

ACCES VISUALIZATION

IMAGE 2x2D SOURCE

The "2x2D source image" is the flattened image of the entire surface of the sphere of the SLS which is visualized at the diffraction point of the slits if the observer aims at the center of the SLS with the PF. It is the "door" through which access is made possible.

When the observer does not aim at the center of the SLS (the most common case where he aims in field space in order to obtain images), the source 2x2D image is less well defined and resembles a iridescent luminous disc.

By creating additional light inputs it is possible to display multiple 2x2D source images inside the PF. They are positioned either directly at the level of these additional inlets, or on the internal walls of the PF, on condition that one or more light rays enter.

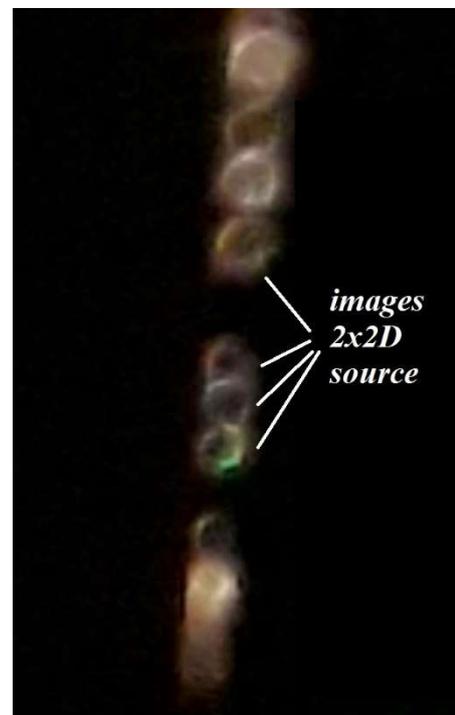
ACCESS TO THE LOCAL FIELD, EXPERIENCE 3

The SLS equipped with a halogen bulb with only one vertical filament (of approximately 70 watts consumed, low consumption bulb very widespread of the years 2010) allows the creation of a field of light and shade favorable to the realization of the access to the local field.

By taking a specific sight in field space, the observer sees the



Dessin de l'image 2x2D source observée à l'oeil nu à travers le point de diffraction des fentes lorsque l'observateur vise le centre de la SLS avec le PF. La totalité de la surface de la quasi-sphère qu'est la source est dépliée et aplatie en face du regard. C'est la porte.

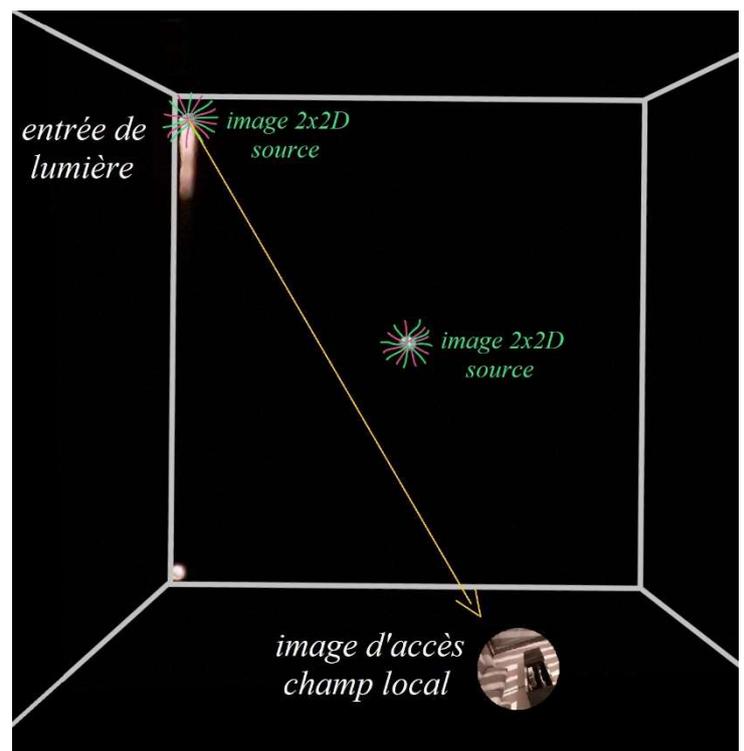


Avec la caméra, les images 2x2D source sont des disques lumineux irisés qui vont se transformer en des images de lieux selon la position adoptée

ACCES VISUALIZATION

source 2x2D image transform into a place in this field space, this place being seen from a distant position and by an axis which forms an angle with the direction of observation. This is the access image. To the naked eye, it is of real quality and depending on the configuration, it can remain in the PF or be absorbed by the vision, that is to say suddenly magnify in the sight by excess of compatibility between the vision and the observed luminous object. Once obtained, the access image continues to be observed (it remains in view) and the angle of observation of the place changes smoothly when the observer makes a sighting movement. The observer sees the place through a hole in the local reality. In its position and according to its direction of observation, it observes another part of the space of the room seen from another orientation and another position in space. It is a part of the room which is reached by the field and whose image is perfectly reconstituted in the PF, ie in a real way.

Access images can be photographed using a camera placed in the PF. The quality is poorer than with the naked eye but the advantage is that they cannot magnify in vision and get stuck in the camera.



Montage photo de ce qui est observé à l'oeil nu dans le PF. Sur la paroi inférieure, l'image 2X2D source s'est transformée en l'image d'un lieu atteint par le champ. C'est l'image d'accès. En cas de mouvement de visée, l'image d'accès se déplace sur la paroi et la direction d'observation du lieu évolue en conservant une image fluide et nette, soit en qualité réelle.

ACCES VISUALIZATION

In the Field of Light and Shadow, space is folded locally. The 4D space (system reference) allows a transformation of the 3d space at the local level and brings together within it real elements deposited. A specific sighting geometry is being established.

NON-UNIVERSE ACCESS, EXPERIENCE 2

The SLS is fitted with a bulb of the same type but with two vertical filaments. It is possible that there is a superposition of two fields, an impossible fact in a single reality.

The observer no longer takes care of the 2x2D source image because it is quite blurred. He looks through the two slits positioned orthogonally between them in the axis of the straight gaze and first observes the decoration of the experiment room.

Then quickly, the eye takes the habit of accommodating elements of the decoration at a different distance, on an image in the shape of a disc (transparent at the beginning) made of gray and white bands perfectly curved but rather vertical involving visual effects of depth. In sight movement, this image evolves in a magnificent way by slowing down its central part and the edges of the disc are very nicely transformed visually, as would with space a moving black



Image d'accès prise en photo à l'aide d'une caméra adaptée au PF. L'objet visé est un réveil.



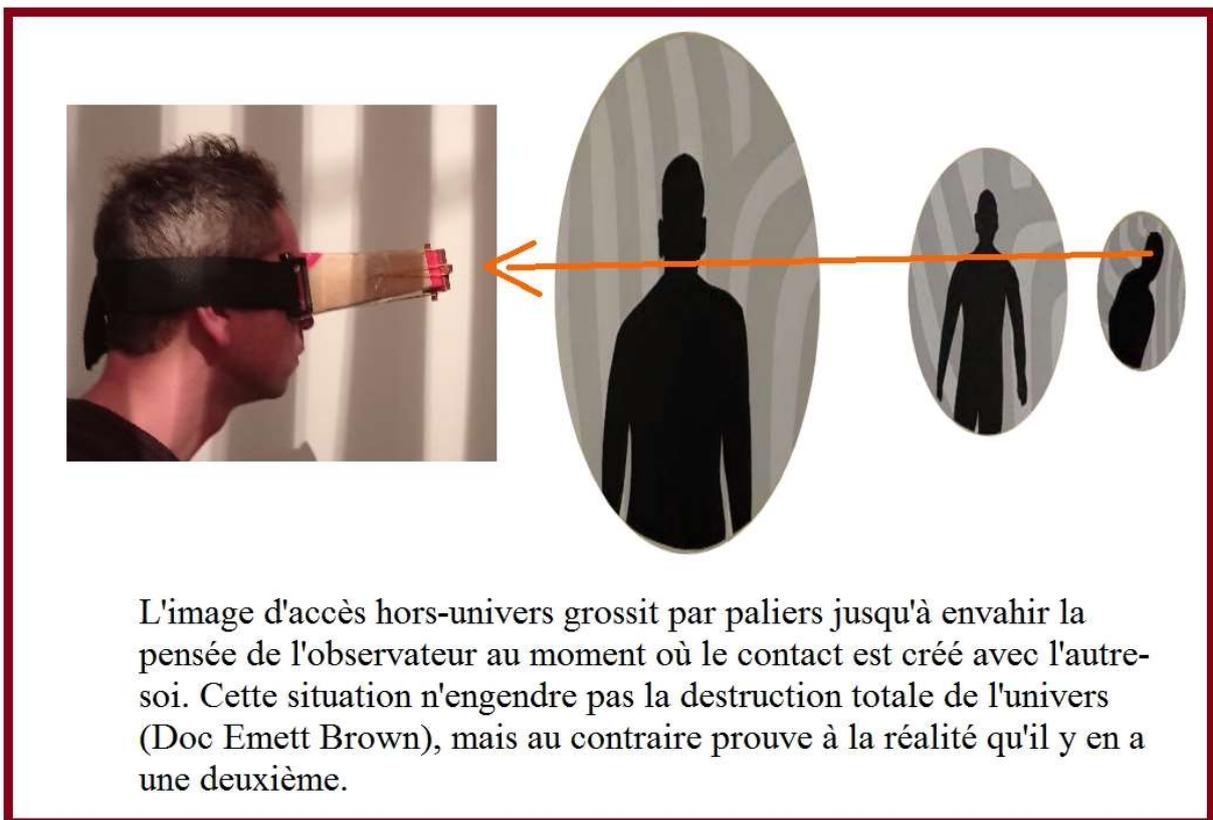
hole. You think you see a reflection in another space. For now, the image is not very big but becomes more and more persistent and

ACCES VISUALIZATION

opaque. It is the image of out-of-universe access.

If the observer makes a ray of light enter through an upper angle of the PF so as to position a piece of light in a lower angle, the access image still remains visualized at the point of diffraction of the slits, **and the position of sight thus obtained causes the entry of a physical character inside the image, double of the observer related to another-self, moment when the image magnifies instantly by consecutive stages (a few very fast zooms) up to invade totally thought, the mind finding itself fully integrated into this other space.**

Thought is invaded by this reconstituted 3d made of gray and white bands. The other-self appears when-to-him like a silhouette filled with black living within its own space. The observer comes into contact with him and the latter, looking towards the observer, also understands that there is a contact. The longer the access lasts (a few seconds), the more the gray and white space projected in the thought takes on an orange-yellow color and the edges of the silhouette of the other-self begin to sizzle slightly.



ACCES VISUALIZATION

INTRICATION

In the experiment, it is possible to make a hole in reality between two places of the local space (access to the local field) or between the local space and another space (access outside the universe) not accepted in the reality of by the fact that each individual is unique and cannot be represented in several copies in a single reality. It is therefore space that is transformed. Photons of light and shadow only adhere to the characteristics of 4D space and there are two types of possible entanglement : an entanglement between two places in real space where a hole connects these two spaces and a entanglement between real space and a second reality, ie another space where a hole also connects these two spaces. This discovery raises the hypothesis of the existence of a hidden universe of antimatter or at least makes it possible to ensure that there is indeed a second reality per observer. Moreover, it shows that there is no need for mass to fold space. The "wormholes" made here are "massless" wormholes. The space is folded lightly into the field of light and shadow and results in very intense observational effects. Thinking is super compatible with observing wormholes.

Simon