

THE ARTIST MUST FIND A SUTABLE SLOPE.  
NOT TOO STEEP TO PROPEL THE ARTIST OUT  
OF CONTROL, NOR TOO SHALLOW TO  
MAKE PROGRESS DIFFICULT.

THE SURFACE SHOULD BE AS SMOOTH AS  
POSSIBLE, PREFERABLY GRASS FOR MAXIMUM  
COMFORT. NOT ENCLOSED AS TO GIVE A  
GOOD VIEW OF THE OPEN SKY.

THERE SHOULD BE NO IMPEDIMENTS TO THE  
BASE OF THE SLOPE TO CAUSE DAMAGE TO  
THE ARTIST. EXAMPLES OF THESE WOULD BE  
TREES, BOULDERS, RUSTING AGRICULTURAL  
IMPLEMENTS, HUMAN BEINGS AND  
STANDING WATER.

THE ARTIST LIES AT THE TOP OF THE SLOPE,  
PERPENDICULAR TO THE LINE OF THE  
DESCENT. THE ARTIST HOLDS THEIR ARMS  
ABOVE THEIR HEAD IN THE SAME PLANE AS  
THEIR BODY. THEY LIE ON THEIR BACK FACING  
THE SKY.

THE CAMERA IS HELD IN THE ARTIST'S HANDS  
IN SUCH A WAY AS TO MAKE THE LENS POINT  
AT THE SKY.

THE CAMERA IF POSSIBLE SHOULD BE  
PROVIDED WITH SOME MECHANICAL MEANS  
OF FIRING THE SHUTTER, SUCH AS A MOTOR  
DRIVE. IF NOT THE ARTIST MUST MANIPULATE  
THE SHUTTER MANUALLY WHILST IN  
MOTION.

THE ARTIST RAISES THEIR ARMS BY A  
SUFFICIENT DISTANCE WHEREBY THE  
CAMERA LENS WILL NOT STRIKE THE  
GROUND AS IT COMES AROUND.

THE ARTIST WILL RELEASE THE MECHANISM  
OF THE CAMERA SHUTTER. THE ARTIST WILL  
ROCK BACK AND FORTH UNTIL THE  
MOMENTUM REACHED IS SUFFICIENT TO  
SEND THE ARTIST DOWNWARD.

AS IN LIFE, KEEP YOUR EYES OPEN.  
GRAVITY WILL DO THE REST.