

Type: SiTe II–

<https://www.youtube.com/watch?v=aarEtTFt-cU>

Pi-lead

0:22



^ Pi Drifting Zone-out + Pi Narrow Head Zoning + P Head Tilt (part of fluid posture)

0:37



^ Pi Drifting Zone-out + Pi Narrow Head Zoning + P Head Tilt (part of fluid posture)
(+ Je head shake)

144 secs



^ Pi Diagonal Eye-Drifting + Pi Inertia

Suspended & Candid Signals



^ Naive Eyes, Gentle Embedding +
Four Point Pulls + Vertical Tension

Delta



Dynamic Signals:

<https://www.youtube.com/watch?v=TJFbB8hdlrc>

0:00



^ Levity Effect + Brushstrokes Eye Toggles

2:37



^ Levy Effect (low/med)

5:34



^ Levy Effect (med/high)

= SiTe type

Counter-Signals: Grounded



^ Possible Grounded Eye Tension

However, we have a contextual situation here. Kramnik has strong **Fallen Affect**. This is known to not just affect the downturned corners but also affect the eyes, making them more “lifeless” which is what we see of Kramnik’s eyes. They don’t necessarily look Ni/Se, they look Ne/Si + tired.



Thus he’s most probably SiTe with Fallen Affect, not NiTe.



^ Solid SiTe qualia

As for development

Je development

185 secs



^ Je Head Shakes (med) + Je Head Nods (med)

509 secs



^ Projecting Hands (low/med)

190 secs



^ Je Shrugs + Je Head Shakes (+ Pe body swaying)

75 secs



^ Je Head Shake + Je Head Nod (+ some Pe body swaying, low)

100 secs



^ Je Head Shake

