

Passerby in the middle of a train platform observes
two lights flashing in Station A and Station B;

In Station A and Station B are two lights flashing
from the ends of stations to the middle of a platform.

Standing halfway between Station A and Station B
is a passerby observing two lights flashing
at the same time;

signaling to a passerby that she is standing in the
middle between Station A and Station B are
two simultaneous lights.

Passenger on a train travels from Station A to Station B;

traveling from Station A to Station B is a train seating
a passenger.

Inside a moving train is a passenger traveling towards
an oncoming light;

flashing light travels towards a passenger on a
moving train.

Flashing light in Station B motions towards a passenger
that she is about to arrive;

passenger motions towards a flashing light
as she is about to arrive.

Passenger arrives withdrawing from a light traveling
at the speed of light;

flashing light recedes away from a departing passenger
at the speed of light.

Whereby observed subject is displaced by the speed of a passing subject, observing subject passed by the speed of a displaced subject might be such that the two motions are simultaneous.

Heading to Station B from Station A is a passenger sitting in the middle of a train passing a platform;

passerby on a platform is passed by a train traveling from Station A to Station B.

Passenger passing a passerby perceives a subject
in motion;

passerby passing a passenger appears as a subject
in motion.

Motion of an observing subject when passing crosses
into that of an observed subject;

observed subject crossing into an observing subject
transmits one's speed of movement as either faster or
slower with respect to her.

Seeing an approached as one approaches is an
experience of collision;

approaching an approached is experiencing an object
of collision as speed.

Speed is a velocity of encounters that braces one to
collide;

velocity of speed is that which allows one to
collide.

To brace for an oncoming collision is to give velocity its
directionality;

directionality of speed is such that two collides
instantaneously.

Collision instantaneously vanishes so as to direct a
velocity of speed;

velocity picks up speed directing two to
instantaneously vanish.

Relative simultaneity is a crossing of separate axes
vanishing at a singular point;

two separate axes vanish to experience a crossing of
relative simultaneity onto a plane.

Positioned at the back at the start of its length are
charging axes ready to cross onto an outgoing plane;

positioned at the front at the end of its length is a
charged plane ready to cross into incoming axes.

Telescoping out of shape is an object of experience
called distance rushing forward;

object of experience dilates as it rushes forward towards
its distance.

Defined remote plane buckles to shape an accelerating
form of distance;

shaping the speed and form of distance is a marked
plane closing its distance.

Distant relativity is multiple planes of axes that collide
in place;

plane of collision marks a beat that strikes in place.

To that which is charged is a beat that relays from one
plane to another;

to what receives a beat is a strike that relays an interval.

Marking an interval is a beat that relays a movement
in time;

time-movement is marked with an interval to relay.

Charged with a beat is a relaying of time-movement
passing through momentum;

striking with momentum is a beat charged under
obligation to relay again.

Relaying to another beat soon to arrive, antecedent
beat passes so that its strike is simultaneous with
forgetting.

Beat is heard such that its preceding beat is forgotten;

beat forgotten transmits with such force so as to be
heard again.

Beat strikes to mark what is forgotten;

forgetting strikes a beat to transmit what is again
already arriving.

Forgetting what has been heard transmits what has
just arrived before;

what arrives is its precedents forgotten to charge a
beat that comes next.

Already forgotten is a transmission soon to arrive;

transmitting at a distance is an event elsewhere
simultaneous with a strike happening now.

Retrieving in far distance is an echo that surrounds
what is being relayed now;

landing far in distance is a no-place now.

We brace ourselves again to collide.

