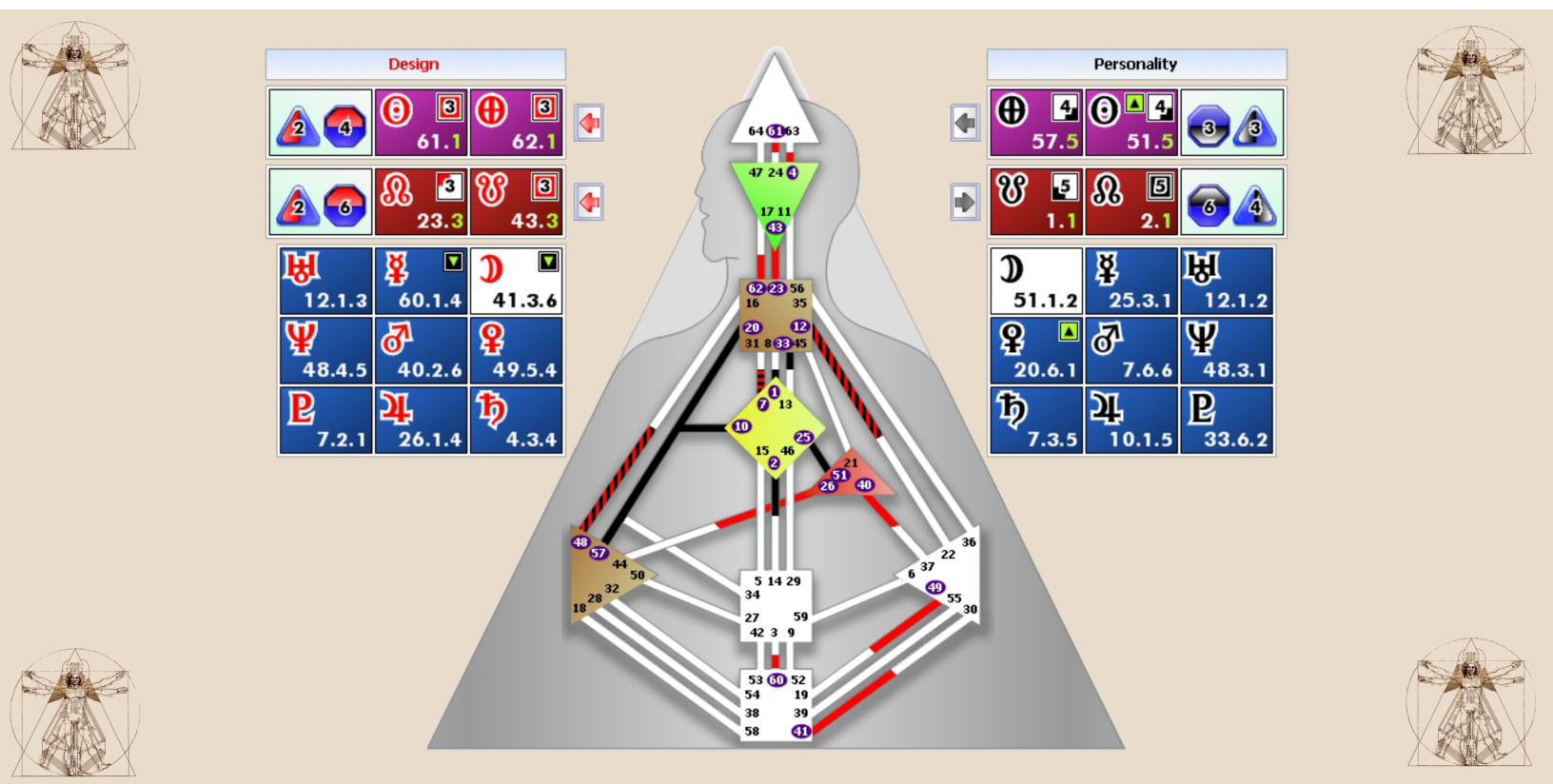


ADVANCED IMAGING THE NEW SYNTHESIS

LESSON 11 | RAVE ANATOMY 2: THE AWARENESS LECTURES

RA URU HU



JOVIAN ARCHIVE

Cover, design, and layout: **Loki S. Krakower-Riley**

Transcribed: **Patricia Balentine**

Proofed: **Sean Cook**



Learn about the Human Design System directly from the source:

www.JovianArchive.com is the official archive of **Ra Uru Hu**,
founder and messenger of the Human Design System.

www.myBodyGraph.com will teach you
about your Human Design Chart.

www.MaiaMechanics.com offers Human Design software
for students and professionals.

The **Rave BodyGraph™** and **Rave Mandala™** are registered trademarks of,
and **The Human Design System ©** is copyright protected
by Jovian Archive Media Pte. Ltd.

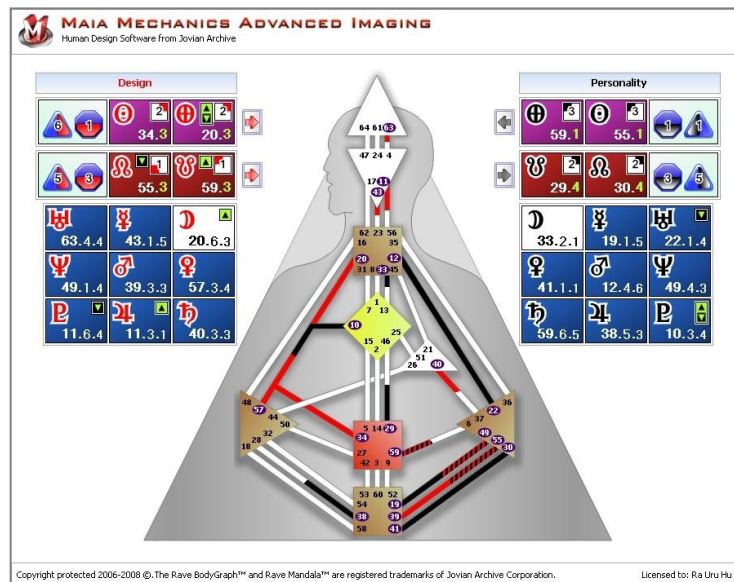
TABLE OF CONTENTS

Advanced Imaging The New Synthesis of Substructure and Surface.....	1
Maia Mechanics Advanced Imaging (MMAI).....	2
The Sun and the Earth	3
The Chain.....	4
The Tonal Level.....	5
Color/Determination	5
Base Orientation	6
The Arrows/Variable.....	7
The Link Nodes.....	7
The Lunar and Planetary Square	8
The Surface is the First Step.....	9
Mind's Dependency on the Body	10

Advanced Imaging | The New Synthesis of Substructure and Surface

Just about everybody who meets Human Design meets Human Design on the surface, because this is the only place where you can meet Human Design. The graphic presentation for anyone entering into Human Design is a presentation in which the BodyGraph—on either side of the BodyGraph there is a string of data rooted to the planets, and the gates and lines of the planets are presented. It's been that way since I was given the knowledge, this basic construct. And despite the fact that over the last 10 years particularly the depth of the knowledge—what it is there beneath the line and all of the investigation that has gone on, the teaching that has gone on—that the graphic presentation remained the same even though the programming was upgraded to be able

to give certain students access to emerging layers that were being revealed as we moved along.



For me there are two kinds of Human Design professionals. The majority of Human Design professionals are the ones who deal with the surface. The surface, obviously, is the great entry point; it is the only way to enter. And it is through the

surface that one first meets one's Design and the nature of one's Type and Inner Authority, the dilemmas of one's not-self, and so forth and so on. It is this surface that is the bedrock of the expansion of the knowledge, of the delivery of this information to others. And yet at the same time, the professional that operates on the surface is doing a specific task; that is, the task of being able