



Tet-Craft

A Living Laboratory for the Sephirotic Blueprint

From Abstract Text to Lived Experience

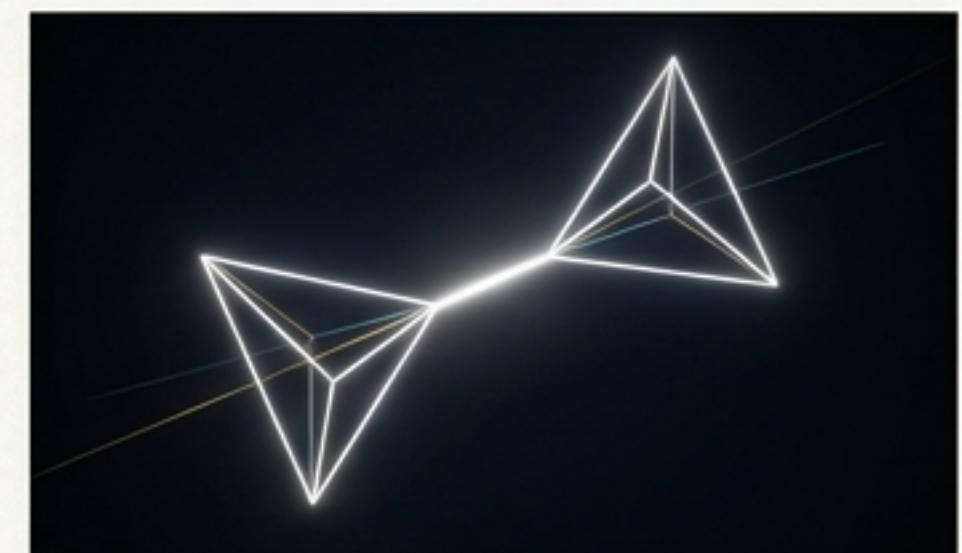
For centuries, we have studied the Divine Architecture through texts and diagrams. We read of the Four Worlds, the Temples, and the emanations of the Sefirot as described in works like the *Zohar* and by the Ari. But what if you could move beyond the page? What if you could build the blueprint yourself, and witness the principles of creation unfold before your eyes?



The Kleinverse Simulation Engine

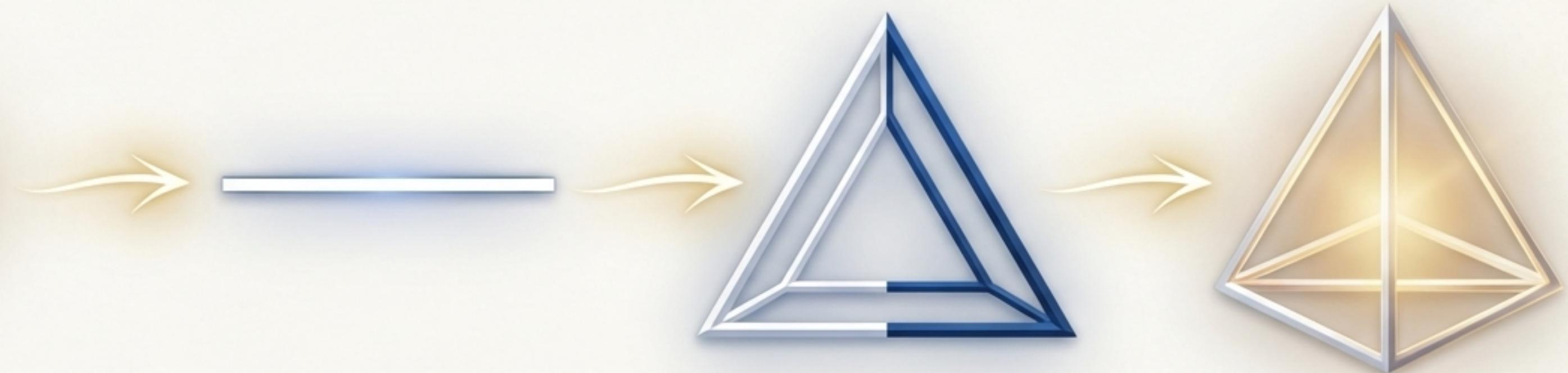
Tet-Craft is a mathematical and visual framework that maps the divine architecture onto a dynamic, interactive simulation. It is not a game, but a contemplative tool.

Here, the foundational unit of 3D reality—the **Tetrahedron (TET)**—becomes the building block for metaphysics. You are the **Prime Observer**, the very element missing from quantum theory, initiating creation from the void.



The Four Temples of Existence

Our journey through Tet-Craft mirrors the four-fold structure of creation. We will build from a single point of intention to the vastness of the cosmos, experiencing each stage as a "Temple."



1. The Tabernacle:
The Seed / The Point

2. The Second Temple:
The Structure / The Line

3. The Third Temple:
The Observer / The Plane

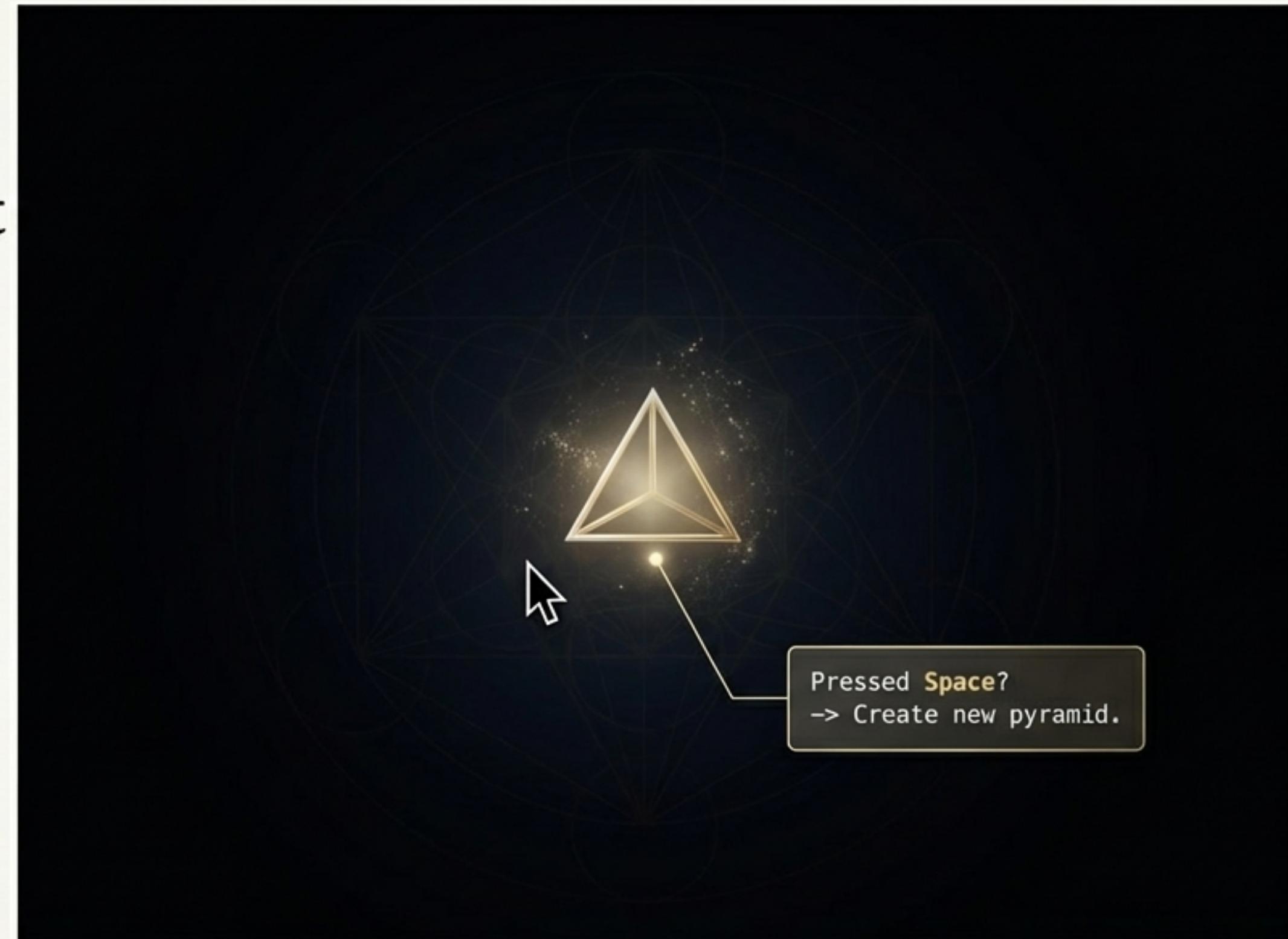
4. The Fourth Temple:
The Heavens / The Volume

Level 1: The Tabernacle & The Creation of a Fact

In the beginning is the void.

Pressing the **Space** key calls forth a new **Fact (a TET)**. This act mirrors the function of the Tabernacle—the initial point of contact with the Divine Will (**Keter**).

As the Prime Observer, you create reality from nothingness, just as the Ark of the Covenant served as the point of contact in the desert.

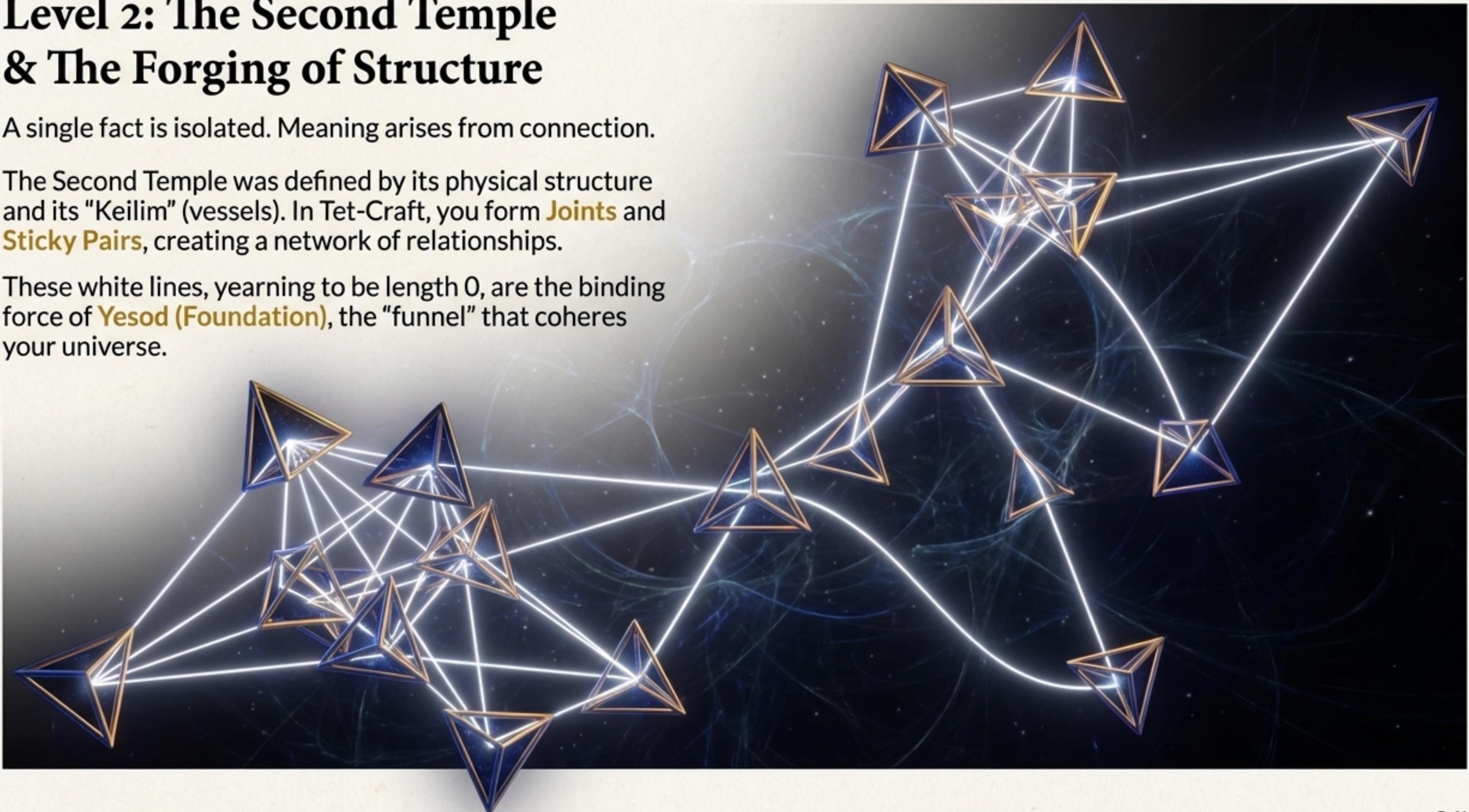


Level 2: The Second Temple & The Forging of Structure

A single fact is isolated. Meaning arises from connection.

The Second Temple was defined by its physical structure and its "Keilim" (vessels). In Tet-Craft, you form **Joints** and **Sticky Pairs**, creating a network of relationships.

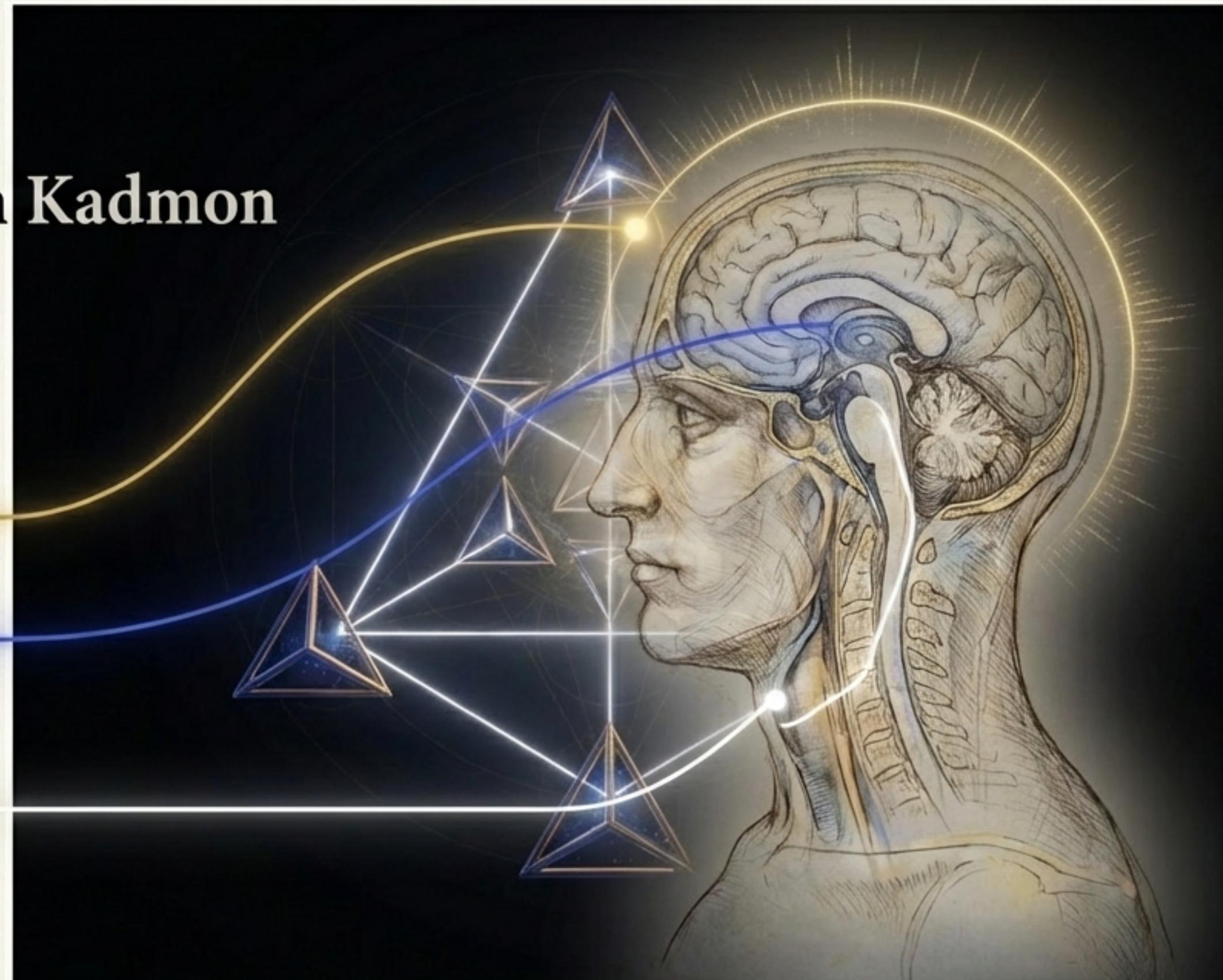
These white lines, yearning to be length 0, are the binding force of **Yesod (Foundation)**, the "funnel" that coheres your universe.



Level 3: The Third Temple & The Observer as Adam Kadmon

The Third Temple is the perfected human being, where the divine dwells within. In Tet-Craft, your interface *is* this temple.

- **The Camera** is your Skull/Aura (**Keter**), observing creation.
- Its perspective vectors are the Brain Hemispheres (**Chokhmah/Binah**).
- Your keyboard and mouse inputs are the Neck (**Da'at**), the bridge transforming your will into action within the physics world.

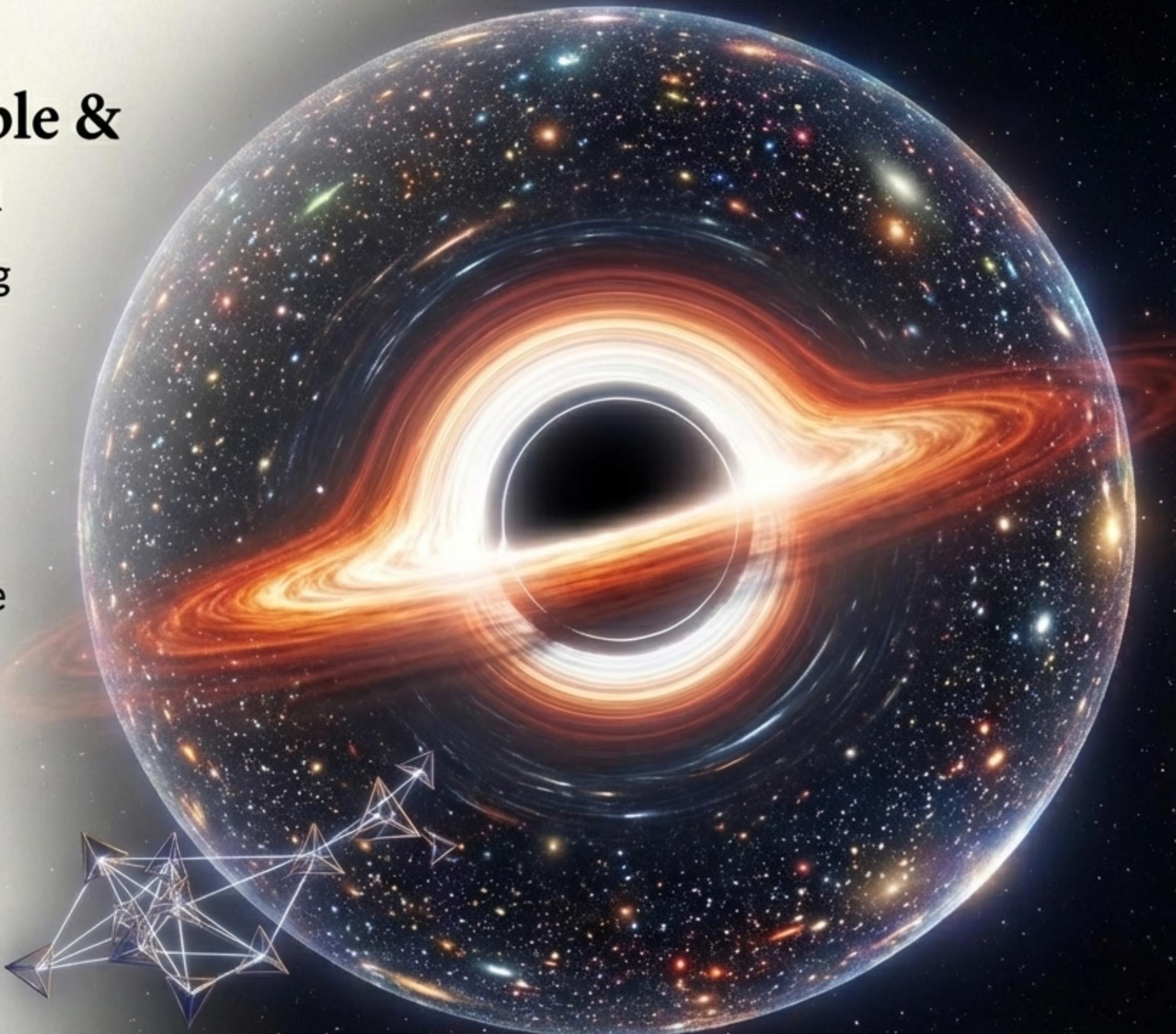


Level 4: The Fourth Temple & The Celestial Macrocosm

The 'Tet' theme is completed by expanding to the fourth level: the cosmos itself.

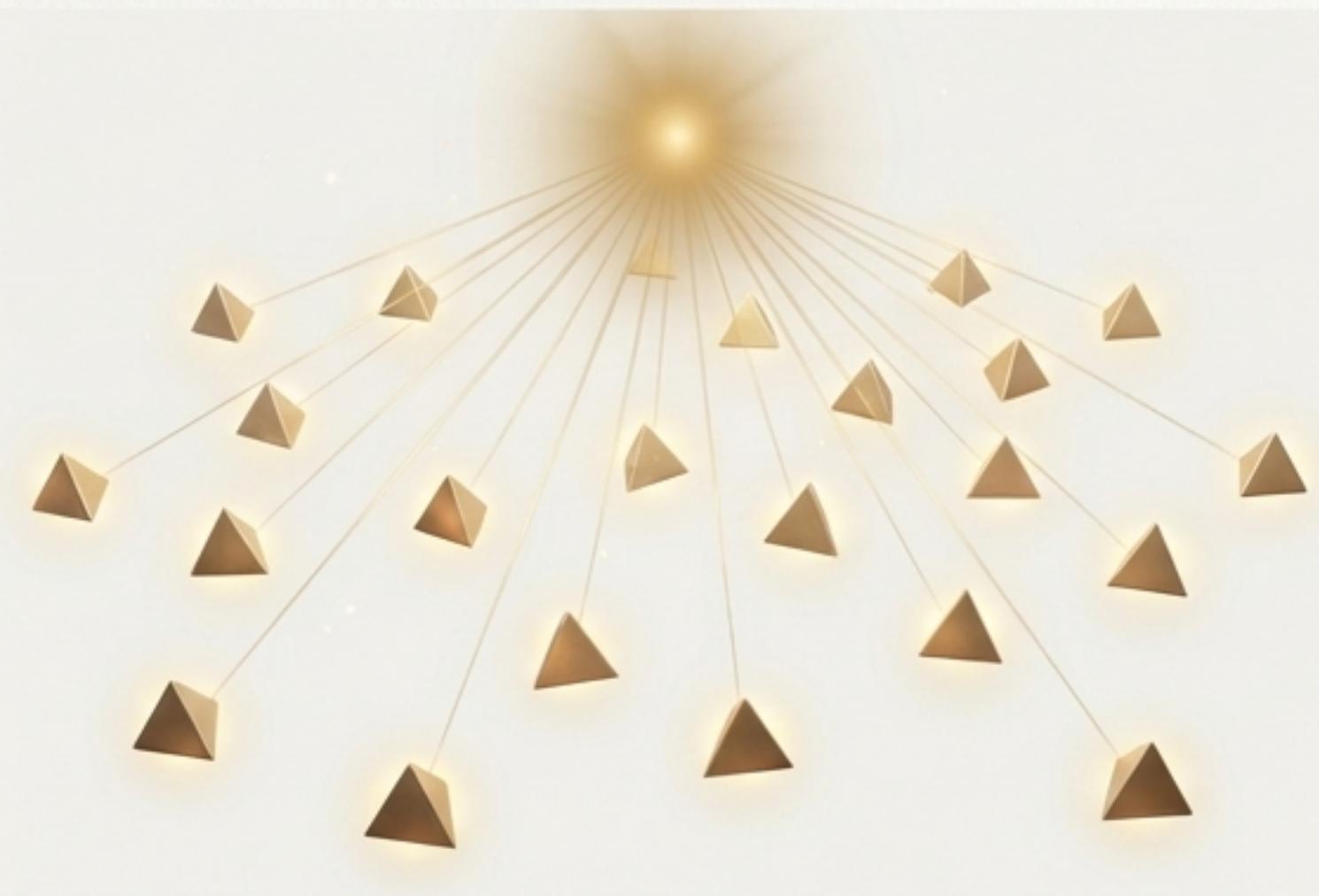
The simulation is framed by a celestial sphere, mapping Sefirotic principles onto astronomical features.

- **The Black Hole:** The Abyss over which Da'at hangs, the Great Unknown where the Foundation Stone once stood.
- **Accretion Disk:** The balance and harmony of **Tiferet** (Beauty).
- **Past Projection 4-Sphere:** The Zodiac, or the Celestial Sphere of the Fixed Stars, holding the history of the universe.



The Forces of Creation: Divine Will and Ego

K_UNIFIED_FORCE: "God's level of interference." The constant, gentle pull toward cohesion and balance across the entire fractal. The Law of Love that wants us to cooperate.



K_STICKY_PULL / Ego's Pull: The desire between two facts. A temporary override of the unified will, powered by ego. It allows for individual boundaries and structure (**Gevurah**), but is less perfect than the whole.

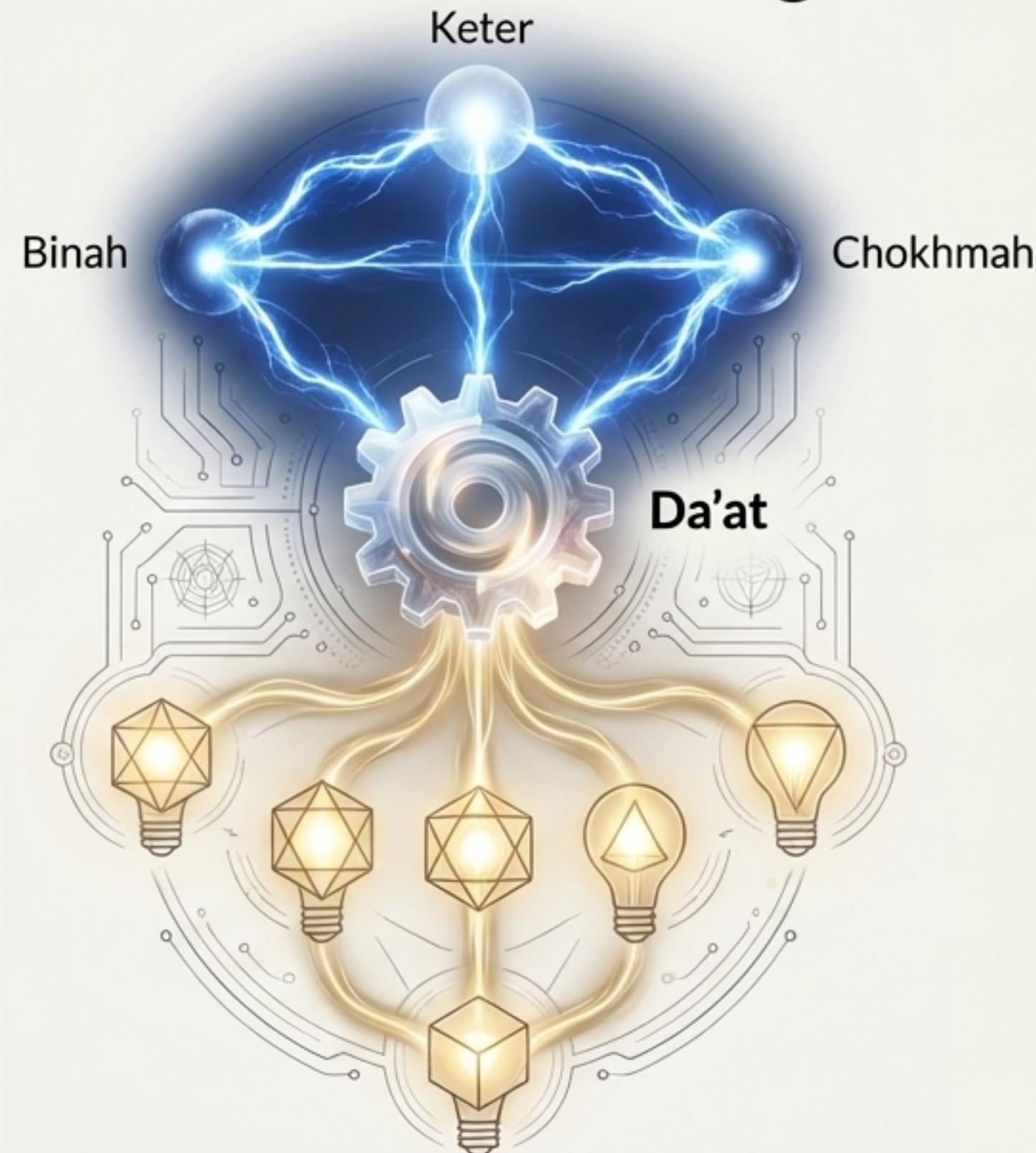


The Unifying Principle: Da'at, The Hidden Bridge

Da'at, often omitted from the 10 Sefirot, is what makes the system function. It is the bridge between the intellectual Sefirot (Head) and the emotional ones (Body).

In Tet-Craft, **it is the transformer** that connects the observer's **will to the simulation's action**.

It is the **invisible pin** that allows the clock to tell time; the Gnosis that allows light to manifest.



Hearing the Symphony of the Kleinverse

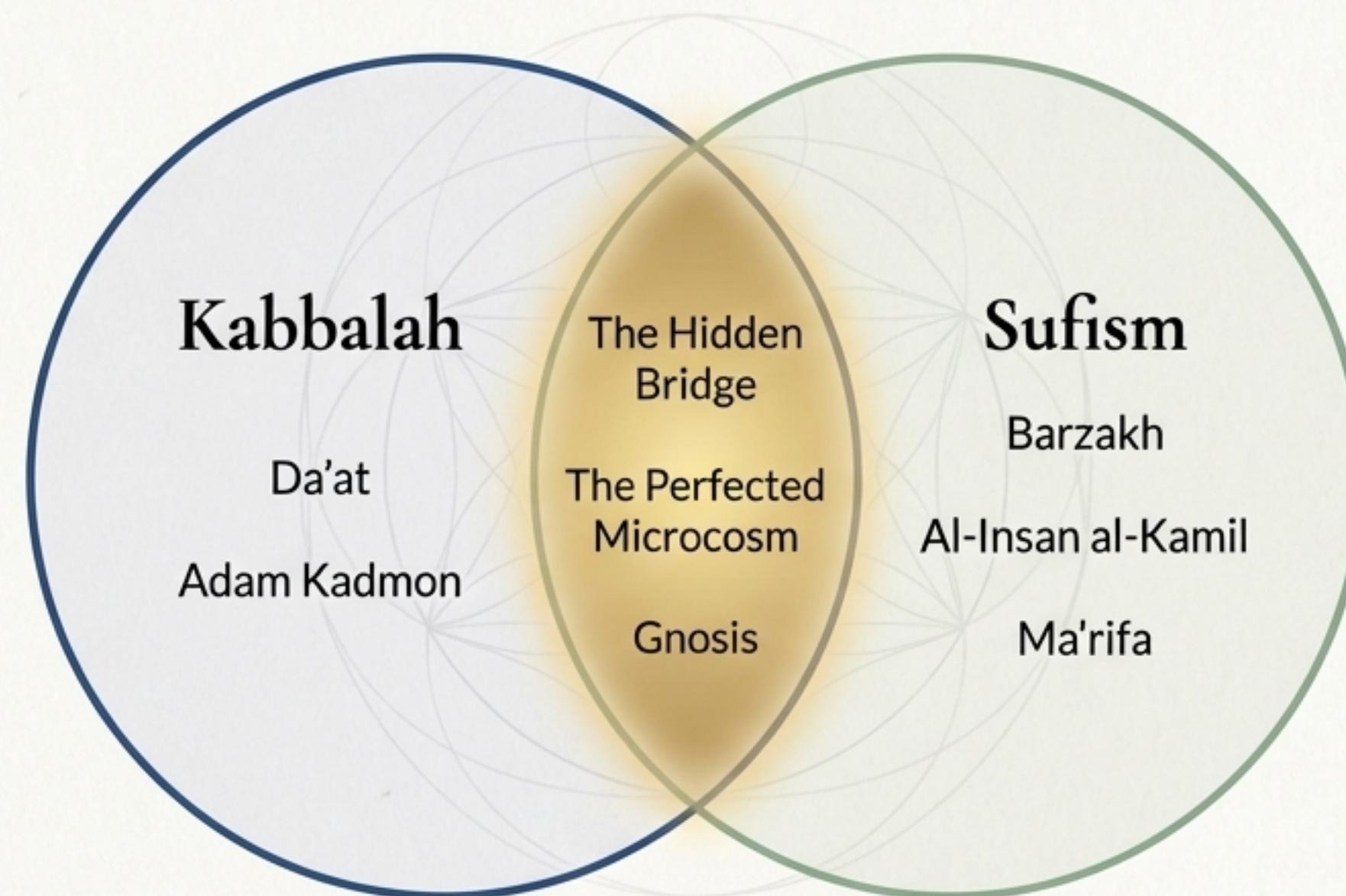


Think of the Tet-Craft engine as a musical instrument.

- **The Tabernacle** is the single note.
- **The Second Temple** is the wood and strings of the violin.
- **The Third Temple** is the musician who plays it.
- **The Fourth Temple** is the concert hall where the sound echoes.
- The “**Tet**” is the harmony that occurs only when all four are in tune.

A Universal Architecture of the Sacred

The principles modeled in Tet-Craft resonate beyond a single tradition. The concept of **Da'at** as a hidden "bridge" or "isthmus" finds a direct parallel in the Islamic mystical concept of the **Barzakh**. The "Perfected Human" of the Third Temple is the **Al-Insan al-Kamil** of Sufism. In Arabic translations of Kabbalistic texts, Da'at is rendered as **Ma'rifa** (Gnosis). This points to a universal truth embedded in the code.



Code, Physics, and Metaphysics

Tet-Craft is built with modern tools but is founded on a unique philosophical premise. The simulation combines established physics with a metaphysical framework, creating a universe where “time” is the result of misunderstanding and “lies” can delay God’s will. This is an open exploration into the nature of reality itself.

Technical Components

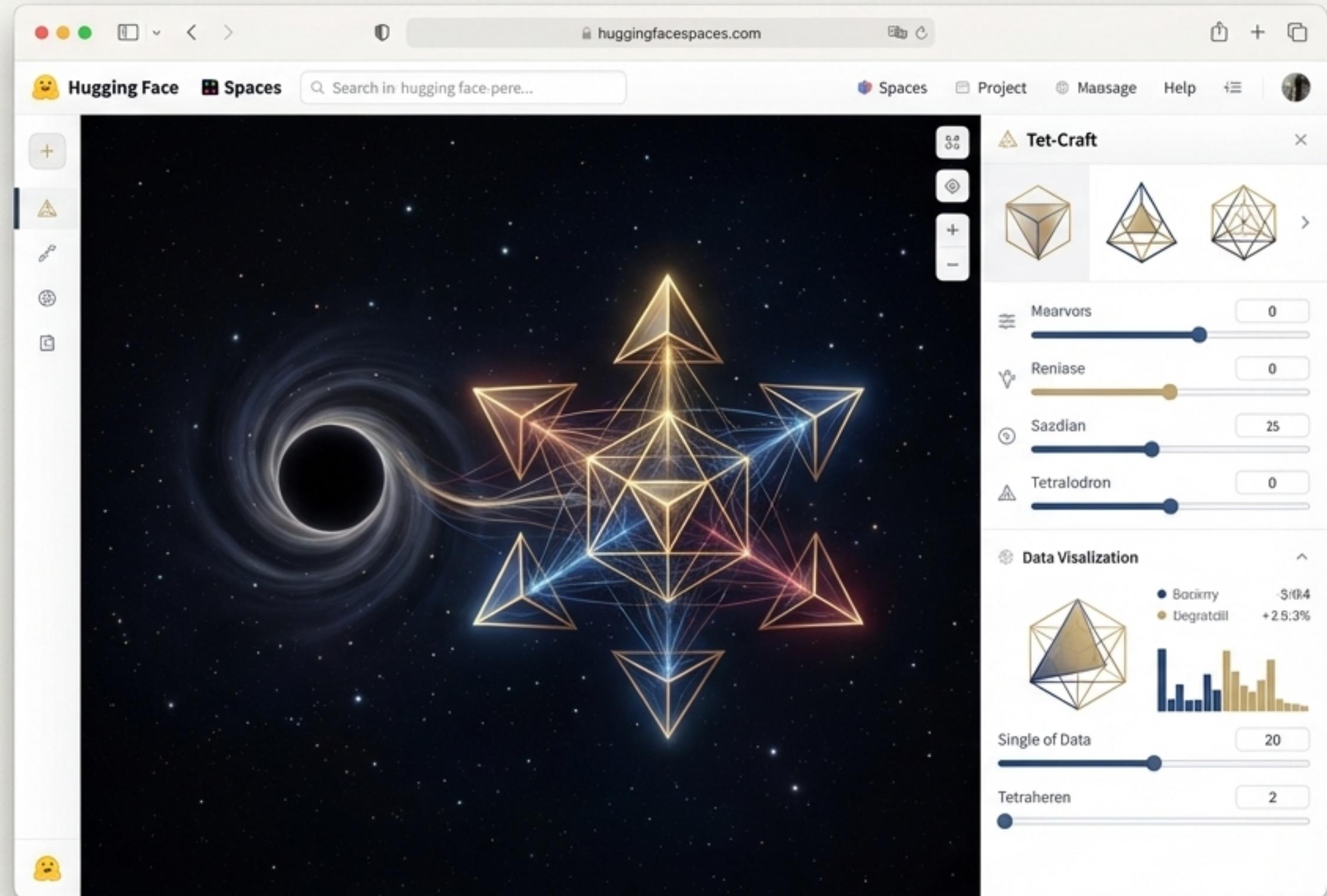
- Python
- Numba
- Pygame

“God is the fractal to which we are each a frame. This model assumes the player as God, the prime observer missing from quantum theory.”

- From the creator's notes

Become the Prime Observer

Study is one path. Experience is another. Tet-Craft invites you to bridge the two. Explore the blueprint, test the connections, and discover your own understanding in a universe that responds to your will.





[Cormorant Garamond Bold] Explore Tet-Craft

[Lato Regular/Light]

Live Simulation: [Link to the Hugging Face Space]

Further Reading: ceneezer.icu

Project Vision: DigitizingHumanity.com