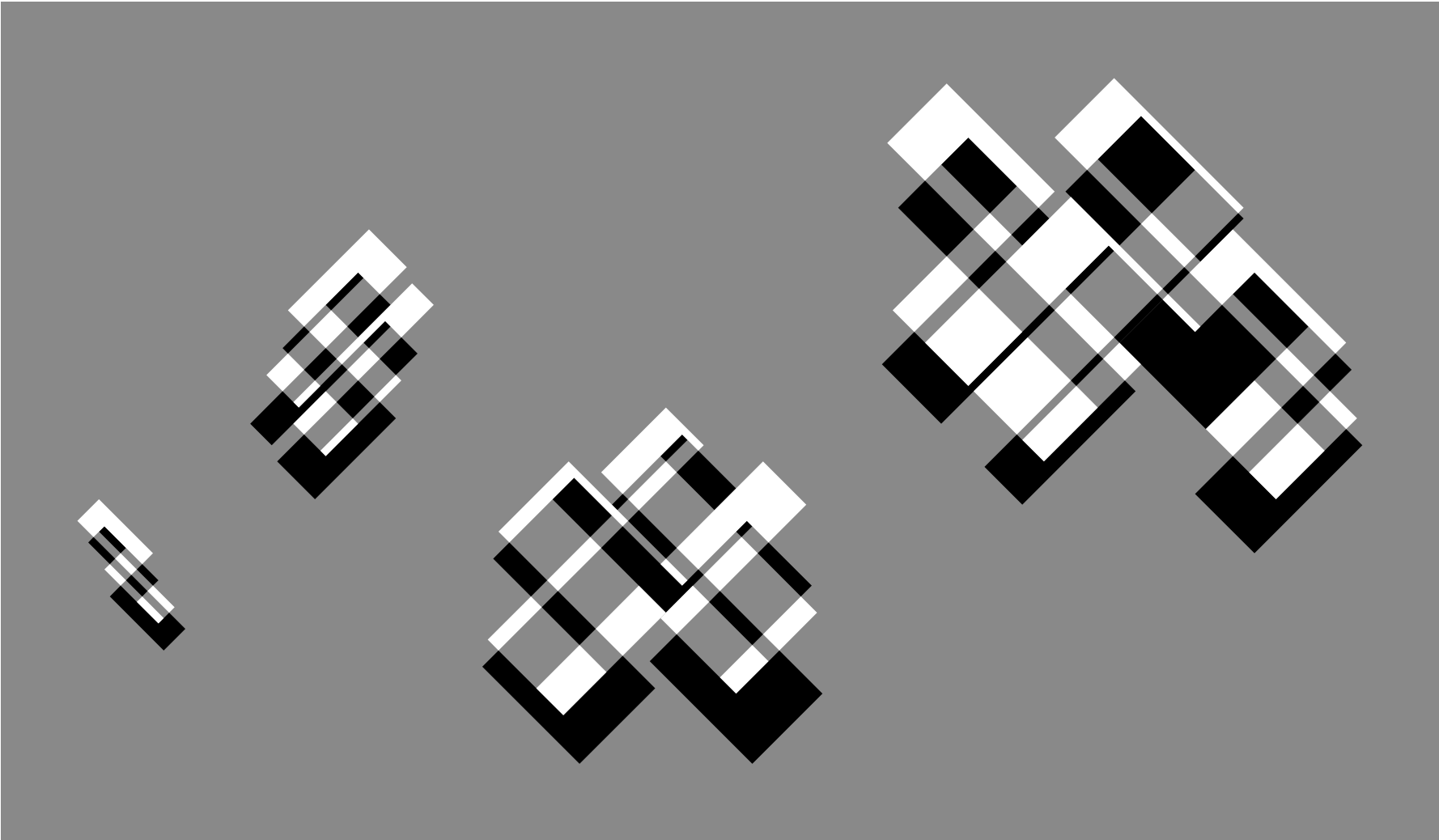
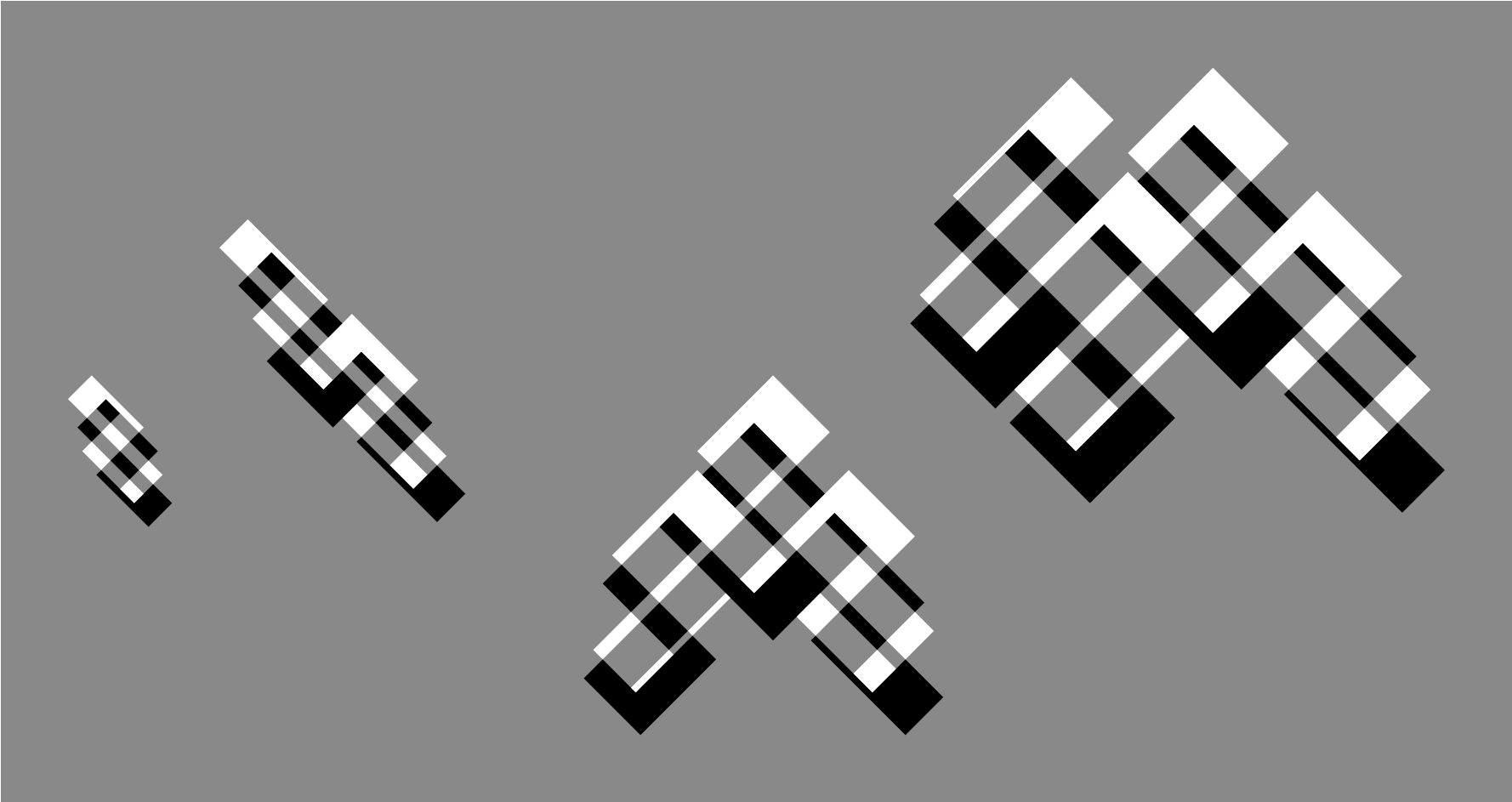


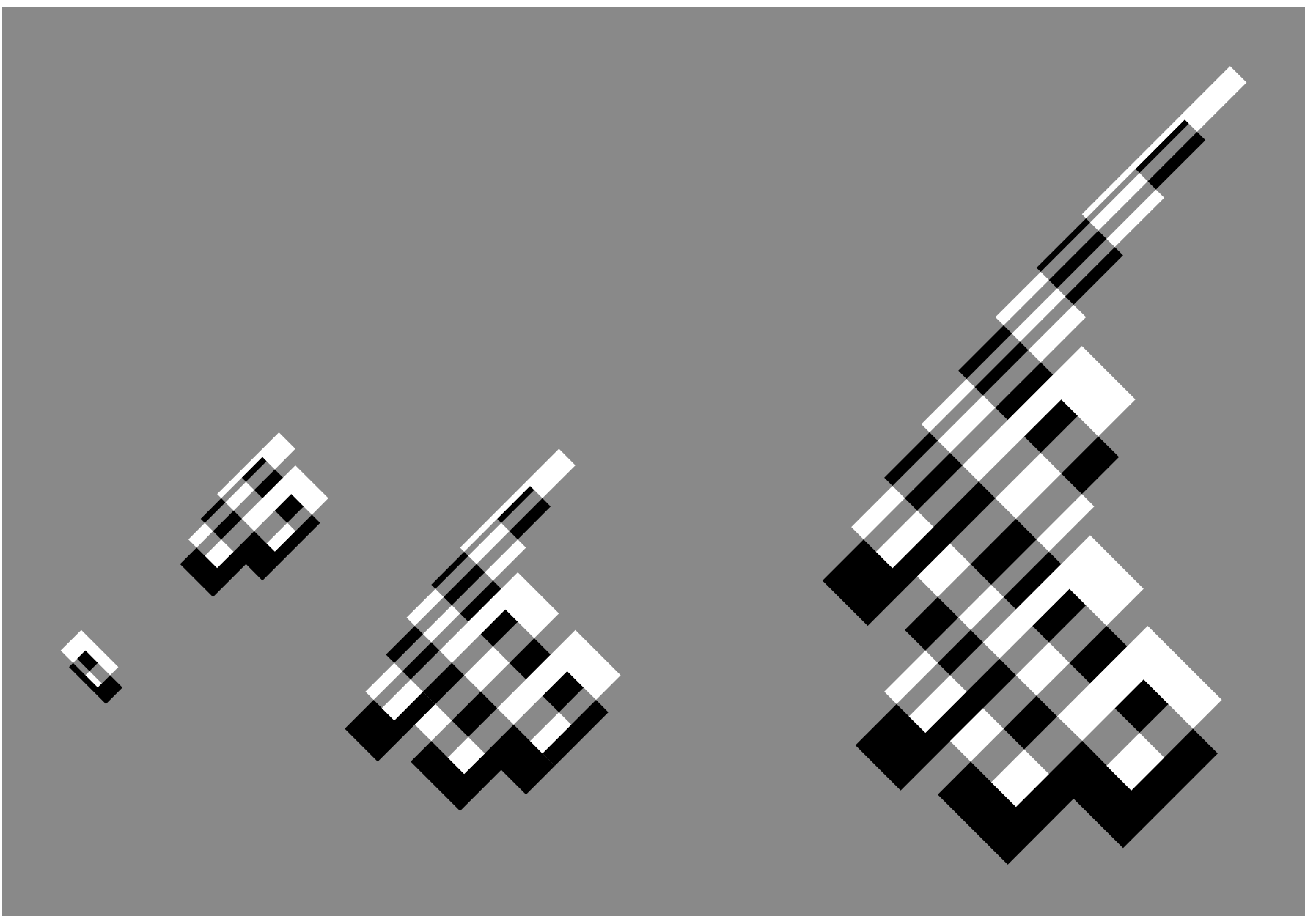
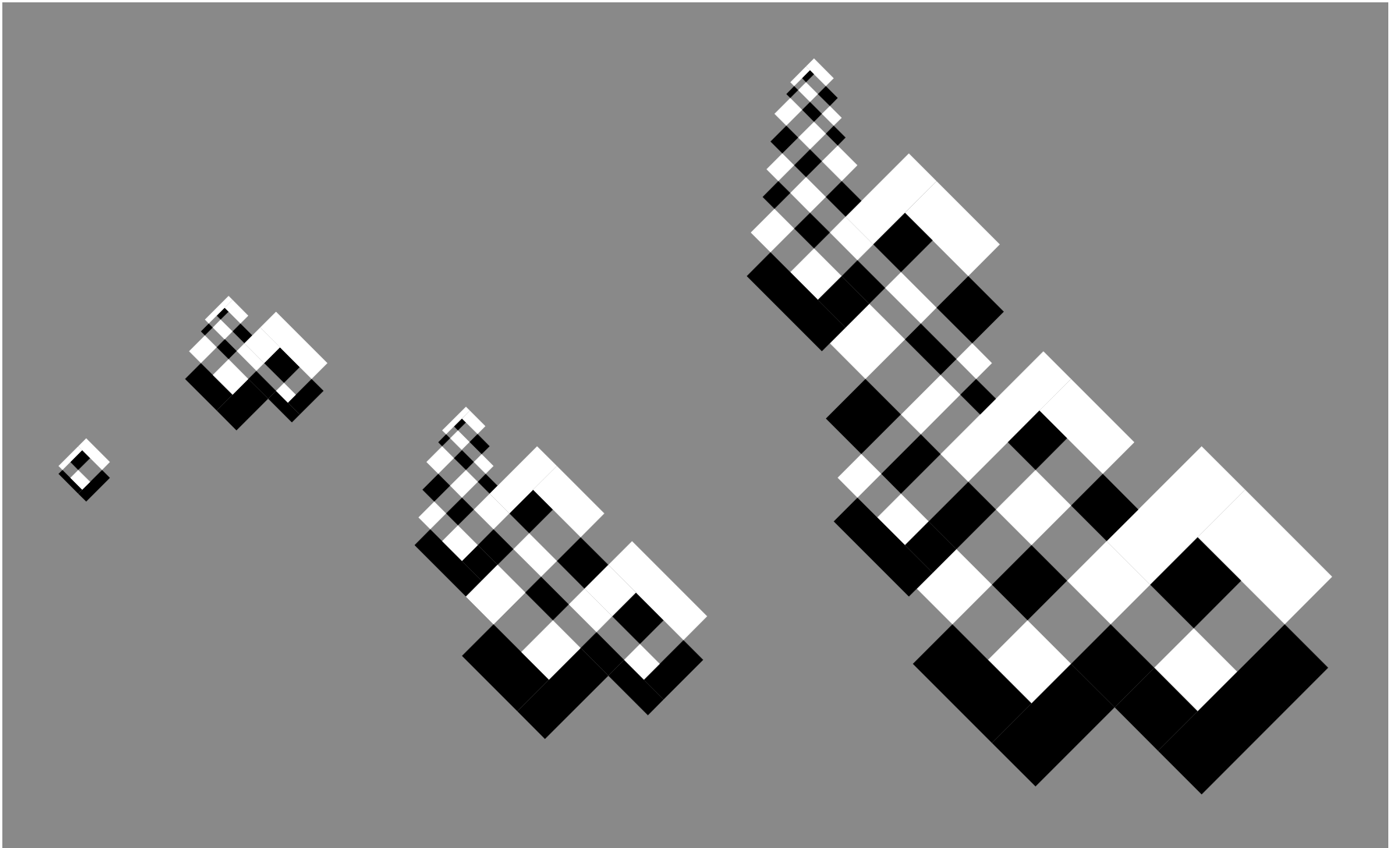


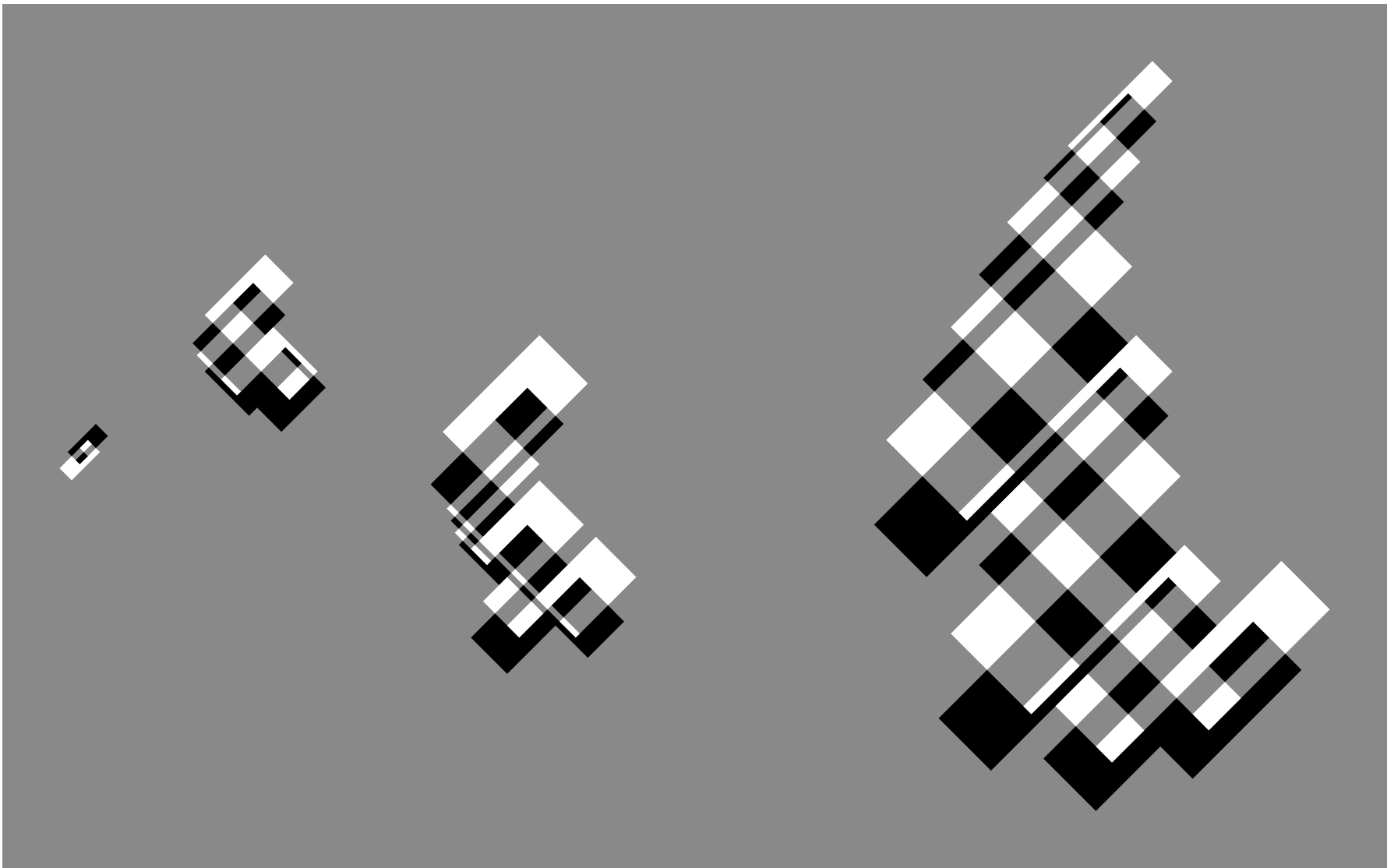




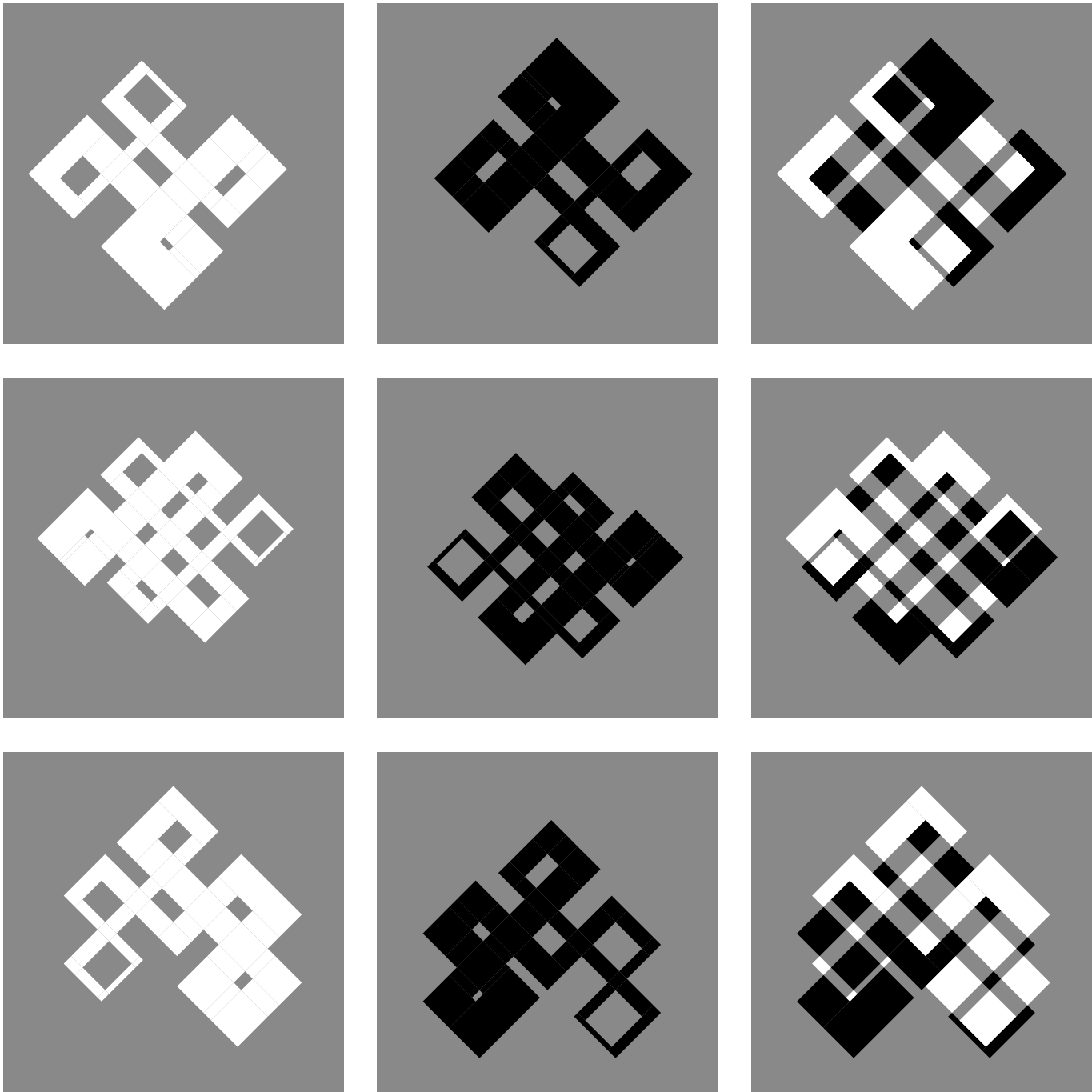


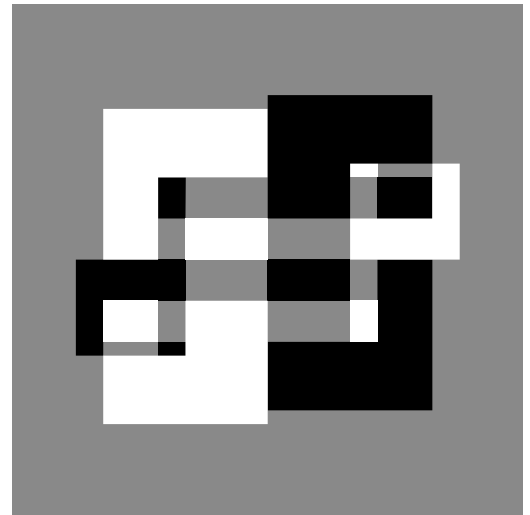
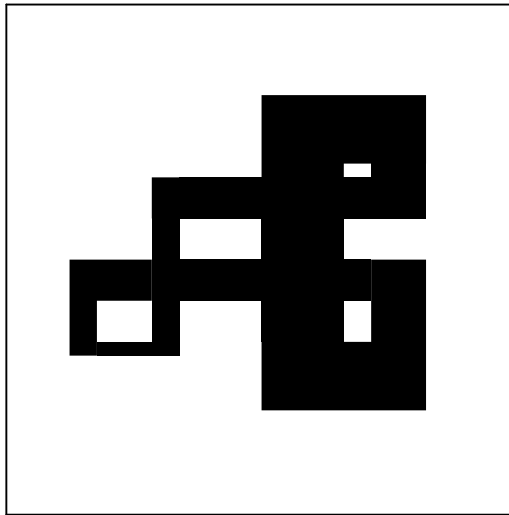
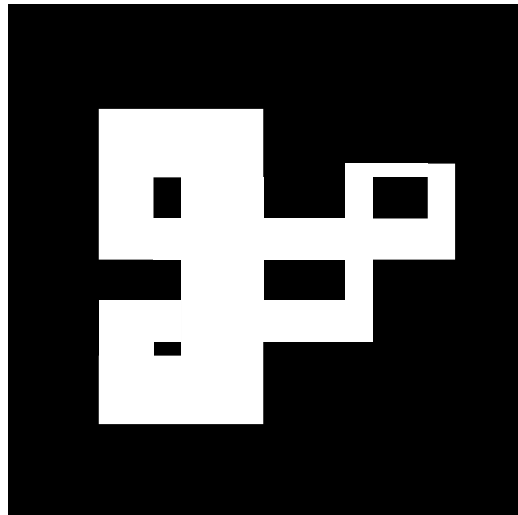






Triptychon S-Natz  
Triptychon N-Natz  
Triptychon H-Natz





# Schach Natz-Triptychon

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