PRISM: Reality Interpretation Switching Modules

Technology Overview

Historical Background

- Phil De Payne, a philosopher (1734 – 1799)
  - Existence mapping theory

- Kipp Carm, a theoretical physicist (1891 - 1966)
  - Universe polysemy theory

Existence Mapping Theory

- Objective reality is not available to human perception.
- People, as well as everything we see, are a projection of objective reality.
- We look at the reality through a "prism" that distort the image of the real world and forms our vision.
- We can't interact with the objective reality directly, but only through our "prisms".
- What if a person could change his or her "prism"? What about changing other people’s "prisms"?

Universe Polysemy Theory

- There are phenomenons that classical physics couldn't explain. Modern approaches (quantum theory, relativity, etc.) also have problems and application limits.
- Laws of physics can be a result of some mapping function.
- It is theoretically possible to apply a "wrap" function to any subset of physical laws that would change them.

The PRISM Project

Definitions

Virtual Reality (VR)

A VR is a predefined environment that simulates physical presence in real-world and imaginary places.

VR World

A VR world is a certain virtual reality or its formal specification.

VR System

A VR system is hardware-software solution that is used for creating and maintaining virtual realities based on the corresponding VR worlds.

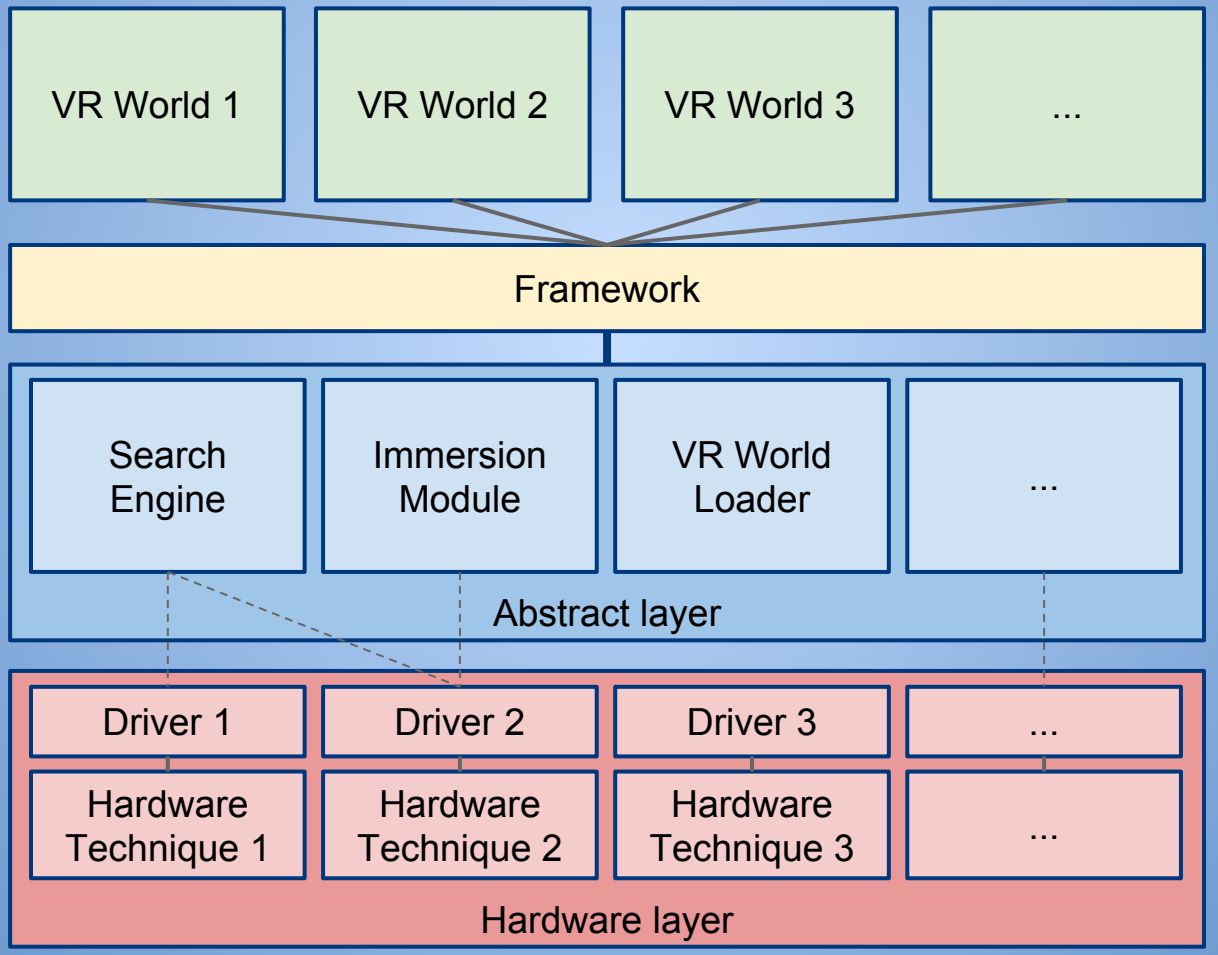
Project Goals

- To create a VR System based on the theories of existence mapping and universe polysemy.
- The final solution should allow immersing certain individuals or groups into VRs.
- The target individuals or groups should be found automatically using intelligent search engine.
- The resulting VRs should be fully customizable.

Practical Approach

- The project goals can be achieved using various techniques (hypnosis, drugs, neuron bioimplants etc.).
- The hardware abstraction layer should be created to control chosen techniques.
- The PRISM implementation should provide a framework to be used in PILL scripts.

System Architecture



Milestones

- Jan 01, 2011 – Prototype demo 1
- May 01, 2011 – Prototype demo 2
- Jan 01, 2012 – Core release
- Jan 01, 2013 – Integration with D'Errorim
- May 23, 2013 – Targeted switching tests
- Sep 01, 2013 – Final release