

# The Five Stage Picnic

(working title) 6.21.2020



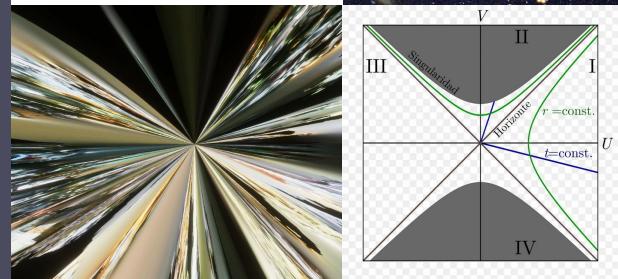
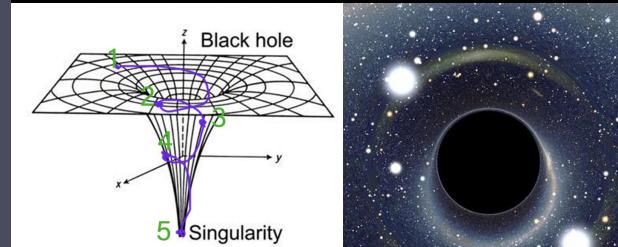
# Narrative

We are a recon air vessel blown off course onto the stage of some supernatural phenomena. Something seems off right away, but to the naked eye, we are simply flying through a normal cityscape.

It quickly becomes clear this is not the case as we catch the city from a new angle and realize there is no true horizon line or reference point. It is warped, and twisted from every perspective other than the first.

As soon as we've gotten our grips with this weird dimension we are sucked to the next, where a new bizarre and frightening scene awaits.

We are dragged through this process five separate times, through five realities both familiar and alien. Seemingly sucked through wormholes from each reality to the next, we find each new destination circling us farther down the gravity well of a supermassive black hole. Our heads up display begins glitching out, reflecting our brain waves and reciting back to us philosophical quotes, nursery rhymes, and nonsensical ramblings. The last thing we can recognize is the point of singularity.

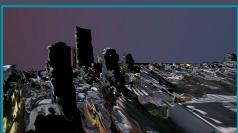


# Thresholds



1. Non Euclidean Dimension

0:00



3. Swartzschild Reality

1:20



2. Kinetic Annihilation

0:32



5. Normality/Singularity

2:07

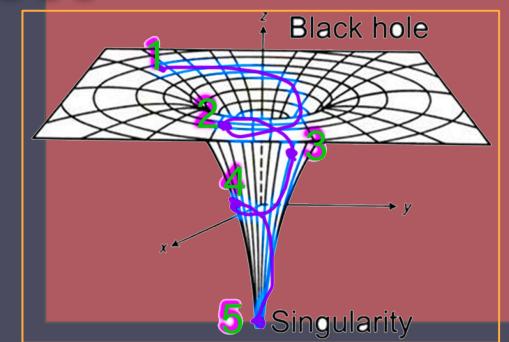


4. HyperGravity

1:37



## The Gravity Well



*The Gravity Well spins along its z axis clockwise,*

*and when the drone traverses between thresholds, it travels against the spin of the gravity well.*

# Stage 1: Non-Euclidean Dimension

As mentioned in the narrative overview, this will be the first 'hit'. The world will appear almost normal till the naked eye until it doesn't, not only does the world itself lack a reference point, but so does all that inhabits it.

Everything within the space is constantly fluctuating between 1 and 4 dimensions from single line segments to all-sided tesseracts.

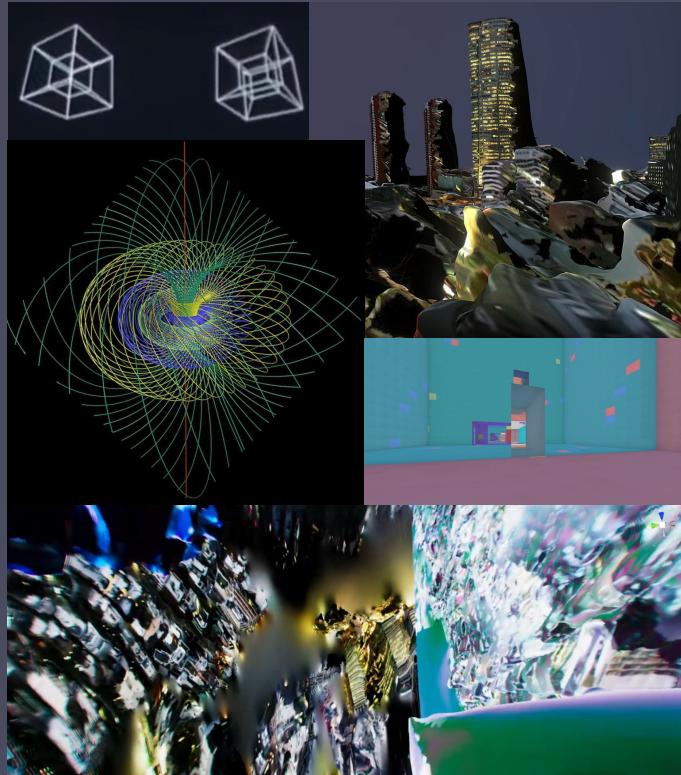
References:

[Non-Euclidean Geometry](#)

[4th Dimensionality](#)

[Higher Dimensional Perfect Shapes](#)

[More Non-Euclidean Spaces/4D Polytopes](#)



## Stage 2:

### Kinetic Annihilation

Entering the second stage, the vaguely euclidian landscape continues. There appears to be people... but perhaps not quite.

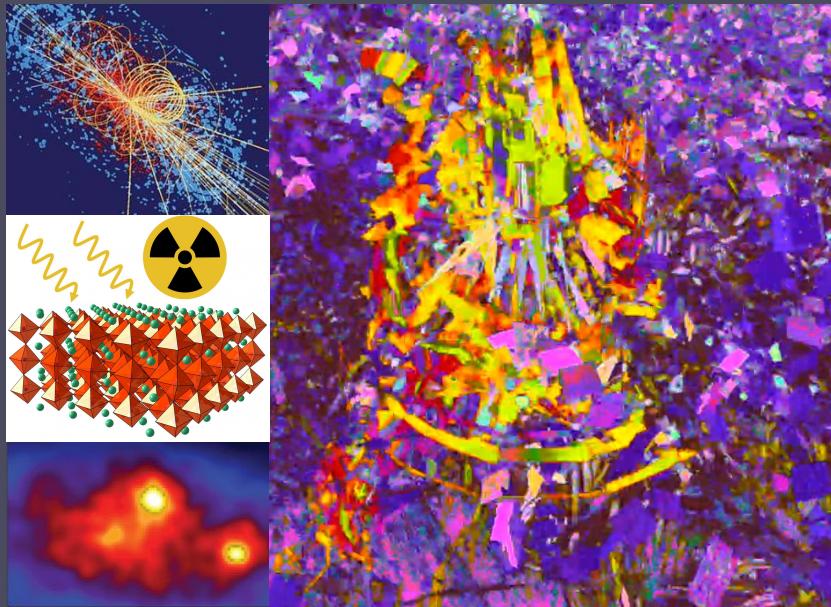
The silhouettes of humanoid beings struggle to take form as their anatomy, their very atoms swirl and flurry trying with extreme force and velocity to become whole again. At some point the beings stop trying to take form, and simply give into the current, becoming a unified organism of ebb and flow, what was violent and torturous, is now serene and ethereal event beyond our comprehension.

This stage is inspired by how gamma radiation effects the atoms of organic beings, causing them to jump around and thusly breaking down the molecular structures. This stage appears to be a microcosm of intensely kinetic molecular breakdown, nothing can quite take form.

#### References:

[Gamma Rays](#)

[Ionizing Radiation](#)



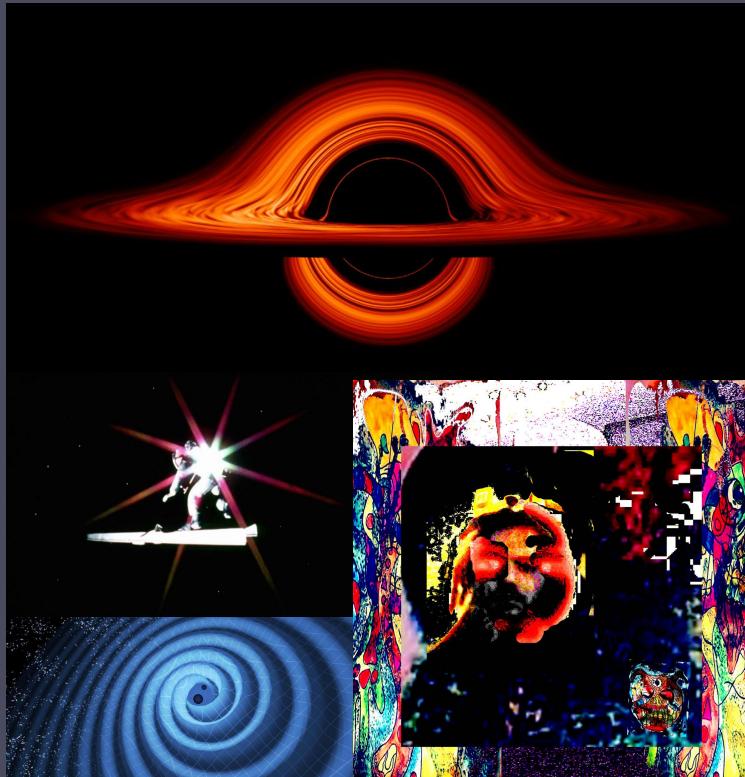
## Stage 3: Swarzchild's Reality

Again, upon entering this reality, we are confronted with a seemingly normal humanoid. But before long, its entire mass is sucked into itself, pulling in everything in its immediate surrounding, and creating a compact black hole.

Some radial force sucked its entire mass into a microscopic circumference that caused a hyper dense space resulting in the black hole.

References:

[Schwarzchild Radius](#)



## Stage 4: hypergravity

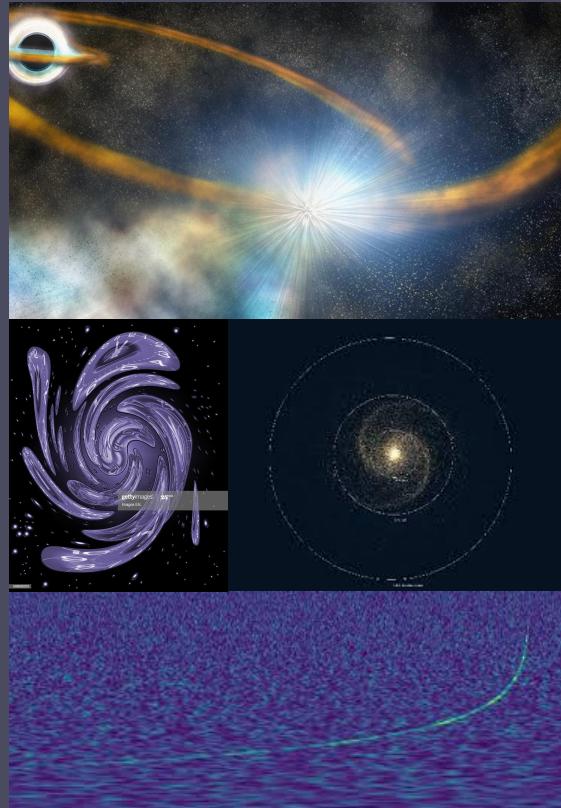
This pocket of reality is placed within the ergosphere at the closest point to the bottom of the gravity well and thusly exhibits extremely strong gravity, capable of crushing a person into a pancake or even pulling our vehicle violently into the ground.

Bits of debris and supernatural gunk that forms in this area shoots immediately into the ground the instant it forms at unnaturally high speeds. Even Light is bent and squished.

References:

[Spaghettification and Tidal Forces](#)

[Effects of hypergravity on humans](#)



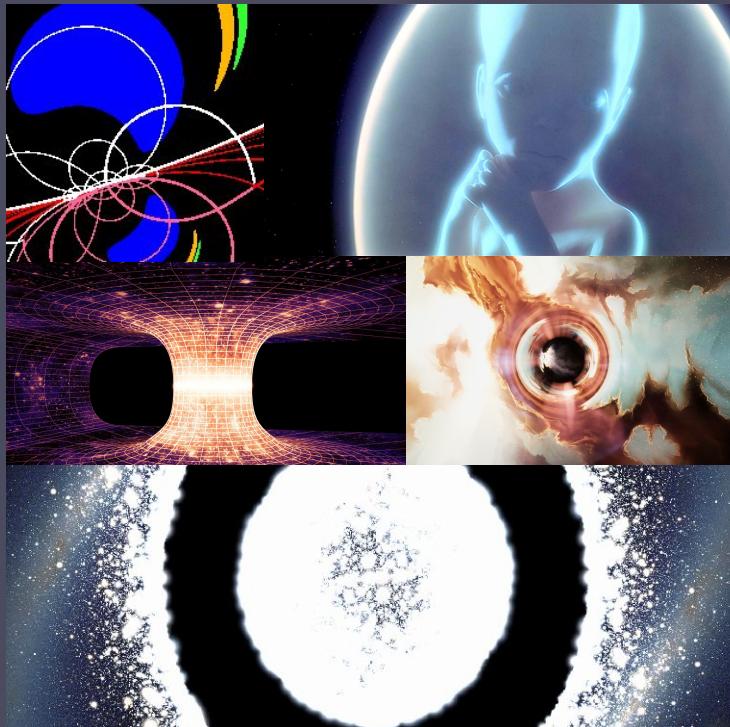
# Stage 5: Singularity

The end is here.. Or is it the beginning?

References:

[Beyond the singularity](#)

[Spacetime Distortion](#)



# Splash Board



Bad Gateway