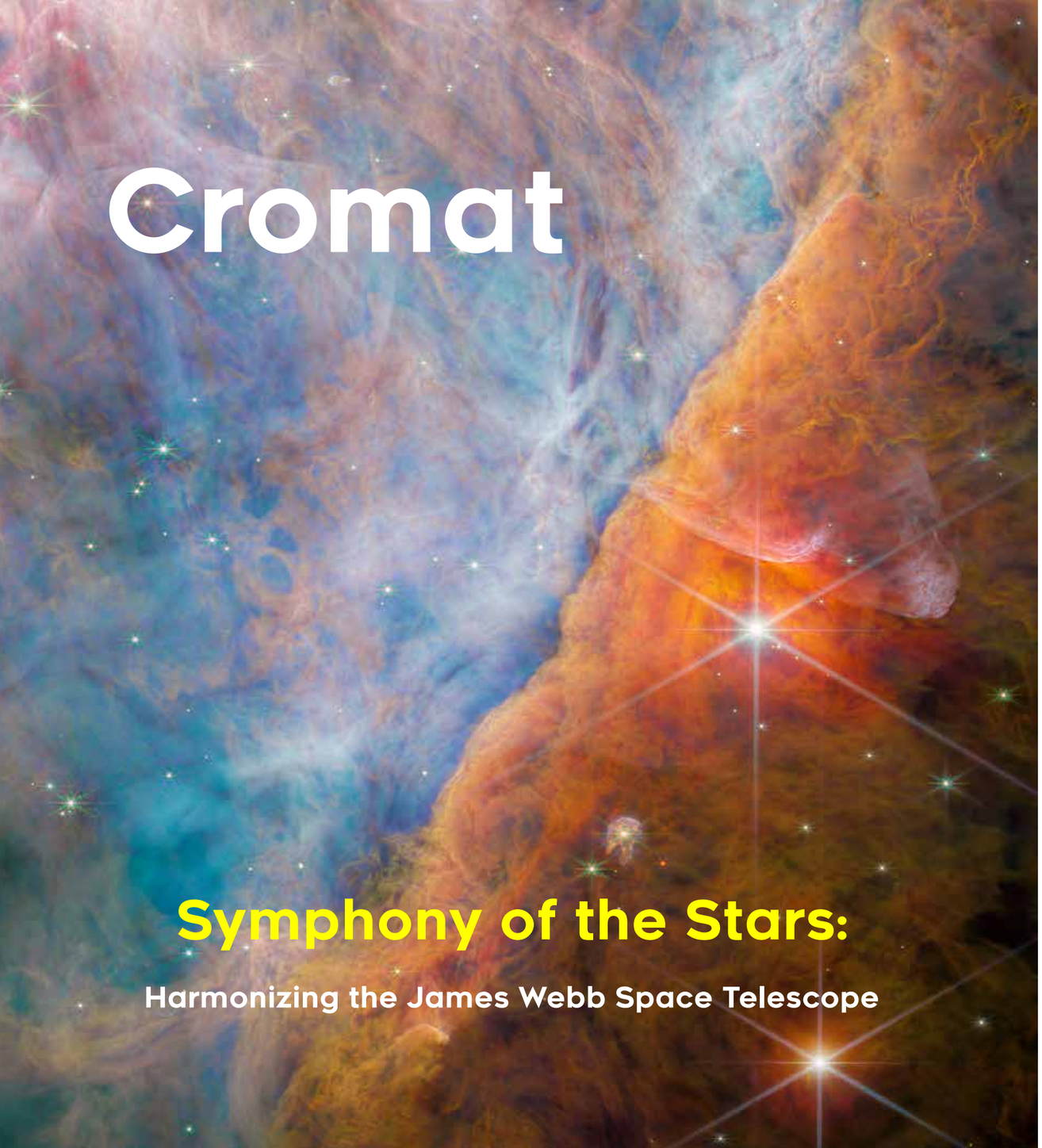


light traveling at the speed of light through a volume isn`t static, it`s moving at the speed of light in the medium of propagation

Guillermo Bolaños R.
arqcustic

in a recorded signal, mc^2 is the number of apparent mass records registered at a time t, for example in audio the Hz and video in fps

$$e = mc^2 + \frac{1}{2}KA^2$$

$$K = w^2 m$$

mean
un medio

elastic
elástico

vibrations
oscilante

$$m_{app} = \frac{2}{(w)^2 A^2}$$

$$e = mc^2 + \frac{1}{2}w^2 r^2 m$$

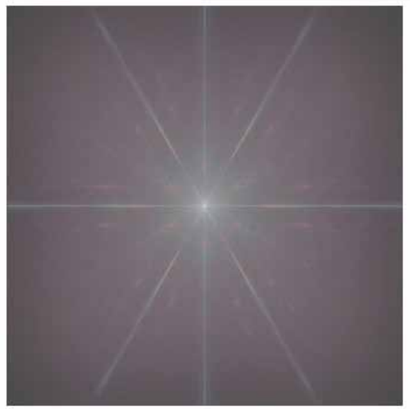
one medium
un medio

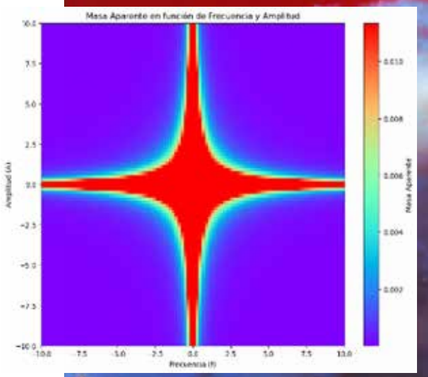
frequency
frecuencia

radio +-1

aparent mass
masa aparente

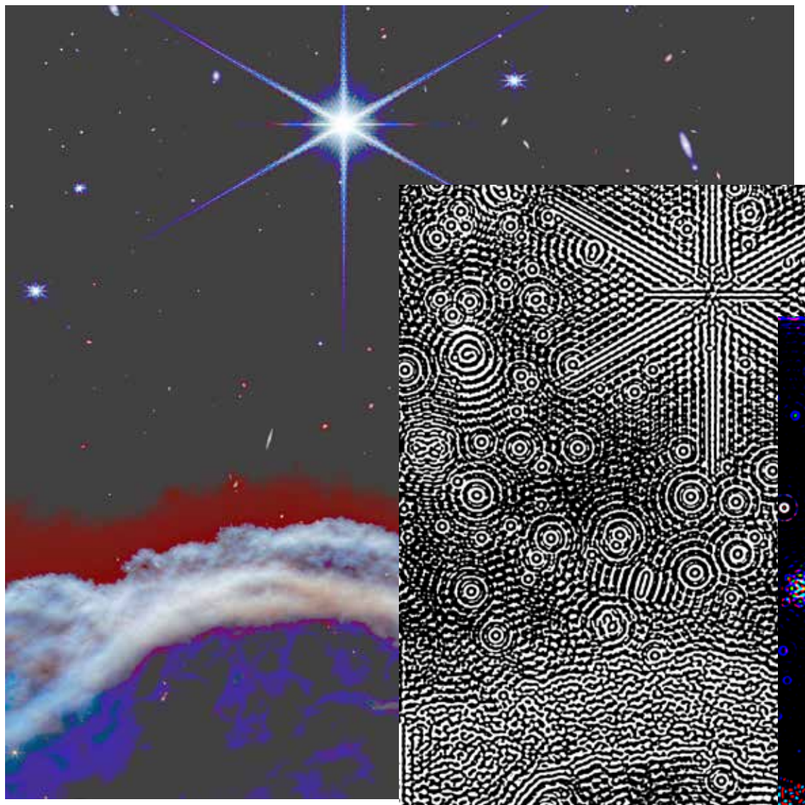
fft analysis



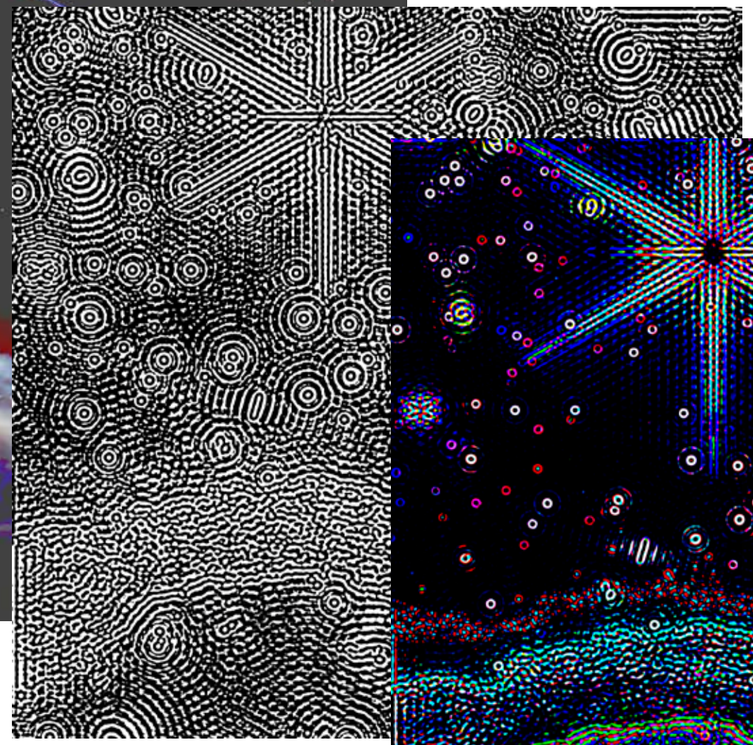


3D Height Maps
Amplitude

Marshall Long on his book “Architectural acoustics” explains that in 1980 three brillant scientist Houtgast, Steeneken, and Plomp reasoned that stars are analog to acoustic impulse sources.



Level filter

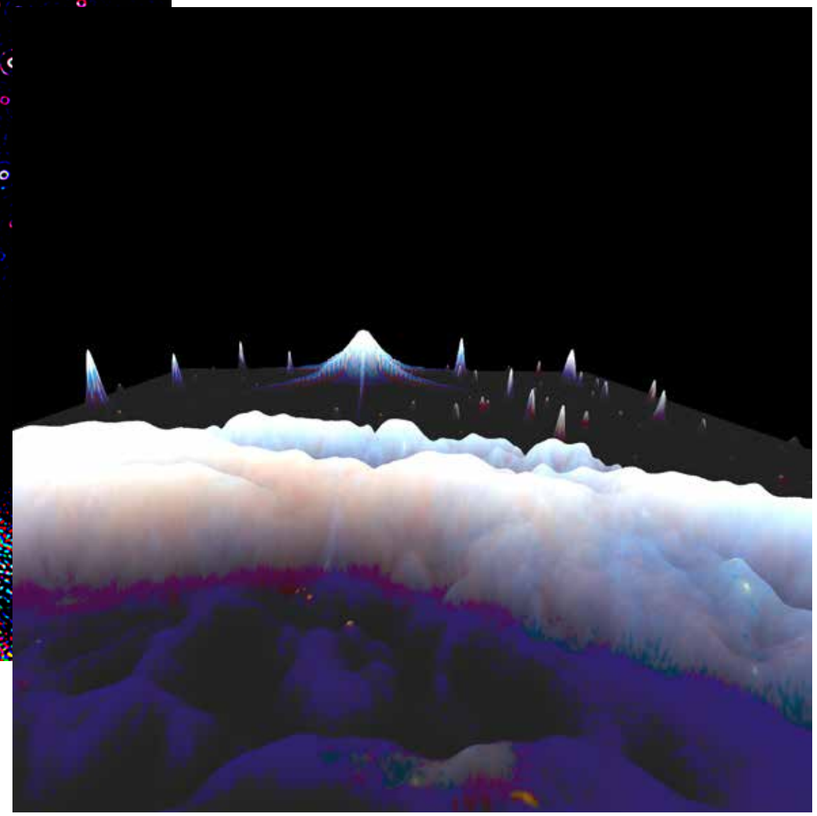


Band-pass filter

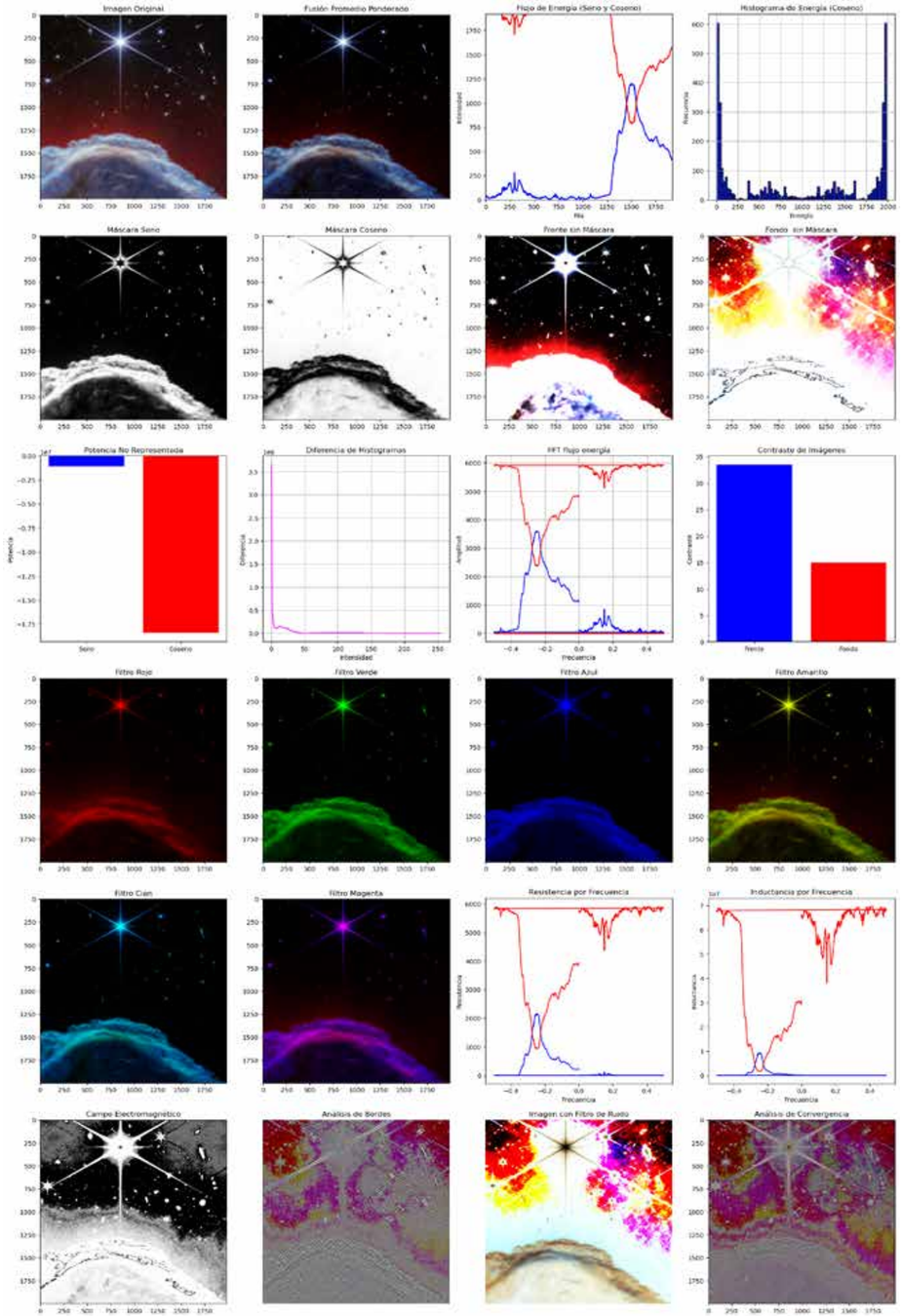
Low cutoff = 0,5 Hz

Thershold

Band-pass filter RGB



Height maps



Cromat notebook

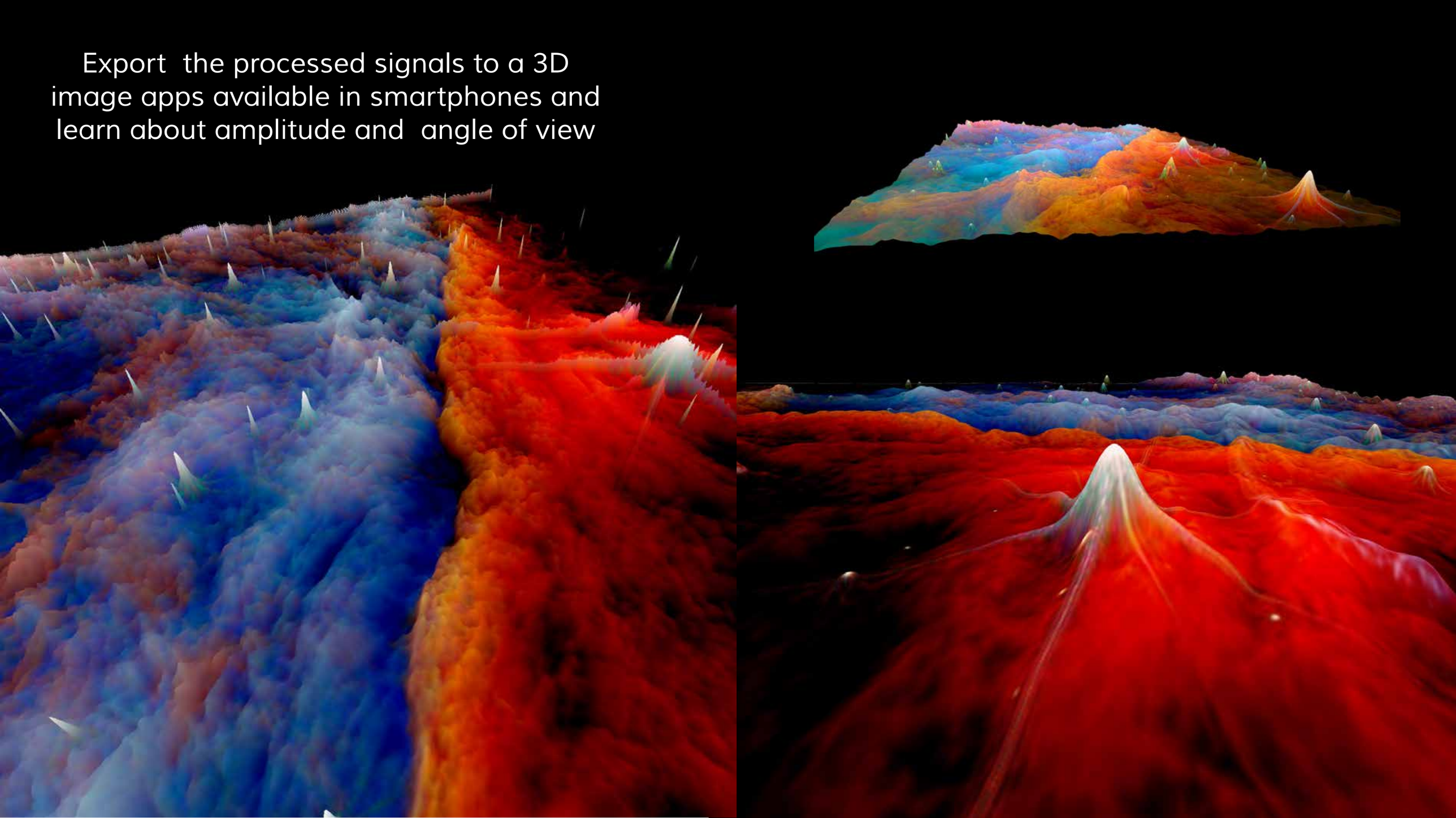
Cosine is all about harmony, in complex maths is the real part of the signal.

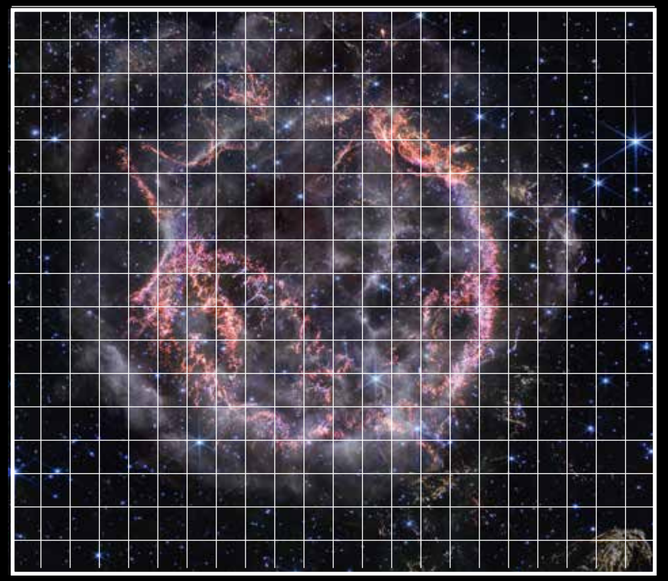
On the flip side, sine might feel a bit offbeat at 90°, so sine is like, “Hey, I’m just 1 minus cos”

From Hilbert`s analysis, to electroacoustics basic and complex numbers, multiple studies can be performed by scientists according to their field.

https://github.com/arqcustic/cromat

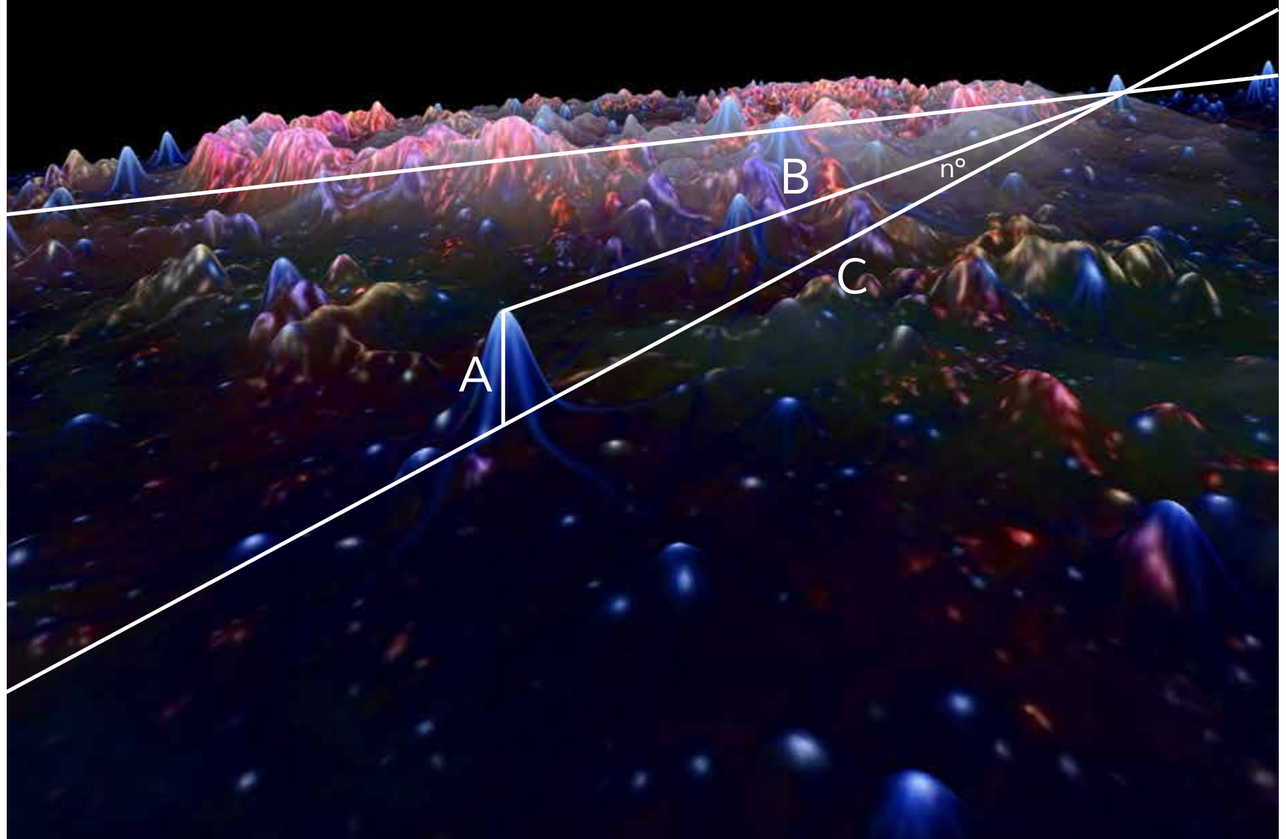
Export the processed signals to a 3D image apps available in smartphones and learn about amplitude and angle of view

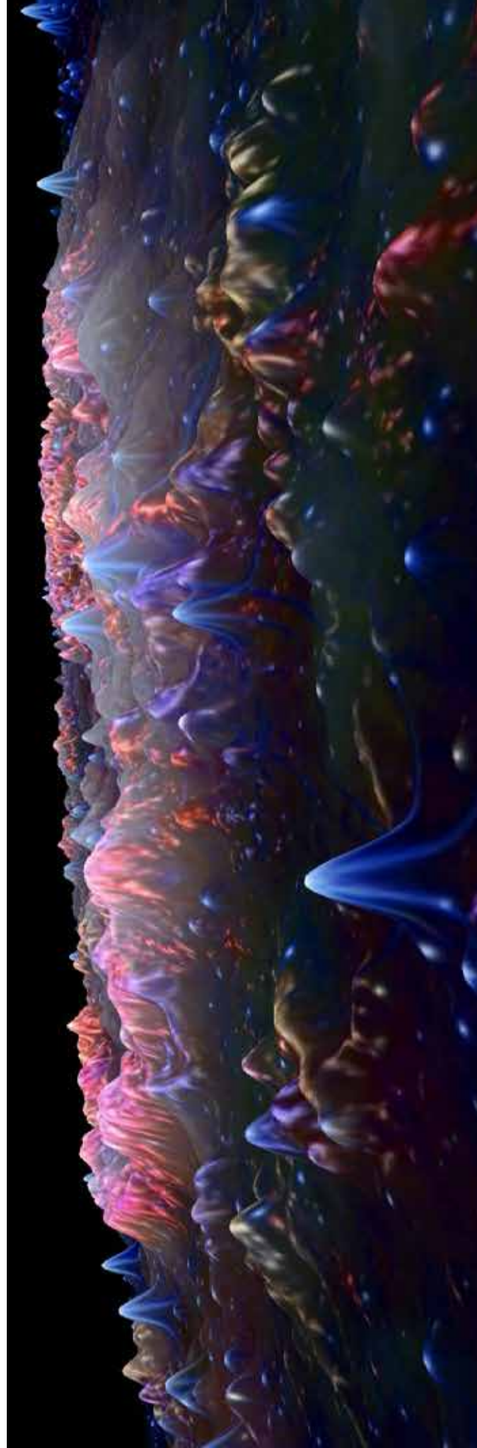


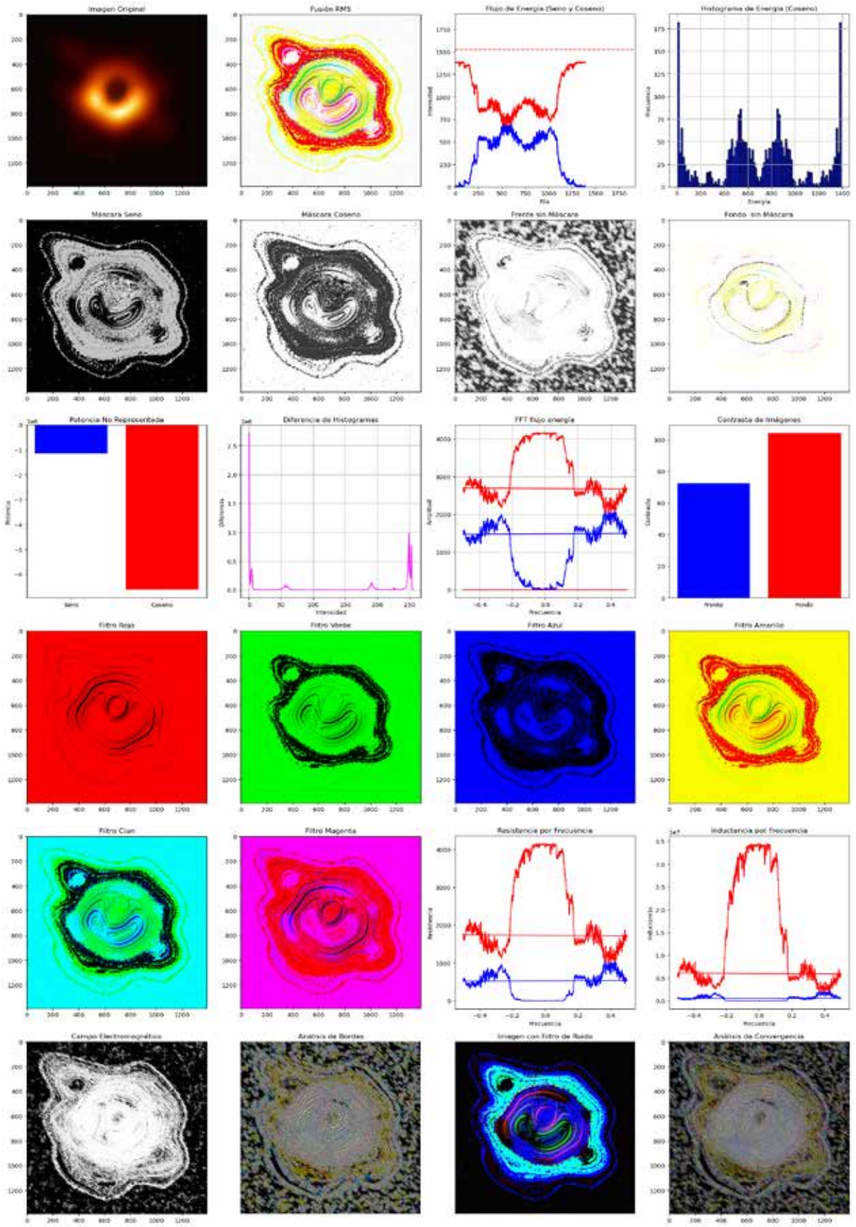


$c = dx/dt$
$c = d_i y/dt$

light math and geometry excersises at schools of amplitude based on JWT observations







It's also a powerful tool for analyzing black hole observations, like this comparison of M87 with and without the PRIMO algorithm.

Mix it up with Hilbert`s transform, and phase can be studied.