



Think of how the shapes relate to one another. For example, a V is half of a diamond, a diamond can be superimposed with a circle, or two V's make a W or zig-zag.

PERCUSSIVE VS. SMOOTH CONCEPT

This is where the **Percussive** and **Shape-Making Concepts** work together. You'll "**Connect the Dots**" to create shapes and patterns and overlap similar shapes to make **Percussive** and **Smooth** versions that relate to each other. For example, if you have the **Diamond Shape** from above which is comprised of a sequence of four **Isolation Positions**, you can observe the points as **Percussive Isolations** or you can curvaceously round through the points, creating a **Rounded Diamond**, which resembles a circular movement.

Your goal with every shape is to pass through the basic **Isolation Positions**, ensuring that you're using core-originated points. The **Percussive vs. Smooth** technique is a great way to drill new movements to ensure **Full Degree of Range** of the shape, while solidifying quality and timing. You're also multitasking refinement for both versions while referencing known **Isolation Positions** for swift learning and emphasizing the relationship and importance between both. It creates ease with timing of **Layering**, solidifying new combinations of shapes, interpreting movement to rhythm, expressing musicality, expanding the realm of 'what is possible' in terms of