

# The Cydonia Institute: Field Journal Vol. 4 No. 1 □

The M16 Face

by George J. Haas

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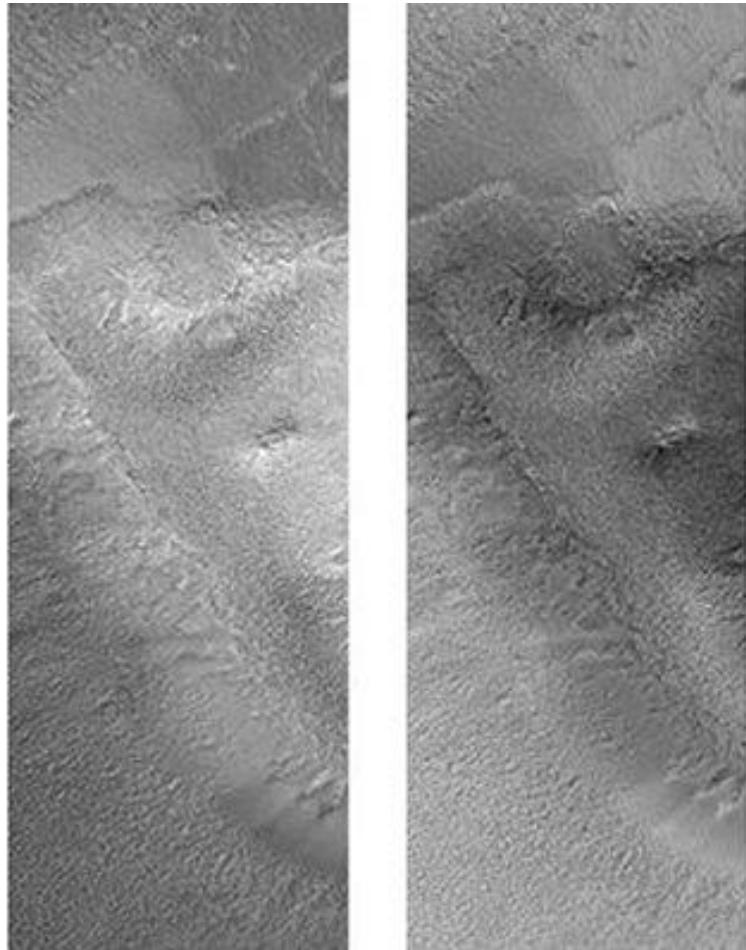
## A REALLY HIGH ALBEDO

And the saga continues. We are now being spoon-fed "bits and pieces" of the Face on Mars, by the lead scientist at NASA, Dr. Malin and company. On January 31, 2001 Malin/NASA/JPL released 7 additional images of the Cydonia area that were subsequently obtained after the last release of Mars images back in April 2000.<sup>1</sup> In this latest "dump" of this set of Cydonia images it included a fine detail of the left Humanoid side of the Cydonia Face. The MOC image, M16-00184, (Figure 1) which captured a narrow portion of the western side of the face, including the forehead and the right eye feature. It extends down over the cheek and ends at the corner of the mouth.

Once the ancillary data was released, it was a surprise to find that the new MOC image was actually acquired the previous year during June of 2000 and held back for seven months. It was taken during the mid-afternoon, with the highest resolution ever taken of this controversial structure. The close-up view was shot with a stunning 1.7 meters, or 5.6 feet per pixel.<sup>2</sup>

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\*Portions of this report were published in *The Cydonia Codex: Reflections from Mars*, (Berkeley: Frog Lid, 2005), by George J. Haas and William R. Saunders.



**Figure 1**

M16 Face (M16-00184)

Left: Normal presentation

Note the high albedo features.

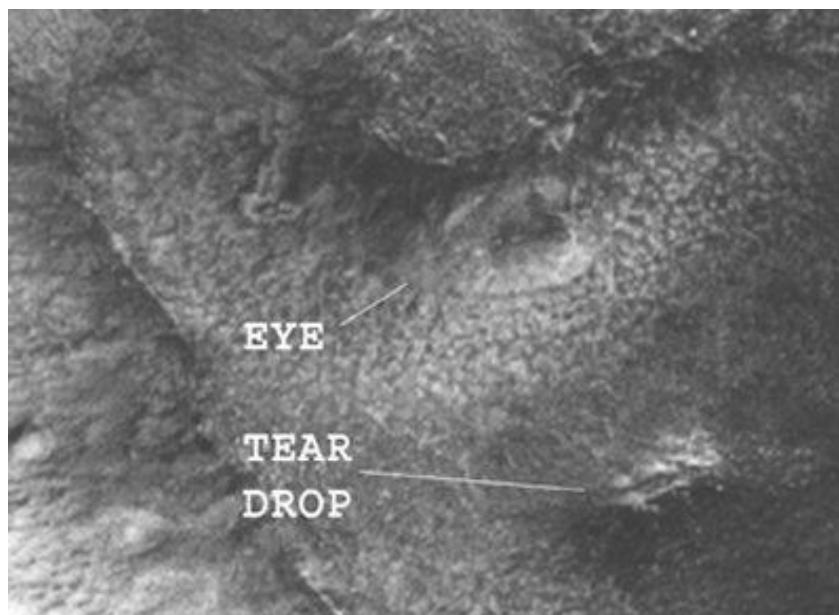
Right: Negative reversal.

Note the halved tri-leaf emblem on the forehead and the projecting edge of the brow and the almond-shaped eye feature

Unfortunately, it appears Malin/NASA has presented this new high-res detailed image of the Cydonia Face in a washed out "negative" presentation. This practice is a common public relations tactic employed by both NASA and Dr. Malin. When it comes to the Cydonia Face they employ every effort to downplay any artificial features that the Cydonia Face may exhibit. By releasing gleaming images with extreme brightness they can wash-out and obscure the detail. Once a "negative reversal" and contrast adjustment is performed (to limit the brightness) on the new M16 Face, its fine facial features are easily observer (Figure 1).

## THE EYE

When the new image is carefully examined, it is actually very revealing (Figure 2). It not only captures a small portion of the "headdress", including the Tri-leaf emblem and the controversial "teardrop" feature and a tiny corner of the mouth area but, it nails the "brow" area complete with an "eye" and "pupil". Every aspect of an eye feature that has been previously observed and predicted in the earlier 1976 Viking and 1998 Mars Global Surveyor images have now been confirmed in this new image.



**Figure 2** The Eye Detail of facial features in the new M16 Face (M16-00184)

Note the deer ornament in the brow, the almond-shaped eye socket and the "iris" in the eye.

Although disappointing in its lack of totality, this new image confirms the existence of all of these aforementioned anatomical features of the "eye". Notice the projecting edge of the "brow", the almond-shaped eye socket and a pronounced circular "eye" feature including an "iris". Interestingly, the famous "Teardrop" feature, directly below the "eye", appears to be more steep and rectangular in its form.

When instructing his art students on the various techniques used for sculpting eyes Jay Arrera\* maintains that the style and the scale of the sculpture will determine the method used. He provides his students with the basic guidelines to create a sculpted eye, where "light and shadow" creates a "believable" eye.

The student is instructed to carve an eye socket with an inserted eye ball. The eye is overlapped with the upper lid with extruding lashes to arch the light. The lower lid is carved with a top edge to catch the light. An iris can be inscribed within the eye with a pupil and indented highlight. He also cautions that because there is no distinction between the white of the eye, the eye, and the pupil it is very common to leave the eye blank. From a naturalist point of view, it creates the most anatomically correct version of the eye, as there is no surface delineation between the coloration of the iris or the pupil.<sup>3</sup>

Figure 3 provides an example of a sculpted eye offered by Arrera. Notice the eye's almond-shape is blank without an iris or drilled pupil. It has upper and lower lids framing the socket and topped with an arching eyebrow.



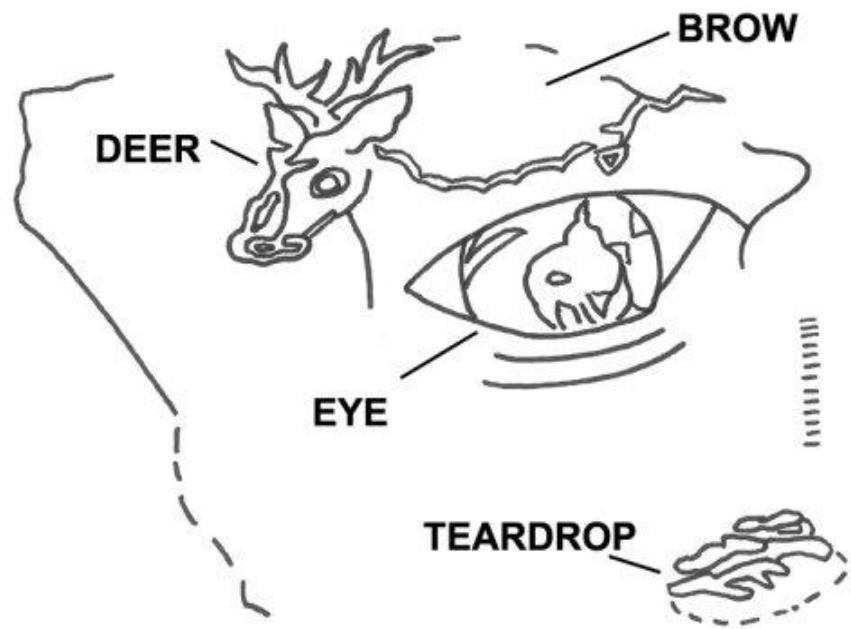
**Figure 3** Human eye (blank pupil). Photo courtesy Jay Arrera.

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\* Jay Arrera is a sculptor and a member of the National Sculpture Society. He is a graduate of the University of Oregon, B.F.A (1997) and has also authored many articles on drawing and sculpture.

## THE DEER EFFIGY

The big surprise here is not only the presents of an "iris" but the discovery an ornamental trophy head, mounted along the edge of the "eye" and "brow". In examining the new image I noticed an odd muzzle feature including a head formation sprouting out of the "brow" area, right next to the "eye". This odd animal formation appears to represent deer effigy complete with antlers. An analytical drawing of these amazing facial features is provided in figure 4.



**Figure 4** The Deer Effigy. Analytical Drawing of the facial features in the new M16 Face  
Note the deer ornament above the almond shaped "eye" socket.

In the Maya culture the deer has an interlocking relationship with the agricultural aspects of corn in regards to the deer's symbolic connections to water and drought.<sup>4</sup> Combining the presence of the tri-leaf corn emblem on the forehead of the Humanoid side of the Face with the deer effigy over the eye we find a repetitive agricultural iconography within the Face. The farmer

plants the corn, which needs rain to grow. As the corn grows it attracts the deer that brings the rain. When the deer feeds on the corn it also becomes an easy target for the hunter. Without rain the corn does not grow and without corn there is no deer.

This idea of a horned creature that is conflated with the physical attributes of a male, horned deer with the body of a serpent is found in many New World cultures (Figure 5). Amazingly, one of the earliest examples of this mythological creatures depicted as an eye form was found in Veracruz Mexico.<sup>5</sup> The image was produced by the Epi-Olmec actually depicts a human eye with an eyebrow that takes on the form of a horned deer with a serpent's body (Figure 5).



**Figure 5** Deer Serpents. Left: Aztec. Center: Maya. Right: Deer Serpent Eye, Epi Olmec.

This amazing close up view of the eye feature provided by our good friend Dr. Malin, not only reveals an anatomically correct, human-shaped eye but it includes a decorative Deer Effigy carved within its eyebrow. Opposed to what NASA has suggested, the more detail and closer views of the Cydonia Face they acquire, the more evidence we get that it is not just a pile of rocks but an artistically designed work of Art.

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## Notes

1. Malin Space Science Systems, *Face-to-Face with the "Face"*, Mars Global Surveyor, Mars Orbiter Camera, MGS MOC Release No. MOC2-275, 31 January 2001.
2. Mars Viewer, MOC 1600184, *Massif in Cydonia region*, Dated June 3, 2000
3. Jay Arrera, *Tutorial: Sculpting Eyes*, Sculpture, Tutorials, May 3, 2019.  
<https://www.jayarrera.com/blog/2019/05/03/how-to-sculpt-eyes/>
4. Jean Chevalier and Alain Gheerbrant, *A Dictionary of Symbols* (New York: Penguin Books, 1996), 282.
5. Felipe Solis and Ted Leyenaar, *Mexico Journey to the Land of the Gods, Art Treasures from Ancient Mexico*, Lund Humphries, 2002, 259.