The original vision is to explain these core ideas in an elaborate poetic narrative tale, rife with religious references. This is too difficult at this time in my life, thus we're in [/init/](https://spencers.dev/tags/init/) and I'll just wing it and hit the high notes.

Directly inspired by

# **Imagining the Tenth Dimension**

# *Rob Bryanton*

**Flatland: A Romance of Many Dimensions**

*Edwin Abbott Abbott*

~~Additionally inspired by~~

**~~Slaughterhouse-Five~~**

*~~Kurt Vonnegut~~*

**~~The Bible~~**

*~~Various Authors~~*

**~~1Q84~~**

*~~Murakami~~*

# Pointland (D0)

**.**

In Dimension 0 (D0) conceptualize a point. A point has one descriptor: existence.

To understand the higher dimension of D1 we build upon this D0 foundation. First conceptualize a D0 point at position (0,0) and a different D0 point at position (10,0).

**. .**

Connect these two separate D0 points together by filling in the space with an N number of other D0 points -- this forms a continuous line composed of individual points.

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# Lineland (D1)

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In Dimensions 1 (D1) we have a line. The citizens of Lineland are D0 points.

To understand higher dimension D2 we build upon this D1 foundation. First we conceptualize a D1 line of (0,0) to (10,0) and a different D1 line at position (0,10) to (10, 10).

****

Connect these two separate D1 lines together by filling in the space with N number of other D1 lines -- this forms a plane formed of continuous lines.

# Flatland (D2)



In Dimension 2 (D2) we have a plane. The citizens of Flatland are D1 lines.

# Depthland / Pointland (D3)

To understand higher dimension D3 we build upon this D2 foundation. First we conceptualize a D2 plane of (0,10) to (10,10) and a different D2 plane at position (5,10) to (15, 10).



# Lineland (D4)

To conceptualize higher dimensions, we take these D3 citizens and collapse/abstract them into D0 points. For example D1 uses/is a collection of D0 points, in this same way D4 will use D3.

Specifically, the above D3 Cube, is now represented as this D3 Point.

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# Flatland (D5)

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# Depthland / Pointland (D6)



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Ascension ad infinitum (D**X**)

The ideal version is to explain these core ideas in an elaborate poetic narrative tale, rife with religious references. This is too difficult at this time in my life, thus we're in [/init/](https://spencers.dev/tags/init/) and I'll just wing it.

# **TLDR;**

We can generalize our understanding as :

(1)

The summation of all Dimension N becomes Dimension N+1.

The citizens of Dimension N are N-1.

The vision of those living in Dimension N is N-1.

The **'God'** of Dimension N is N+1. (The dimension above 'sees' the summation of the dimension below)

*The language of citizens, summation, vision, God, etc are all indicating the same subset relationship of Dimension N to Dimension N-1.*

(2)

We exist (have vision/perceive) in D3 therefore we are D4 beings.

Therefore we conceptualize Dimensions in D3.

Therefore higher dimensions require abstraction, collapsing D3 into D0.

Therefore Dimensions progress as Point > Line > Rectangle — recursively ad infinitum.

(3)

todo

All I want to do, ever, is think.

<https://www.youtube.com/watch?v=XPtEqEFDXg4>

Lauren Sanderson - THERAPY!