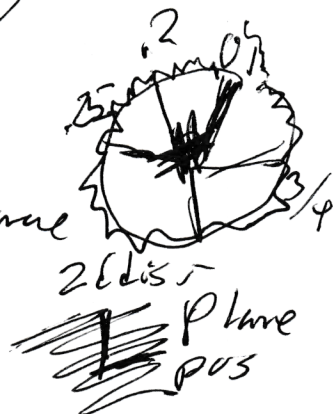


"Sphere" of possibilities



distance
2d pos
on plane



3d distance



is position

is pos on sphere



Surface
manifold
volume
etc

4d "space time"
spider web cone



your "universe" is
single thread,
others can be
mark "observable"

Universe

old spin + new spin = current spin
Past + Future = Present



fold



sphere?

hourglass?

mistake?

want these to be useful so bad!!

