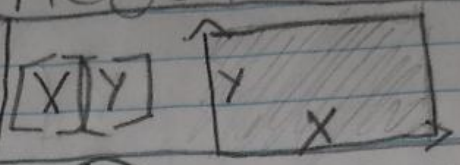
Shade = Area

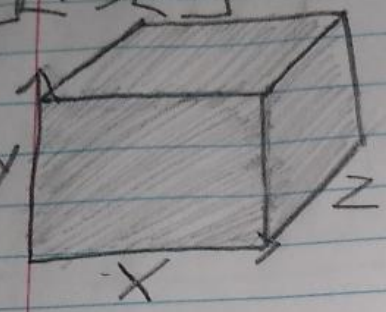
Arrays + Dimensions

X = Length Y = Height Z = Depth

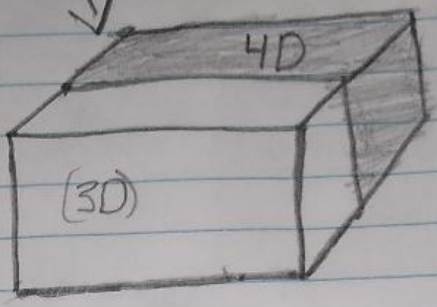
[X] Line → [X][Y]



[X][Y][Z]

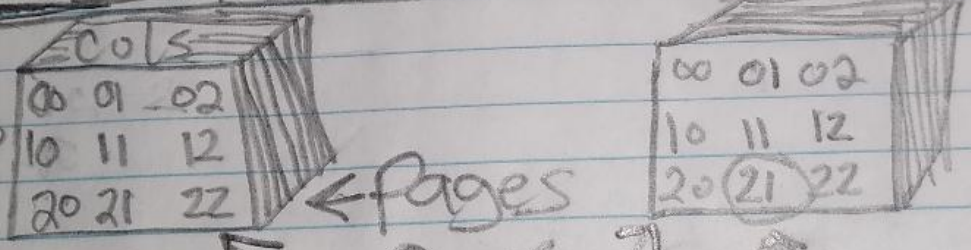


4D = [1][2][3][4]



Computer 4D:

15D Array



a3DArray[Rows][Cols][Pages]

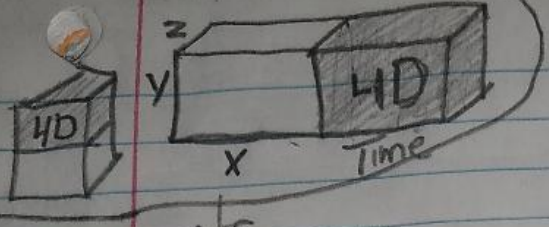
a4DArray[Rows][cols][pages][Books]
[2] [1] [0] [1] = (2,1)

5D = 4D + Subjects
6D = 5D + Libraries
7D = 6D + Cities
8D = 7D + States
9D = 8D + Continents

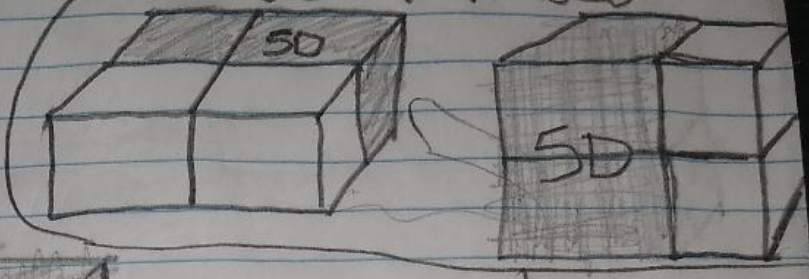
10D = 9D + Planets
11D = 10D + Galaxies
12D = 11D + Time
13D = 12D + Alternate Timelines
14D = 13D + Inverse Timelines
15D = 14D + Singularities + !4D

(Space) ↓

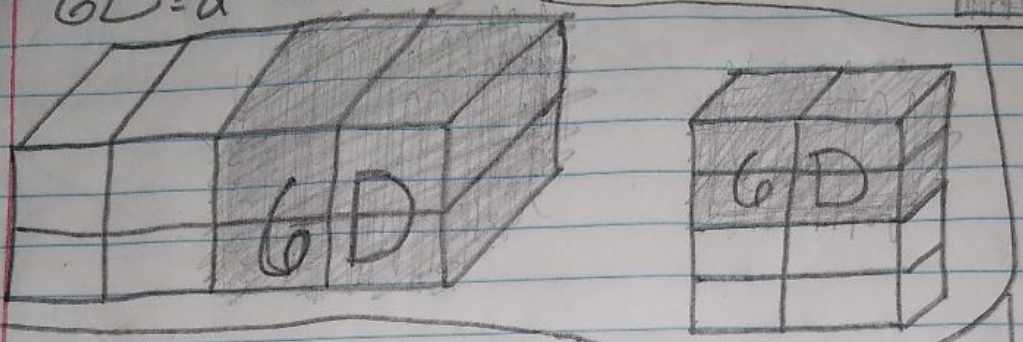
[X] = Line [Y] = Room (floor) [Z] = House [4D] = 2nd House



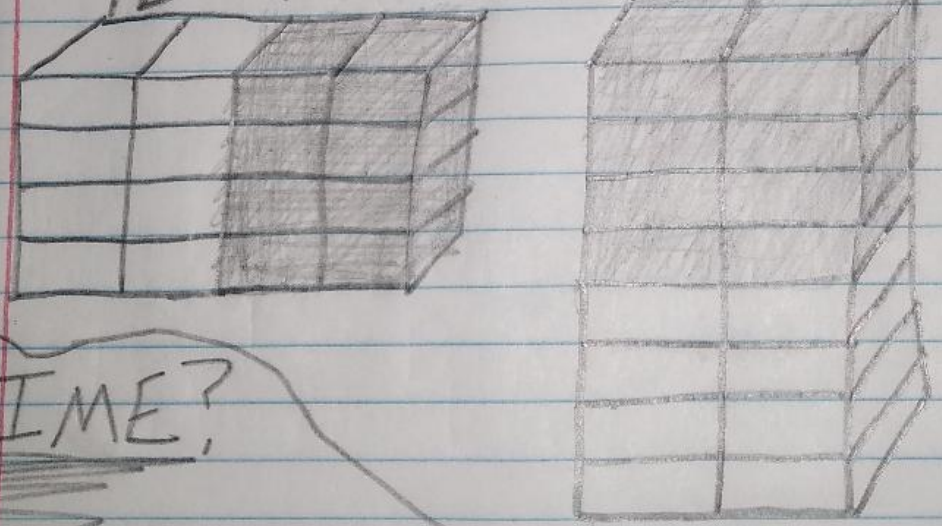
5D = 2^2 Houses Quad-Plex



8 Apartments
6D = 2^3 Houses



7D = 2^4 Apartments 16



TIME?

X = Time

[X][Y] = Space