

Seeing an object in real space may not be a very immediate experience. Aspects are experienced; the whole is assumed or constructed. Yet it is the presumption that the constructed "thing" is more real than the illusory and changing aspects afforded by varying perspective views and illumination. We have no apprehension of the totality of an object other than what has been constructed from incidental views under various conditions. Yet this process of "building" the object from immediate sense data is homogeneous: there is no point in the process where any conditions of light or perspective indicate a realm of existence different from that indicated by other views under other conditions. The presumption of constancy and consistency makes it possible to speak of "illusionism" at all. It is considered the less than general condition. In fact, illusionism in the seeing of objects is suppressed to an incidental factor.

**Structures.** Such work is often related to other focuses but further, or more strongly, emphasizes its "reasons" for parts, inflections, or other variables. The didacticism of projected systems or added information beyond the physical existence of the work is either explicit or implicit. Sets, series, modules, permutations, or other simple systems are often made use of. Such work often transcends its didacticism to become rigorous. Sometimes there is a puritanical skepticism of the physical in it. The lesser work is often stark and austere, rationalistic and insecure.

While most advanced three-dimensional work shares certain premises, distinctions can be made between works. Certain ambitions and intentions vary and can be named. Terms indicating tendencies can be attempted on the basis of these different aims. The terms arrived at