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## The lab of love

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## The lab of love

La naturaleza de tu simulación  
no consiste  
en representar todo fenómeno líquido  
[moléculas – organismos – reacciones]  
de modo lineal  
sino en rectángulos

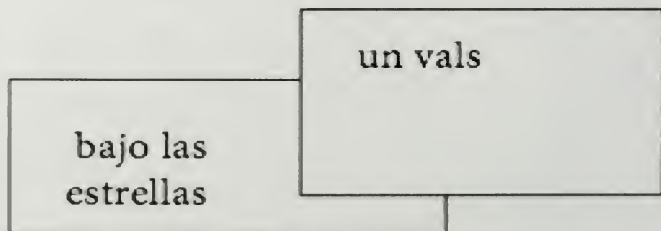
Tienes tus reglas:

1. El movimiento azaroso
2. La no superposición

De manera que si T en su deriva  
colisiona con mis huesos  
ha de retroceder y continuar la marcha  
en otro sentido  
[pese al primer instinto]

y mientras tanto yo  
me pregunto el porqué  
de tanta di-simulación  
(la repetición de los puntos un dos un dos un dos)

Si pretendes gritar EUREKA  
añade un tiempo y un espacio, por ejemplo



a modo de ecuación

## The lab of love

The nature of your simulation  
does not consist  
in representing all liquid phenomenon  
[Molecules, organisms and reactions]  
in a linear fashion  
but with rectangles

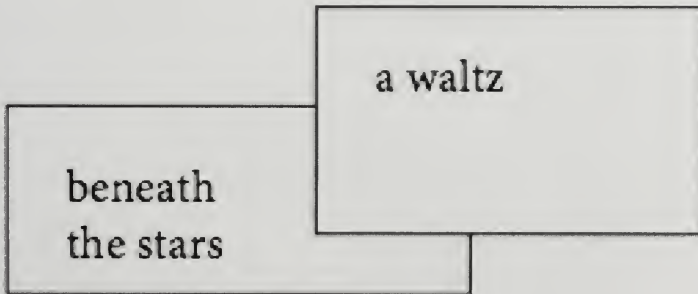
You have your rules:

1. Hazardous movement.
2. Non – superimposition

So that if, mercifully, Y,  
colides with M  
it must return [despite its momentum]  
and continue in another direction

And meanwhile I  
wonder why, the meaning of so much  
di-simulation  
(the reiteration of one two one two one two)

If EUREKA must be yelled  
First add a beat, then a space:



in our equation game