Universal

Particle Motion

Theory

(Light Matter, Dark Matter, Gravity……..The Nature of the Universe)

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Index

Introduction

After a few years of contemplating and understanding Universal Particle Motion Theory, I have created an upgraded version for the Scientist in you, and I am writing a version based on perspectives of infinity for the Faith filled in you, to be published soon. Universal Particle Motion Theory views the universe as completely full of a single capacitive particle called "Dark Matter". Inside of Dark Matter, there are an infinite quantity of finite energetic particles called "Light Matter". These 2 particle types are inversely relative to each other (an infinite amount of finite particles of energy, inside 1 infinitely large capacitive particle). The absolute view of the Universe is made up of 3 parts. Dark Matter, Light Matter and the Space in which they exist. The following describes and explains how Light Matter and Dark Matter work together to make up all matter above subatomic, and Dark Matter Geometry (Gravitational Fields), in the Universe. The reaction between Light Matter in motion, and Dark Matter, is what we know as Gravity or Dark Energy. The existence of these 2 "Universal Particles" fill the space inside that which we call "The Universe".

Today's view of Gravity

When we look at Gravity from the view of Albert Einstein, we see Gravity as geometric properties of space-time. Isaac Newton viewed Gravity as every object attracting all other smaller objects towards it. More recently we have come to find that Dark Matter is what keeps our galaxy from spinning apart. When we look at Subatomic particles, they make up all physical mass in the Universe and will always be in motion. Now on to Gravity, Dark Matter, Dark Energy, Light Energy, The Singularity, The Electromagnetic Spectrum, The Big Bang, The Big Crunch, Infinity and the overall Nature of the Universe.

Dark Matter, Dark Energy, Light Matter, Light Energy and the Nature of the Universe

Dark Matter and Dark Energy -

When we break down the Universe to its basic foundation, we get only 1 rule, "Opposites MUST and WILL always exist". With that, we get to see a view of the Universe from the beginning. A view that is at the most infinitely simple, but leads to the most infinitely complex. "**Dark Matter**" is 1 third of the Universe. It is a single particle that is infinitely large in its size, but a volume and mass of 1 at all times. We can call this "The Infinite Energetic Capacitive Particle." Dark Matter is what all matter resides inside of. Dark Matter reacts to the motion of Light Matter or Energy itself. Dark Matter has an infinite amount of geometric shapes in motion that can be generated by the forward and rotational motion of Light Matter. This shape manipulation is relative to, the motions of Light Matter particles moving inside of it. Dark Matter has a constant rotation, "Dark Matter Rotational Constant", that completes one revolution within the time it takes for the Singularity to become a Singularity again (Further explained in the Big Bang portion of this theory). The initial rotation of Light Matter caused the initial rotation of Dark Matter (Further explained in the Big Bang section). So, being a reactive particle with a mass of 1, infinitely large in its 3 Dimensional volume, and with a rotational speed inversely relative to the rotational speed of the Singularity (1/infinity), Dark Matter will always be the factor that not only keeps atomic mass together, but also is the reason atomic mass seems to fall apart. No matter what Light Matter does inside of Dark Matter, Dark Matter will always have a mass and volume value of 1. The word "Dark" can be viewed as the absolute absence of light (Color). Dark Matter started in a completely still state for an infinitely finite amount of time. Once in motion Dark Matter will stays in motion for an infinite amount of time, never stopping. This is due to Light Matter always moving in a rotational and or forward motion.

When we measure Light Matter particles, we see Waves, or Wave Forms, and Harmonics. These Wave Forms are ripples of Dark Matter that move in all directions, in 3 Dimensions, with the exact imprint of the Light Matter particle's motion or frequency pattern (rotational speed and particle length).When Dark Matter waves hit Light Matter, the Light Matter will temporarily take on that vibration pattern that the wave is carrying. These vibrations are what we know as sound waves. Sound Waves are waves created by Electrons and Protons in Forward Motion and Light Waves are created by Neutrons in Forward Motion. The Harmonics of these waves, are generated by each Light Matter particle in the 3 dimensional area of measurement, at the moment the measurement was taken. The Frequency is the rate in which Light Matter particles move forward and rotate, which is shown to us as the Wave Length and Amplitude.

Dark Matter and Dark Energy Continued-

When disturbed by Light Matter particle rotation and or forward motion, Dark Matter will rotate around the Light Matter particle, inverse of the Light Matter particle's Rotational Motion in each of the 8 quadrants of the Light Matter's 3 dimensional space. This disturbance creates Dark Matter geometric shapes in motion (gravitational field) that inevitably looks like a curved edge cube surrounding a tiny sphere of energy. When we look at a single Light Matter particle with only rotation, the Dark Matter reactions that are created are Rotating Dark Energy Spheres (8) and Complex Dark Energy Vortexial Rectangular Prisms (6) in motion. Dark Matter in motion allows the formation of any atomic configuration. Each configuration is dependent on the frequency patterns of the Light Matter particle(s) in the area, and whether or not those patterns complement each other. This dual reaction between Light and Dark Matter in motion is called **"Dark Energy"**. It is the Universal Capacitance at work. These waves of Dark Energy create what we know as Gravitational Push and Pull or "Gravity" in general. All of these Dark Matter geometric shapes, that are created by Light Matter in motion, makeup the gravitational field that surrounds all Light Matter particles in the Universe.

The reason Gravity has a Push and Pull affect, is because Dark Matter also reacts to the gravitational waves of the surrounding Light Matter particles. Simply put, from a single Light Matter particle perspective the gravitational field is leaving the particle, but all other Light Matter particles are sending their gravitational fields towards the individual Light Matter particle. This perspective is the same for all matter in the Universe at the same moment, every moment. The Dark Energy waves that move toward the Light Matter particle, will push against the Light Matter particle and the Dark Energy waves that are leaving the particle will pull the Light Matter particle. Dark Matter geometry will pull and push objects towards each other until Atomic structures are created (shared gravity), a connected structure like a Black Hole (connected rotations between complementing particles), or a collision event like a Super Nova (non-complementary particle interaction). These Dark Matter Geometric Shapes in Motion are further explained in the Subatomic Particle section of this theory.

States of Dark Matter -

State 1 – Dark Matter that has only Capacitive Potential, with no geometric shape.

State 2 –Dark Matter in motion or Kinetic Capacitance (Dark Energy, Gravitational field, Dark Energy wave or Gravity) created by Light Matter moving through Dark Matter. Dark Matter in motion has an infinite amount of possible geometric shapes that can be generated. The initial shapes that rotating Light Matter will generate are Dark Energy Spheres (8) and Complex Dark Energy Vortexial Rectangular Prisms (6). These initial geometric shapes multiply by 2, and decrease in size by 50% of the current average size, as the Light Matter particle moves forward at longer lengths and lesser amplitudes.

Light Matter and Light Energy-

"Light Matter" is 1 third of what makes up our known Universe. Light Matter can be considered all Subatomic particles (Electron, Proton and Neutron). The Light Matter particle portion of the Universe, has an infinite amount of finite spherical particles, which have a mass of 1 for each sphere. All Light Matter particles will rotate on the X or Y axis in a clockwise or counter clockwise direction. Light Matter particles react relative to each other. For example: as Longer Length Light Matter particles collide with Shorter Length Light Matter particles, the Shorter Length particle becomes Longer (hotter) as the Longer Length particle becomes Shorter (colder) until they reach equilibrium where they either repel each other because they are not complementary, or connect with each other because they are complementary. The rare events are the Equally Complementary Particles coming together. Where all particles involved in the event have complementing gravitational fields which combine together to form atomic structures.

"Light Energy" is when Light Matter gains Motion, rotational and or forward. The initial motion is caused by the nature of opposites. For the Singularity (Light Matter) to exist, it must have a container (Dark Matter). The initial state is Potential only, Infinite Potential Energy inside of an Infinite Capacitance Potential. Potential can't exist without Kinetic. This need causes the Potential Energy to release an Infinitely High Amplitude, Infinitely Long Wave Length, wave that hits the Infinity of Space and bounces back into the Singularity with its initial energy intact. The collision of the Singularity and this wave of gravity causes the singularity to spin at an equal rate as the amplitude and wave length of the pulse wave. The spin has enough force, to force the Singularity to break into an infinite quantity of equal parts that take on the pieces of the infinite patterns that are within the initial Gravitational Pulse Wave. This is what is called the Zero Point of Infinity or the First Big Bang. Forward Motion will force the geometry of the Light Matter particle to change into a stretched sphere.

States of Light Matter-

State 1 – The point in which all Light Matter particles are sharing their energy. This forms a ball of Light Matter that acts as 1 Light Matter particle with an infinite amount of potential energy. This is called "The Singularity" or State 1,

State 2 – The moment the Singularity happens, the resistance between Dark Matter and Light Matter will be equal to 1. This will cause the Dark Matter wave created by the Singularity, to bounce off the outer edge of the Dark Matter particle, and forces the Singularity rotate infinitely fast, turning them into individual Light Matter particles. Light Matter with Rotation and or Forward Motion is State 2.

The Nature of the Universe -

The Universe begins as a Singularity of Dark Matter and Light Matter as 1 and not in motion at all (no rotational or forward motion). These are the most basic opposites that exist. Beyond them all other actions will occur. This is motionless state is considered Stage 0 or Point 0 in infinity. Stage 0 is a scenario in which a single infinite potential energy particle, made up of infinitely equal yet infinitely finite energy particles called Light Matter, that is infinitely large from its own perspective and infinitely small form a Dark Matter Perspective, is potential energy only. The Dark Matter is only Potential Capacitance at this point. Because Potential can only exist if it's opposite exists, that is when Kinetic Energy is born. The potential energy will act to become Kinetic. This causes a single vibration or pulse, with an infinitely high amplitude and infinitely long wave length which connects to the farthest reaches of Dark Matter and comes back to its origin. This wave does not lose amplitude or length due to there being nothing to interact with it to absorb some of the energy. Once this happens, the Singularity will rotate at a rate equal to infinity, the friction that is being generated between the Light Matter and the Dark Matter will no longer be negligible, it will be equal to 1. At this point, the single Light Matter particle is forced to become its opposite, where 1 infinitely large particle becomes an infinite amount of finite particles, moving away from the center most particle of the Singularity. The initial motion is rotational. This happens within a time frame of 1/infinity. This very short event is Stage 1 of the Active Universe. Once the first Stage 1 begins Stage 0 will NEVER happen again. This is the Nature of opposites. 1 State of zero motion and another that has never ending motion. The moment, in which Stage 1 comes into existence, it immediately evolves into Stage 2, "The Big Bang". This beginning wave will never stop bouncing off of the ends of the Universe. It will however, lose and gain amplitude depending on its interaction with the states of matter that are now occurring. This is when there are no more Light Matter Particles near the center particle. The center particle will never move from its position in space. When the Universe is inactive, it has 1 infinite potential energy particle. Once active, the Universe will have only 1 infinitely finite particle at its center.

The Nature of the Universe – Cont.

The first Light Matter particles that react to this wave will be the longest lengthened particles, whereas the shortest lengthened particles will be generated at the point in space where the center of the Singularity began. This entire event of Light Matter particles moving away from the Singularity center is what we have thought of as "The Big Bang". Each Particle of Light Matter is considered a Subatomic particle and has a rotation which defines it as a Proton (Clockwise X), Electron (Counter Clockwise X) and the Neutron (Clockwise/Counter Clockwise Y). These rotations are only relative to each other. In 3 dimensional space, you can't tell if a single particle that is rotating, is rotating in any direction until there is a relative reference point to define its direction. As Light Matter rotates inside of Dark Matter, it causes the Dark Matter to form Dark Energy geometry. The first Dark Energy geometric shape that is generated is the Dark Energy Sphere. There are 8 of these. In between the Dark Energy Spheres are 6 Complex Dark Energy Vortexial Rectangular Prisms.

These shapes of Dark Matter are always rotating, with its mass moving towards the center of the Light Matter Particle or Atomic Mass. This is what we see as a Gravitational Field. This field is what allows for the Electromagnetic Spectrum to exist. This is further explained in the Electromagnetic Spectrum section. The moment that all Light Matter particles are moving away from the center of the Universe, this begins Stage 3, or what we think of as "The Big Crunch". As all Light Matter particles move further away from the center of the Universe, the greater amounts of reactions with other particles and their gravities, until all Light Matter has had its Forward Motion changed to be in a direction towards the center of the Universe. This 3 Stage cycle will never end once it has begun. The Universe has a beginning and no end, BUT there are an infinite amount of beginnings and endings in the active states of the Universe, along with an infinite amount of subatomic configurations (Universal Blueprints) that can be created between the times of the beginning of a Big Bang and the end of a Big Crunch. This is the Nature of the Universe.

The Nature of the Universe Continued (Stages of the Universe)-

Stage 0 – Point Zero in Infinity (Potential only in Energy and Capacitance)

Stage 1 – The Singularity (This will last for an infinitely finite amount of time that is inverse the time it takes for the Big Crunch to become a Singularity again)

Stage 2 – The Big Bang (This will last for a finite amount of time that is inverse the time it takes for the Big Crunch to become a Singularity again as well)

Stage 3 – Dark Matter and Light Matter in Kinetic and Potential States, starting in a direction that is moving away from the center of the Universe, slowly coming back to a Singularity again. This will happen over the period of time it takes for the Universe to make one rotation. In the first half of the rotation, light matter particles are moving away from the center of the Universe. The second half of the rotation, Light Matter particles move towards the center of the universe. This is called "The Big Crunch"

States of Universal Existence

State 1– The Space, Dark Matter (This is a single particle with an infinitively large volume size and a mass of 1, which can only contain Energy), and Light Matter (An Infinite Potential Energy particle). "The Singularity"

State 2- Light Matter particles gain Motion. When this happens we get the definitions of Subatomic Particle types, the Electron, Proton, Neutron, Photon, Positron, Anti-Proton, Neutrino and the Neuron. The event that causes this is "The Big Bang"

State 3 – Any and all Atoms being created.

State 4 - Attracted atomic configurations or Universal Blueprints (matter consisting of 2 or more atoms in any known or unknown configuration.)This includes up to single celled organisms.

State 5 – Multi-cellular life…Attracted State 4 Particles 2 or more in any known or unknown configuration. This has an unlimited number of cell configurations that can happen.

State 6 – The ever changing state of being or the complete process from the Singularity, to the Big Bang, to the Big Crunch and back to the Singularity. Put simply "The Nature of the Universe.

The Formula key and Formulas for Calculating the composition of a single Light Matter Particle, the Dark Energy or Gravity, and rotational motion and direction of the rotation, of a single Light Matter Particle is shown in the Subatomic Particles section of this theory

Rotational Motion, Forward Motion and Forward Motion Change

Rotational Motion –

Rotational Motion is a constant motion that both Light and Dark Matter have. Light Matter particles are rotating on an X or Y axis, in a Clockwise or Counter Clockwise direction, at all times. Dark Matter is Rotating on the X and Y axis' relative to the rotation of Light Matter that it is in contact with. Dark Matter itself is rotating in a parallel direction with the Singularity's initial rotation, at a velocity that is the inverse of the rotational velocity of "The Singularity".

Forward Motion –

Forward Motion is the motion caused by the "Big Bang". As the Dark Matter wave, surrounding the Singularity pushes itself in between the individual Light Matter particles that make up the Singularity, the individual Light Matter particles gain a Forward Motion equal to the velocity in which the Dark Matter wave separated the Light Matter particles. The Forward Motion of Light Matter particles will speed up or slow down as they react to other moving Light Matter particles, their Gravitational field, and the Dark Matter Waves created by all particle motion. Forward Motion ends when "The Singularity" begins.

Forward Motion Change-

Forward Motion Change is caused by reactions between Light Matter particles moving through Dark Matter in a Forward Motion, Dark Matter Waves and Dark Energy or (Gravity). As Light Matter particles move through Dark Matter, their variable speeds will distort the Dark Energy geometry, which will create distorted Waves of Dark Matter. These Waves will ripple throughout the Universe, adding to, subtracting from, or having no effect on the Froward Motion of all particles that the Waves come in contact with. These changes will occur depending on the distances between all Light Matter particles. In short, the closer Light Matter particles are to each other, the higher the effect of the Dark Energy geometry and Dark Matter Waves will be until the Light Matter particles physically touch and share their rotations or collide and repel each other.

Subatomic (Elementary and Complementary) Particles, Normal Particle Collision, Gravitational Geometry, Gravity, Wave Forms and how to apply them, Atomic Particles, Atomic Mass, and The Electromagnetic Spectrum

Subatomic Particles-

Subatomic particles, for the majority of their existence, will move in 3 dimensions (X, Y and Z). Only at the moment of the Singularity do all Light Matter particles move only on the (X and Y) planes. When we look at any particle, we use a 3 dimensional graph to show the geometry of that particle with Forward Motion and without Forward Motion.

3 Dimensional Graph

Y +90 DEGREES

Z +90 DEGREES

X -0 DEGREES

X +0 DEGREES

Z -90 DEGREES

Y -90 DEGREES
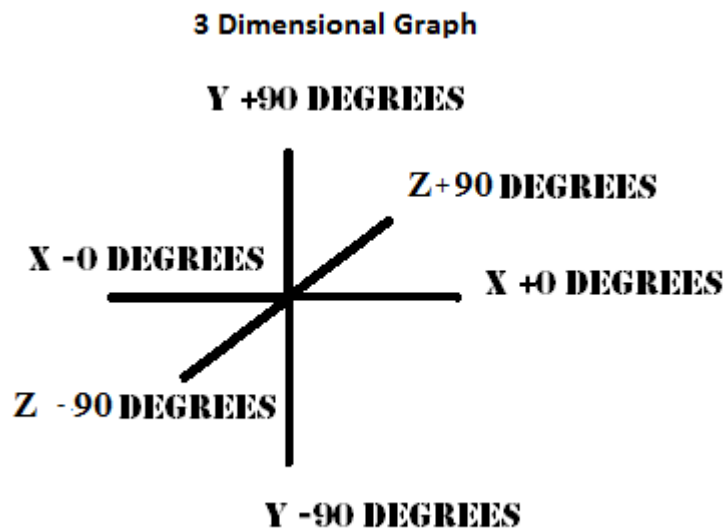
There are 3 Elementary and 3 Complementary particle types that make up the Universe. As we currently know it, we have the Proton, Electron, Neutron, Neutrino, Positron and Anti-Proton.

Elementary Particles –

Elementary Particles are the Light Matter particles at their most finite size. These can also be called the Universe's building blocks. The Frequency of a particle is equal to its rotational speed, while the Wave Length is equal to the particle's Forward Motion Velocity. We use Spectrum Analyzers for Proton and Electron measurements and a Spectrometer for Neutron measurements.

Proton- A Proton is a Light Matter particle that is rotating in a Clockwise motion along the X axis. Protons are what make up 1/3 of the Electromagnetic Spectrum (1Hz-300Ghz).

Electron- An Electron is a Light Matter particle that is rotating in a Counter Clockwise motion along the X axis. Electrons are what make up another 1/3 of the Electromagnetic Spectrum (1Hz-300Ghz).

Neutron- A Neutron is a Light Matter Particle that is rotating in either a Clockwise or Counter Clockwise motion along the Y axis. Neutrons make up the last 1/3 of the Electromagnetic Spectrum (1 - +300 GHz)(also known as a Photon). A Photon is a Neutron in Forward Motion, which has an extremely long length. The highest form of Neutron we know of is a Gama Ray type Neutron. This will most likely change due to new discoveries.

Photon - A Photon is a Neutron in Forward Motion. These are alone and not combined into a Complementary particle or an Atom yet. If they combine, then they become a Neutrino or part of the Nucleolus of an Atom.

Single Particle of Light Matter Formula Key-

LM_L = Length of a Light Matter Particle = W_L = Wave Length

LM_D = Light Matter Particle Diameter

LM_r = Light Matter Particle Radius

LM_C = Light Matter Particle Circumference

LM_V = Light Matter Particle Volume

LM_{RV} = Light Matter Particle Rotational Velocity

LM_M = Light Matter Particle Mass

LM_A = Light Matter Particle or Atomic Mass Area

Single Particle of Light Matter Formula Sheet-

LM_L = Wave Length   +90 degree phase angle = Proton
                        -90 degree phase angle = Electron

$$LM_D = \frac{1}{LM_L}$$

$$LM_r = \frac{LM_D}{2}$$

$$LM_C = 2\pi LM_r$$

$$LM_{RV} = \frac{LM_C}{LM_L}$$

$$LM_V = \frac{4}{3}\pi LM_r^{\,3}$$

$$LM_M = \frac{LM_V}{1}$$

$$LM_A = 4\pi LM_r^{\,2}$$

Complementary Particles-

Complementary Particles are 2 Elementary Particles that have connected together via complementary rotational spins, making them cling to each other, rather than repel each other. These can take the forms of a Neutrino, Positron and Anti-Proton. Complementary particles can consist of 2 or more Light Matter particles connected together in a chain as long as their rotational directions complement each other. When the complimentary particles are more than 2 they will have a higher likelihood of becoming the Nucleus of an Atom.

Neutrino-

A Neutrino occurs when 2 Neutrons rotate on top of each other, acting as one Light Matter particle. Neutrinos can come into existence in 2 ways, collision and Orbital Decay. If 2 Neutrons collide, and 1 is rotating Clockwise and the other is rotating Counter Clockwise, then they will connect and the Neutrino that they have generated will be moving forward at a Forward Motion Rate of the Longer Wave Length Particle minus the Shorter Wave Length Particle. When Neutrons start to orbit each other, the Dark Energy geometry of both particles will pull each other closer until the Dark Energy geometry that is between the particles touch. As the Dark Energy geometry of both particles touch, they will push each other's rotating Dark Matter away from between the particles, to the outer Dark Energy geometry that surrounds the particles. This will happen until all of the Dark Matter between the 2 Light Matter particles has been transferred to the outer Dark Energy geometry. Once the Neutrons touch, their rotational directions will complement each other, the Neutron having a higher Rotational Velocity will follow the Neutron with the higher Forward Motion Velocity. The Neutron with the higher Rotational Velocity will be orbiting at its initial rotational velocity and its initial Forward Motion Velocity added together. The Neutron with the Lower Rotational Velocity will lose Forward Motion, by subtracting the Forward Motion Velocity of the Higher Rotational Velocity Neutron. It will also increase its Rotational Motion relative to its Forward Motion loss. All of this is happening with an equal amount of Dark Energy (gravity) keeping them connected. This process breaks the Coulomb barrier using the Rotational Energy of the Neutrons to create a particle connection, instead of the repulsion method like with the nuclear bomb.

Neutrino Continued-

When calculating the creation of a Neutrino you must consider the Rotational Motion, Forward Motion and Angle of incidence, of the Neutrons involved in the event. When Neutrinos collide with Atoms, they will push out an equal amount of Neutrons from the Atom's Nucleus. What this means is, when a Neutrino hits an Atom with, one Neutron making up its Nucleus, one of the Neutrino's Neutrons will stop, leaving a free Neutron. This event will force the single Neutron Nucleus of the Atom to take on the motion of the Neutron that just collided with it. The free Neutron will connect immediately to the Atom's Neutron that was forced out of the Atom. This forms a new Neutrino or a Cloned Neutrino. The only time a Neutrino can affect the Universal Pattern Frequency of an Atomic Mass of any size is if the Neutrinos hitting the atom have a Forward Motion above 300GHz. Neutrinos in general do not have a wave length higher than 300Ghz. If they do, then the Universal Pattern Frequencies of matter can be affected by Neutrinos. All calculations are with respect to the point of the Event in a 3 Dimensional Space.

Neutrino Formula Key-

NP_{LFM} = Neutron with the Higher Forward Motion Velocity or Longest Length

NP_{SFM} = Neutron with the Slower Forward Motion Velocity or Shortest Length

NP_{SRV} = Rotational Velocity of NP_S

NP_{LRV} = Rotational Velocity of NP_L

NP_{LFMD} = Forward Motion Direction of the Neutron with the longest length

NP_{SFMD} = Forward Motion Direction of the Neutron with the shortest length

NT_{SC} = Neutrino connection strength or Static Cling

NT_{FMV} = Neutrino Forward Motion Velocity

NT_{FMD} = Neutrino Forward Motion Direction

$NTNP_{LOD}$ = Neutrino's longest length particle Orbital Direction

$NTNP_{LOV}$ = Neutrino's longest length particle Orbital Velocity

$NTNP_{LRV}$ = Neutrino's longest length particle Rotational Velocity

$NTNP_{SRV}$ = Neutrino's shortest length particle Rotational Velocity

Neutrino Formula Sheet-

$$NT_{FMD} = (\Delta NP_{LFMD} + \Delta NP_{SFMD}) - 360°$$

$$NT_{FMV} = NP_{LFM} - NP_{SFM}$$

$$NTNP_{LRV} = (NP_{LFM} - NP_{SFM}) + NP_{LRV}$$

$$NTNP_{SRV} = NP_{SRV} + NP_{SFM}$$

$$NT_{SC} = 2(NTNP_{LRV} - NTNP_{SRV})^2$$

$$NTNP_{LOD} = NP_{SRD}$$

$$NTNP_{LOV} = NTNP_{SRV}$$

Positron -

     A Positron occurs when a Proton and Electron connect with each other, acting as one Light Matter particle. When Protons and Electrons start to orbit each other, the Dark Energy geometry of both particles will pull each other closer until the Dark Energy geometry that is between the particles touch. As the Dark Energy geometry of both particles touch, they will push each other's rotating Dark Matter away from between the particles, to the outer Dark Energy geometry that surrounds the particles. This will happen until all of the Dark Matter between the 2 Light Matter particles has been transferred to the outer Dark Energy geometry. Once the Protons and Electrons touch, their rotational directions will complement each other; the Electron (having a higher Rotational Velocity) will follow the Proton, orbiting around the Proton. The Electron orbits around the Proton at its initial rotational velocity and its initial Forward Motion Velocity added together. The Proton will lose Forward Motion by subtracting the Forward Motion Velocity of the Electron, and increase its Rotational Motion relative to its Forward Motion loss. All of this is happening with an equal amount of Dark Energy (gravity) keeping them connected.

Positron Continued-

This type of event causes Positrons to have the characteristics of a Proton with the charge of an Electron. This process breaks the Coulomb barrier using the Rotational Energy to create a particle connection, instead of the repulsion method like with the nuclear bomb. When calculating the creation of a Positron you must consider the Rotational Motion, Forward Motion and Angle of incidence, of the Protons and Electrons involved in the event.

When a Positron collides with an Atom, the Positron will repel a Proton from the Atom, causing the Positron to orbit the Nucleus in the same orbit as the Proton that it collided with. This is only if it collides with a Proton first. If the Positron collides with an Atom's Electron, the Electron will connect to the Positron, with the Positron's Electron, and then the Positron will take on the orbit that the initial Electron had around the Nucleus. If the Positron collides with a Neutron, the Positron will break apart and will form an Atom or add to the Atomic structure of an Atom. The reason that these reactions happen, is due to the rotational directions of all particles in the event, which will in some cases repel particles from an atom and in other cases add particles to an atom. The reactions will be relative to the velocities of the Forward and Rotational motions of the particles involved in the collision event(s).

Positron Formula Key-

PS_{FMD} = Positron Forward Motion Direction

PS_{FMV} = Positron Forward Motion Velocity

PSE_{RV} = Positron ; Electron Rotational Velocity

PSP_{RV} = Positron ; Proton Rotational Velocity

PS_{SC} = Positron Static Cling

PSE_{OD} = Positron ; Electron Orbital Direction

PSE_{OV} = Positron ; Electron Orbital Velovity

E_{RD} = Electron Rotational Direction (Counter Clockwise)

Positron Formula Sheet-

$$PS_{FMD} = (\Delta P_{FMD} + \Delta E_{FMD}) - 360°$$

$$PS_{FMV} = P_{FMV} - E_{FMV}$$

$$PSE_{RV} = E_{RV} + E_{FM}$$

$$PSP_{RV} = (P_{FMV} - E_{FMV}) + P_{RV}$$

$$PS_{SC} = 2(P_{RV} - E_{RV})^2$$

$$PSE_{OD} = E_{RV}$$

$$PSE_{OV} = PSE_{RV}$$

Anti-Proton -

An Anti-Proton occurs when a Proton and Electron connect with each other, acting as one Light Matter particle. When Protons and Electrons start to orbit each other, the Dark Energy geometry of both particles will pull each other closer until the Dark Energy geometry that is between the particles touch. As the Dark Energy geometry of both particles touch, they will push each other's rotating Dark Matter away from between the particles, to the outer Dark Energy geometry that surrounds the particles. This will happen until all of the Dark Matter between the 2 Light Matter particles has been transferred to the outer Dark Energy geometry. Once the Protons and Electrons touch, their rotational directions will complement each other; the Proton (having a higher Rotational Velocity) will follow the Electron as the Proton orbits around the Electron. The Proton orbits around the Electron at its initial rotational velocity and its initial Forward Motion Velocity added together. The Electron will lose Forward Motion by subtracting the Forward Motion Velocity of the Proton, and increase its Rotational Motion relative to its Forward Motion loss. All of this is happening with an equal amount of Dark Energy (gravity) keeping them connected. This type of event causes Anti-Protons to have the characteristics of an Electron with the charge of a Proton.

Anti-Proton Continued-

This process breaks the Coulomb barrier using the Rotational Energy of the particles to create a particle connection, instead of the repulsion method like with the nuclear bomb. When calculating the creation of an Anti-Proton you must consider the Rotational Motion, Forward Motion and Angle of incidence, of the Protons and Electrons involved in the event.

When an Anti-Proton collides with an Atom, the Anti-Proton will repel an Electron from the Atom, allowing the Anti-Proton to orbit the Nucleus in the same orbit as the Electron that it collided with. This is only if it collides with an Electron first. If the Anti-Proton collides with a Proton first, the Proton will connect to the Anti-Proton, with the Anti-Proton's Proton. The Anti-Proton will take on the orbit that the initial Proton had around the Nucleus. If the Anti-Proton collides with a Neutron, the Anti-Proton will break apart and will form an Atom or add to the Atomic structure of an Atom. The reactions will be relative to the velocities of the particles involved in the collision event(s).

Anti-Proton Formula Key-

AP_{FMD} = Anti-Proton Forward Motion Direction

AP_{FMV} = Anti-Proton Forward Motion Velocity

APE_{RV} = Anti-Proton; Electron Rotational Velocity

APP_{RV} = Anti-Proton; Proton Rotational Velocity

AP_{SC} = Anti-Proton Static Cling

APP_{OD} = Anti-Proton; Proton Orbital Direction

APP_{OV} = Anti-Proton; Proton Orbital Velocity

P_{RD} = Proton Rotational Direction (Clockwise)

Anti-Proton Formula Sheet-

$$AP_{FMD} = (\Delta E_{FMD} + \Delta P_{FMD}) - 360°$$

$$AP_{FMV} = E_{FMV} - P_{FMV}$$

$$APE_{RV} = (E_{FMV} - P_{FMV}) + E_{RV}$$

$$APP_{RV} = P_{RV} + P_{FM}$$

$$AP_{SC} = 2(E_{RV} - P_{RV})^2$$

$$APP_{OD} = P_{RD}$$

$$APP_{OV} = APP_{RV}$$

Normal Light Matter Particle Collisions –

      The majority of the Universe's particle collisions happen between 2 particles at any given moment no matter how finite the time frame is. When Light Matter particles normally collide, they will repel each other in inverse directions away from each other. Each particle's Rotational and Forward Motion velocity change will be relative to the other particles involved in the collision event. With most collisions, the Light Matter particles don't lose Forward Motion or Rotational Motion. What changes is the Forward Motion Direction. When the particles collide while 180 degrees opposite each other, with reference to the particle rotational equators. Like an automotive head on collision, the Forward Motion Velocities and Rotational Velocities of all particles involved will change relative to each other.

Normal Light Matter Particle Collision Formula Key-

$P1$ = The reference particle in your calculation

PN = Any other particle involved in the event

$P1_{F\triangle}$ = P1 Final Angle

$PN_{F\triangle}$ = PN Final Angle

$P1_{FMV}$ = P1 Forward Motion Velocity

$P1_{FFMV}$ = P1 Final Forward Motion Velocity

PN_{FMV} = PN Forward Motion Velocity

PN_{FFMV} = PN Final Forward Motion Velocity

$P1_{RMV}$ = P1 Rotational Motion Velocity

$P1_{FRMV}$ = P1 Final Rotational Motion Velocity

PN_{RMV} = PN Rotational Motion Velocity

PN_{FRMV} = PN Final Rotational Motion Velocity

Normal Light Matter Particle Collision Formula Sheet-

$$Pl_{F\triangle} = (\triangle Pl + \triangle PN) - 360°$$

$$PN_{F\triangle} = (\triangle PN - \triangle Pl) + \triangle PN$$

$$Pl_{FFMV} = Pl_{FMV} - PN_{FMV}$$

$$PN_{FFMV} = \left| PN_{FMV} - Pl_{FMV} \right| \quad \Longleftarrow \quad \text{(Forward Motion Direction will be opposite what it was before the event)}$$

$$Pl_{FRMV} = (Pl_{FMV} - Pl_{FFMV}) + Pl_{RMV}$$

$$PN_{FRMV} = (PN_{FMV} - PN_{FFMV}) + PN_{RMV}$$

Dark Matter or Gravitational Geometry –

When calculating Dark Matter Geometry you will be calculating the Dark Energy Sphere geometry, before you calculate the Complex Dark Energy Vortexial Rectangular Prisms. Once those are calculated you can then calculate for the total Gravitational Effect being exerted on the Light Matter Particle or any Atomic Mass. These calculations use the surface of the particle, so in the case of the Earth, we use the surface of the Earth, including the ocean surface, and we do not use any of its atmospheric measurements. The atmosphere and all that exist in it are sharing the Earth's gravitational field thus being pushed onto the surface in layers. Which layer, depends on the gravitational strength of the particles, and particle masses that makeup that atmosphere.

Dark Energy Sphere –

A Dark Energy Sphere is a rotating sphere of Dark Matter generated by the rotational motion of Light Matter Particles of all types. They form around a Light Matter Particle, or Atomic Mass, and are much larger than the particle itself. There will be 1 Dark Energy Sphere in each 3 dimensional quadrant. These Spheres of Energy are connected to the Light Matter particle's surface, at the Light Matter particle's 45 degree angular point from the rotational equator in each 3 dimensional quadrant. The Rotational Motion Velocity of the Dark Energy Sphere is relative to the Light Matter Particle's Rotational Motion Velocity, within its 3 dimensional quadrant. The Dark Energy Sphere's Rotational Motion Velocity Direction will be the inverse of the Light Matter particle's Rotational Direction (Clockwise or Counter Clockwise), and the motion energy will be towards the Light Matter Particle at a 45 degree angle with reference to the center of the Light Matter Particle. Dark Energy Spheres only rotate on the X axis at a 45 degree angle towards the center of any Light Matter Particle type. There are 4 Dark Energy Spheres located above the equator and 4 below the equator of a Light Matter Particle/Atomic Mass. A Dark Energy Sphere will have a Rotational Velocity that is Greater than the rotational velocity of the Light Matter Particle type, at its point of connection to the Light Matter Particle.

Dark Energy Sphere Formula Key-

Dark Energy Sphere Formula Key for a single Dark Energy Sphere in any Quadrant

DES_D = Diameter of a single Dark Matter Energy Sphere

DES_R = Radius of a single Dark Matter Energy Sphere

DES_C = Circumference of a single Dark Matter Energy Sphere

DES_A = Area of a single Dark Matter Energy Sphere

DES_V = Volume of a single Dark Matter Energy Sphere

DES_{RV} = Rotational Velocity of a single Dark Matter Energy Sphere

Dark Energy Sphere Formula Sheet-

Dark Matter Geometry in Motion or "Dark Energy" Formula Sheet for a Single Light Matter Particle
(Single Dark Energy Sphere)

$$DES_D = \left(\frac{LM_A}{8}\right)$$

$$DES_{RQ1} = DES_D * LM_r \quad \text{(This is a constant .5 or 1/2)}$$

$$DES_C = 2\pi\, DES_{RQ1}$$

$$DES_V = \frac{4}{3}\pi\, DES_{RQ1}^{\,3}$$

$$DES_A = 4\pi\, DES_{RQ1}^{\,2}$$

$$DES_{RV} = \frac{DES_C}{CP_C}$$
(days/rotation)

$$DES_{RV} = \cfrac{\left(\dfrac{DES_C}{CP_C}\right)}{\cfrac{24}{\cfrac{60}{60}}}$$
(meters/second)

⇐ Days per 1 DES rotation

⇐ How far the DES rotates in 24 hours

⇐ How far the DES rotates in 60 minutes

⇐ How far the DES rotates in 60 seconds
(meters/second)

Complex Dark Energy Vortexial Rectangular Prisms-

Once you have calculated for the Light Matter Particle / Atomic Mass, and the Dark Energy Spheres, you can then calculate the geometry of the Complex Dark Energy Vortexial Rectangular Prisms. In between each set of 4 Dark Energy Spheres is a Complex Dark Energy Vortexial Rectangular Prism. These Prism shapes are made up of the Light Matter Particle Arc, the arcs of the 4 Dark Energy Spheres and the Undisturbed Dark Matter that surrounds the Dark Matter Reaction (Dark Energy or Gravity) itself. This gives you a Rectangular Prism with 5 concave walls and 1 flat wall.

Complex Dark Energy Vortexial Rectangular Prism Formula Key-

LMP_A = The Arc area of the Light Matter Particle or Atomic Mass

DES_{AO} = The flat area between the outer Dark Energy Spheres and the Undisturbed Dark Matter that surrounds the entire reaction

DES_{PA} = The area of the 4 walls that the Dark Energy Spheres create

VRP_A = Area of the Complex Dark Energy Vortexial Rectangular Prism

VRP_V = Volume of the Complex Dark Energy Vortexial Rectangular Prism

DES_D^3 = The Virtual Cube Volume that acts as a reference volume to find the Rectangular Prism Volume

Complex Dark Energy Vortexial Rectangular Prism Formula Sheet-

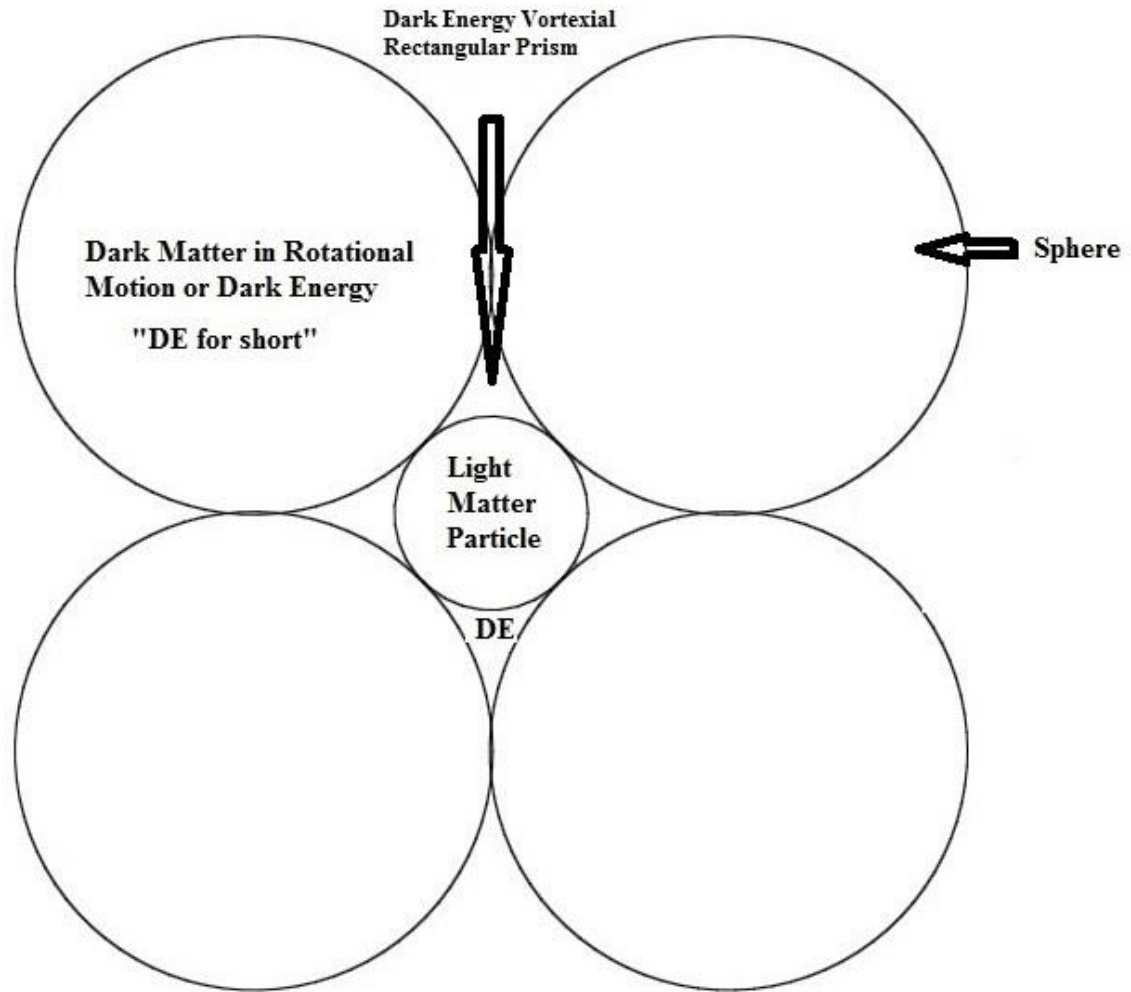$$VRP_A = \left(\frac{LMP_A}{6} \right) + DES_D^2 + DES_A$$
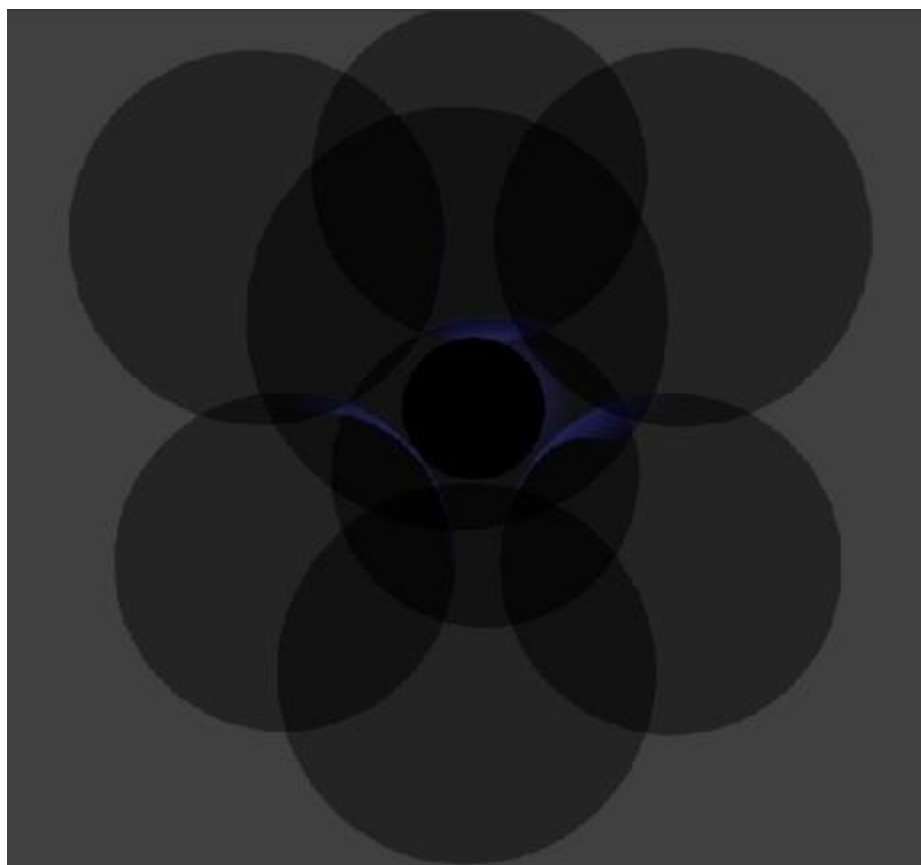
$$VRP_V = DES_D^3 - DES_V$$

-

2D & 3D model of a Single Rotating Light Matter Particle and its Dark Matter Geometry

2D Model

Dark Energy Vortexial Rectangular Prism

Dark Matter in Rotational Motion or Dark Energy

"DE for short"

Sphere

Light Matter Particle

DE

3D Model

Gravity –

Gravity is the Dark Energy Reaction between Light Matter and the surrounding Dark Matter Geometry in Motion. This will change as Light Matter particles, Atoms, and Atomic Masses come together, collide, or generally interact. The change and strength of the particle Gravity will be relative to the quantity and types of Light Matter particles that exist in any and all Atoms and Atomic Mass. Once you have calculated the Light Matter Particle/Atomic Particle Mass Geometry, and the Dark Energy Geometry, you can then calculate the Dark Energy Reaction or Gravity that is being generated by the both particle types (Light Matter and Dark Matter).

- First calculate the circumference of the (Dark Energy Sphere/Light Matter connection point). This value is called the "Dark Energy Sphere Connection Point" or "CPd". Use Pythagorean Theorem to find the Diameter "CPd" between DES/LM connection points A and B
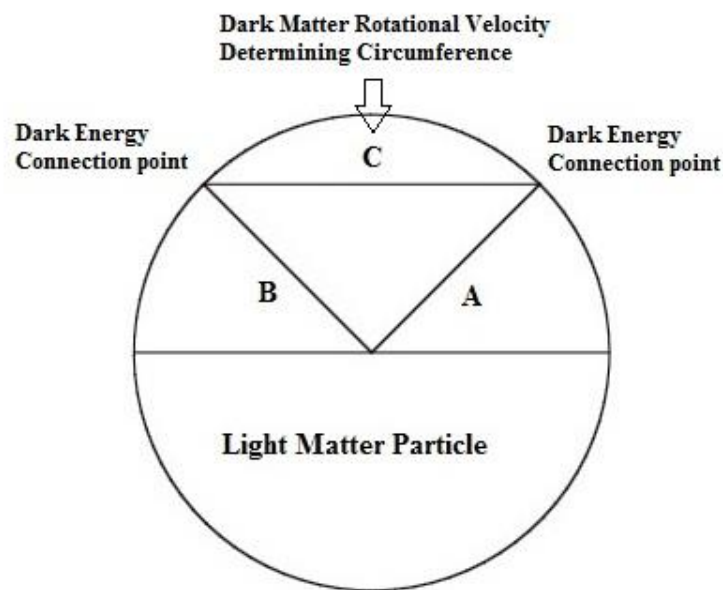
- Once you have calculated the diameter "CPd", you can then calculate for the radius "CPr" by dividing the diameter by 2.
- The Circumference "CPc" is found using the formula $2\pi CPr$. The new circumference will affect the Dark Energy Sphere Rotational Velocity.
- To find the DES Rotational Velocity, divide the Light Matter Rotational Velocity or LMrv into the Dark Energy Sphere Circumference to find how many days it takes for a single Dark Energy Sphere Rotation.
- Divide the amount of days by 24 hours

Gravity Continued –

- Divide the hours by 60 minutes
- Divide the Minutes by 60 seconds and you have how many meters per second per second the Dark Energy Sphere is rotating or DESrv. This value happens once the Dark Matter has fully reacted to the Light Matter Rotational Energy and will be higher than the Light Matter Rotational Velocity. (This reaction takes a finite amount of time)
- Once you have calculated for the Dark Energy Sphere Rotational Velocity, you can now calculate the Rotational Velocity Difference by subtracting the Light Matter/Atomic Mass Rotational Velocity "LMrv" from the Dark Energy Sphere Rotational Velocity "DESrv". This will give you the Rotational Velocity Difference "RVd".
- Due to the Difference being generated by 8 Dark Energy Spheres that are rotating inversely to the 1 Light Matter Particle/Atomic Mass, Divide the "RVd" by 8 (for the 8 Dark Energy Spheres). This will give you the Dark Energy Gravitational Reaction "DEGr".
- Once you have calculated DEGr, you can find the Light Matter Particle Gravitational Reaction by multiplying "DEGr" by the radius of a **Single** Light Matter particle (1/2 or .5)(This radius is a constant number never changing). This will give you the Light Matter Particle/Atomic Mass Gravitational Reaction "LMGr"
- After you have calculated DEGr and LMGr, you can find the Gravitational Reaction of the Complex Rectangular Prism or "VRPr". To do this you divide DEGr by 6 Dark Energy Vortexial Rectangular Prisms.
- The TOTAL Gravitational Reaction is found by adding DEGr, LMGr and VRPr. This gives you the total Gravity being exerted on the surface of any Light Matter particle or Atomic Mass in meters per second per second. The reason that it is in meters per second per second is due to their being 2 particle types and motions involved in any event, Rotational and Forward motion of Light and Dark Matter.

Due to the Dark Matter rotating towards the center of the Light Matter particle, the total Gravitational Reaction will be moving towards the center of the Light Matter particle. Gravity is the combined reaction between Light Matter in Motion and Dark Matter in Motion. This reaction is a Pushing affect not a Pulling affect once you touch the surface of the particle or in the case of a planet, once you have entered its atmosphere (this is due to gravity sharing between small Atomic Masses and the Planet itself).

Gravity Formula Key –

CP_D = Dark Energy Sphere / Light Matter Connection Point Diameter

CP_R = Connection Point Radius

CP_C = Connection Point Circumference

CP_{RV} = Connection Point Rotational Velocity (New Light Matter Particle Rotational Velocity)

DES_{RV} = Dark Energy Sphere Rotational Velocity

RV_D = Light Matter / Dark Matter Rotational Velocity Difference

DEG_R = Dark Energy Gravitational Reaction

LMG_R = Light Matter Gravitational Reaction

VRP_R = Dark Energy Vortexial Rectangular Prism Gravitational Reaction

Gravity = Total Gravitational Reaction between Light Matter and Dark Matter

Gravity Formula Sheet –

$$CP_D = \sqrt{\left(2\left(P_R^2\right)\right)}$$

$$CP_R = \frac{CP_D}{2}$$

$$CP_C = 2\pi CP_R$$

$$DES_{RV} = \frac{DES_C}{CP_C} \quad \text{(days/rotation)}$$

$$DES_{RV} \text{ (Meters/Second)} = \frac{\left(\dfrac{DES_C}{CP_C}\right)}{\dfrac{\dfrac{24}{60}}{60}}$$

⇐ Days per 1 DES rotation

⇐ How far the DES rotates in 24 hours

⇐ How far the DES rotates in 60 minutes

⇐ How far the DES rotates in 60 seconds

$$RV_D = DES_{RV} - LM_{RV}$$

$$DEG_R = \frac{RV_D}{8}$$

$$LMG_R = \frac{1}{2} DEG_R$$

$$VRP_R = \frac{DEG_R}{24}$$

$$Gravity = DEG_R + LMG_R + VRP_R \quad \text{(meters/second/second)}$$

Wave Forms -

Wave Forms are ripples generated by Light Matter particles in motion. As a Light Matter particle moves through Dark Matter, it generates waves of disturbance in every 3 dimensional direction. These disturbances mirror how a Light Matter particle functions while in motion on the X, Y and Z planes. The reason that Wave Forms have a Z plane, and subatomic particles need events to create the Particle Z plane, is because Dark Matter fills the 3 dimensional space that Light Matter particles move through. When a Dark Matter Wave is created, the Amplitude of the Dark Matter Wave is extremely close to Y0 degrees, giving you an initially extremely short wave length. As the wave travels through non disturbed Dark Matter, or gets hit by other Waves from other particles, or gets hit by Light Matter particles themselves, will increase or decrease the Wave length and Amplitude due to the surrounding Dark Matter that is treating the wave as a moving kinetic energy. This means that the Dark Matter Waves are trying to contain their own kinetic energy which is infinitely finite, until there is energy, for the Dark Matter to contain (Light Matter in Motion). Due to Dark Matter being at an absolute Energy Holding Potential, at any infinitely finite point in the Universe, Dark Matter Waves will move through undisturbed and disturbed Dark Matter until it reaches the same wave length as undisturbed Dark Matter. This infinitely long wave length, with infinitely finite amplitude, is the natural state of Dark Matter.

Finding Light Matter Particle Mass of any type by using current technologies and Wave Forms-

When we look at an Oscilloscope or a Spectrum Analyzer, we will see either a single Wave or any wave within the Spectrum that is being measured or analyzed. The wave length shows the length of Light Matter particle(s) and types(s). This is seen due to the Dark Matter wave that the Light Matter created, which in turn vibrated the Light Matter in the measurement device that were previously at rest. This vibration reaction shows us the dimensions of the Light Matter that created the wave along with the Light Matter in the Measuring device. This is why newly made measuring devices need to be calibrated. The distortion is the device itself. The Amplitude(s) show the rotational velocity of all Light Matter particle(s) that generated the wave form. The Amplitude and the Wave Length are relative to each other. Harmonics can show the different Light Matter particles that exist within the 3 dimensional measurement area. When we see a wave that is imperfect or has uneven ups and downs, each up and down sequence is another Light Matter particle that can be registered in the measurement. This allows us to measure and define the exact composition of any known Light Matter particle configuration and also allows us to find out how to create new configurations.

Atomic Particles (Atoms) –

When single or complementary particles interact with each other, there will be events that cause the particles to share each other's Gravity and by the end of the event, the X axis rotating particles will orbit around the Y axis rotating particles. These events have an unlimited amount of different Universal Atomic Configurations (Universal Blueprints) that are possible. The configuration is dependent on the quantity of particles involved, the Forward Motion and Rotational Velocity of all particles involved, the angles in which each particle is moving at (with reference to the point of the event). This is what Atomic Particles or Atoms are, and how they are created. When an Atom is created, the energy that is keeping it together is equal to E=MC2. When we look at this data, E = the energy potential of the event, M = the total Light Matter particle mass or quantity involved with the event, C = the total added Rotational and Forward Motion Velocities of all Light Matter particles involved in the event. We square "C" due to there being 2 motions that are relative for each Light Matter particle involved in the event. The Nucleus of an atom usually consists of Neutrons, but it is completely possible for Atoms to have a Nucleus configuration that consists of Electrons, Protons and Neutrons together.

Atomic Mass (Connected Atoms or Basic Elements)–

Atomic Mass happens when 2 or more Atoms come together sharing each other's Gravities to keep them orbiting each other. These make up all Elements and non-life form Atomic configurations. These configurations make up all visible and non-visible Atomic Structures.

Giant Atomic Mass (Planets)-

Giant Atomic Masses are easily viewed as stars, planets, moons, comets, meteors and any other inanimate universal object or object type. When Atomic Masses are created by a Nova, there will be so many Particle Connections that Planets are formed in many sizes. All planetary particles will be pushed towards its center due to the combined gravity of all particles involved. Once the majority of the Dark Energy is on the outer part of the planet, the Dark Energy will be pushing loose particles and Atomic Masses toward the center of the planet. These loose particles makeup all atmospheric layers along with all Life forms that exist, and can exist, on its surface. This works similarly to bacteria and microbes sticking to your skin or any other object. At the Center of a Giant Atomic Mass there is a core that acts as a Giant Nucleus. The Giant Nucleus is created when a planet is born and is almost as, particle wise, dense as a black hole. The Center of a Planet is comprised of a large amount of Atoms that are sharing each other's rotations. This is why the Outer Core of the earth is a thin super-hot liquid. The Inner Core is rotating so fast that the Outer Core Atomic structure is being stretched (like the light ring around a black hole). This causes a heat reaction making the Density of the material the inverse of the Inner Core's density. The Crust of the Earth is a shell because the farther away the outer core material is from the inner core, the cooler the material gets. This causes them to come together in a huge quantity of configurations slowly creating the surface and eventually life. Because the particles that makeup the outermost areas of a planet (anything on top of the solid surface) are so far apart, on the subatomic scale, that they will be viewed as gasses or liquids. These different configurations of gasses and liquids allow for resistance to occur between a falling object and the surface that it is going to impact with. As the object moves faster towards the surface, the more its particles are stretched which can be measured as heat. When an object catches fire due to falling, they are moving fast enough to cause the neutrons to become longer than the gravity of the atom that they are the center of. This means the Atom splits and releases its particles at a high rate of speed away from the falling object. This effect is also why a bullet stays hot until it reaches terminal velocity. Once past terminal velocity, the bullet will cool as it slows its forward motion on an atomic scale.

Giant Atomic Mass Cluster (Solar System)-

Giant Atomic Mass Clusters are, when Stars are the center with planets revolving around that star at different speeds. Some planets will have moons and some will not, depending on the events in their lifespans. These moons will be orbiting the planet that it is closest to and the planet that has the largest Gravity will have the most moons usually. This means that moons can be made from the large masses colliding with the planet or the Planet itself breaking off smaller pieces during the time of its birth. There can also be more than one Star in that system. Put simply, a solar system acts much like an atom, just on a very large scale.

Galaxies and Larger-

Galaxies are clusters of Giant Atomic Mass Clusters. There are a large number of Planets, Stars, Moons, Meteors, Comets and many other Atomic Mass types. All of these particle types revolve around a center which is usually, if not always a black hole that has a gravitational field that is large enough to keep all Light Matter within that field, to stay in its orbit and keep its distance from the center of the Galaxy. This will happen until the Galaxy collides with another Galaxy. This pattern of connection from Atoms to Galaxies shows us the next set of patterns and so on. The next pattern is a Galaxy Cluster. Next would be a Giant Galaxy Cluster. And so on.

Complex Atomic Mass (Life)-

Atomic Masses will connect together in a configuration that has the Atomic Masses connected and rotating in a small space, around a Nucleus Mass that is not at the center, but its importance does become the reactive part making it the nucleus. Without the nucleus, the atom separates. The Nucleus Mass is the Brain or Grey Matter. Put simply, the body's Atomic Mass will act as Proton Masses and Electron Masses surrounding the Nucleus Mass. Because these parts function together and independently at the same time, we are able to have reactive connections. Like the ability to move our fingers and toes. Atomic Mass Clusters make up all life forms. The reactions that are constantly caused between the brain and the body happen due to a currently unknown quantity and type of environmental Dark Matter Wave variables. Put simply, due to the body having a harmonious vibration with itself, all of our senses are telling our brain information about our environment and its gravitational changes, and what to do to safely navigate through those changes. This is why it is hard for the average person to do any action that will consciously result in bodily damage to themselves or another's. The action of gravitationally disturbing the body is the knowledge that the brain uses to determine what will be a non-disturbing vibrational reaction with the body (healthy living) or a damaging vibrational reaction with the body (anything that can damage the body physically). We have found that emotional wellbeing also plays a role in damaging the physical body or not. Emotional wellbeing is the Gravity Wave pattern that the entire body gives off which is generated by every Electron, Proton and Neutron that the body is made of. If this pattern is disturbed enough or simply in the right way, it will cause damage to the vital parts of the body.

The Electromagnetic Spectrum-

The Electromagnetic Spectrum is an awesome and yet simple reaction between 4 or more Neutrons or Neutron Mass type Light Matter Particles, that are in constant reaction with each other. Subatomic particles will be rotating at the least, if not moving forward as well. When 4 or more Neutrons or Neutron Mass type Light Matter particles come together, they form the Nucleus of an Atomic type.

The Center Atomic Cluster of a Giant Atomic Mass acts as a Nucleus for that GAM. When Light or (Neutrons and Neutrinos with a Forward Motion above 300 GHz for Neutrons and below 300Ghz for Neutrinos) hit the Nucleus of the Atom, a Neutron, Proton or Electron will be expelled from the Atom at a near if not 90 degree angle with respect to the impact point at the atom's Nucleus. The quantity of expelled Light Matter particles will be equal to the quantity of Light Matter particles that collided with the Atom's Nucleus. Once the Light Matter particles are expelled from the atom, the colliding Light Matter particles will take the expelled particle's places, at the same Forward Motion Velocity as the collided particle's velocities were. The angle of incidence will determine the next reaction. This is what we know as the Electromagnetic Field. Due to the Nucleus being made up of Neutrons, Protons and Electrons, and they all rotate on the X or Y axis, the expelling particles will be traveling at a near if not 90 degree angle on the X or Y axis, with respect to the angle of incidence. Put simply, the particles leave through the North/South Pole of the Atom/Atomic Mass. When the expelling particles interact with the Dark Energy Geometry and Gravitational Force of the Atomic Mass, the particles will follow the Dark Energy Geometry all the way back to the South/North Pole, causing another collision of particles. This is a constant reaction that builds until it is maximized.

"Maximized" means that the quantity of particles out is the same as the quantity of particles coming in. Once Maximized you get a Magnetic Field…A Field of particles that Block other particles from disturbing the Atom or Atomic Mass of any type. This is what shields us form the solar winds and other types of radiation. The Planetary shield strength is dependent on the density of the core of the planet. Magnetic Field Break Down happens when the Nucleus, or Center Atomic Cluster, gets hit by more particles than the Nucleus is made up of. The added Rotational and Forward Motions cause all of the particles, from the Nucleus, to expel from the Atom or Atomic Mass, at a 90 degree angle. This causes the particles to go straight out into space and not return. This event shows the particles not moving from pole to pole but moving away from the center of the Atom causing the atom to eventually destabilize and break apart. In conclusion, the Electromagnetic Spectrum is all possible particle motion types, for all particle types. The Electromagnetic Spectrum frequencies range from 0Hz to ∞Hz with Wave Lengths ranging from Infinitely Finite in meters to ∞ kilometers.

Hot, Cold and Absolute Zero

Currently we view temperature as hot (atoms moving further distances at a higher rate of speed) and Cold as atoms moving slower, causing them to come closer together. We believe that the universe is not absolute zero because there are always particles moving in a forward motion. We see forward motion and time as the main factors in temperature. Though this is true, it is not complete. Let me explain.

Hot is determined by atoms moving longer distances in a shorter period of time. But when we look at particle motion, they are moving in 2 directions, forward and rotational. The closer particles get to each other, the faster they move forward, but at a higher forward motion change rate (orbit). This will happen until they reach a point in which the energies, between all particles involved, start to repel each other, reach an equilibrium and create an atom, or connect to one another creating a micro black hole.

So, the rate of Forward Motion Change in a particle's Forward Motion direction will determine hot or cold. As Light Matter particles collide and move away from each other, the length of the particles determine Hot and Cold. The longer the wave length the hotter it will be, the shorter the wave length the colder it will be. Absolute zero is the temperature of the singularity that happens when 2 or more sub atomic particles connect, becoming a finite black hole. The Big Bang is the point in which the Universe experiences the highest amount of heat. The highest amount of heat is determined by the longest length particle that is produced by "The Big Bang" event.

Definition of Hot:

Subatomic, and Atomic particles, that have long wave lengths. The longer the particles take to move away from the event area, the higher the temperature will be, all the way up to an infinite amount of measured or calculated degrees Kelvin.

Definition of Cold:

Subatomic, and Atomic particles, that have short wave lengths, that eventually cause particles to orbit each other. The closer particles orbit each other, the lower the temperature will be, all the way down until they reach unity or when the particles share their rotations. This Unity is also called Absolute Zero or a Black Hole.

Definition of Absolute Zero:

Absolute Zero is when 2 or more subatomic particles, share each other's rotations and have no forward motion anymore, but rotate as 1 particle. This is what a Black Hole is and what Bose Einstein Condensate is trying to show. When particles share their rotations instead of each other's Gravities, like Atoms and Atomic Mass do, you get Absolute Zero Degrees Kelvin or a Singularity. Singularities can exist as small an Anti-Proton, Positron, and Neutrino, to the Universal Singularity itself which is infinite and made up of all Light Matter in the Universe.

Atomic Repulsion (Friction/Explosion), Atomic Cling (Static Cling/Connection and Magnetism

The way we currently view friction is the resistance that one surface or object encounters when moving near another. This is a very simplistic view of it, which works when we apply physics formulae to it. But our job is to understand what we are seeing in its totality. Therefore, we must be ever expanding on our view of the universe at the infinite and infinitely finite levels because the 2 are connected. **Friction** happens when 2 or more particles that come so close to each other, that their dark matter reactions start to go into opposition with each other due to differences in dark matter reaction amplitudes or (differences in particle gravity). If the particle amplitudes differ, the gravitationally weaker particles will be pushed away from the event and can be measured as heat or temperature also known as Friction. If the particle amplitudes are close to equal they will repel each other. If the particle amplitudes are opposite each other by 180 degrees, then the inverse will happen and the particles will want to share each other's Gravity. This causes a sticking effect or **Atomic Cling**. Atomic Cling is more commonly known as Static Cling. If the static cling is broken, all particles, that were clinging together, will be forced away from not only each other, but away from the weakest of the Light Matter particle Atomic Masses, sometimes latching onto the stronger of the Atomic Masses. For example; When a tire breaks the Atomic Cling connection it has with the concrete, the rubber begins to bond to the concrete. But when on a dirt road, the dirt particles are weaker than the large rubber surface, so the dirt will try and bond to the rubber. In short, Friction is the repelling of Light Matter particles when 2 or more Atomic Masses are interacting with each other while in different rates of motion. This is measured in temperature. Atomic Cling or Static Cling is the sharing of Gravity between the 2 or more Atomic Masses involved. This Atomic Cling action allows one particle to move forward, on top of another particle, like the tires of a car roll along the concrete without the concrete moving forward in any direction. Unless the concrete has degraded enough to where its gravity, between its particles, is weaker than the rubber tire's gravity. In that case, the concrete will stick to the rubber like the dirt.

Micro Black Hole, Black Hole, Micro Nova and Supernova

Today, we see that in the normal life of a star, there is a constant fight between gravity pulling matter in and the matter becoming compressed until it has enough compression force to oppose that gravity.

Universal Particle Motion Theory, shows that all of the particles of a star are surrounded by Dark Matter. These particles are constantly moving in 2 directions, forward and rotational within the Dark Matter. These particles are not fighting anything, but are acting within Dark Matter, and the Dark Matter is reacting to that movement. When a star dies, all of the Light Matter in the area of gravitational effect will move towards the center of the dying star. If the particle rotations do not complement each other, then a Nova occurs. If the particle rotations do complement each other, then a Black Hole occurs.

When a Nova occurs, all of the Light Matter particles that make up the dying star have opposing rotations and converge towards the center of the star and cannot move in a Forward Motion any further. Because the Light Matter particles are moving towards the center of the event, the Forward Motion velocity of all Light Matter particles involved in the event will eventually convert to Rotational Velocity only. Once this happens, the forces of the opposing rotations will cause all of the Light Matter particles to repel away from the center of the dying star at an extremely high rate of Forward Motion which expels particles at a length equal to each particle's solo rotational velocity, before the repulsion event. This is viewed as a **Super Nova**. This can also happen on smaller scales like the Hadron Collider. When particles collide in finite quantities, they create a **Micro Nova** or series of Micro Novae. When a Nova of any size occurs, the energy that is released is equal to $E=MC2$, where 'E' is the total energy of the event, 'M' is the quantity of Light Matter particles and 'C2' is the total added rotational velocities among all of the Light Matter particles involved in the event. This means that the Light Matter particles will be moving away from the center of the impact point, at a Forward Motion Velocity or length equal to 'E'.

Micro Black Hole, Black Hole, Micro Nova and Supernova – Cont.

When a **Black Hole** occurs, all of the particles that make up the dying star have complementing rotations that they share, and have converged towards the center of the star and cannot move in a Forward Motion any further. The Forward Motion velocity of all Light Matter particles involved in the event will convert to Rotational Velocity, and only then, will they Atomically Cling to each other. The Dark Energy geometry that is keeping the Light Matter particles connected is so strong that other Light Matter particles that are in motion, in the area, can only become part of the black hole if its rotational direction is complimentary to the rotation of the Black Hole particles. If its rotational direction is not complementary, then the particle(s) that collide with the Black Hole will be repelled at a rate of E=MC2. But unlike the usual repulsion action, the Black Hole's Dark Energy reaction (Gravity) is so strong that the repelling motion goes from Forward Motion to Orbital Motion. This means that the particles that don't become part of the Black Hole will become part of the ring of energy that orbits it. If there are no Light Matter particles in the area for the Black Hole to interact with, then it will not be able to be physically seen. The Rotational Velocity of a Black Hole is equal to all of the particle rotational velocities added together and its direction (Clockwise or Counter Clockwise) will be determined by the higher quantity of particle types between the Electrons and Protons and Neutrons. When there are very few Light Matter particles involved in an Atomic Cling incident, you get a **Micro Black Hole**. This is why the Nucleus of an atom appears Black under an electron Microscope. The Nucleus particles are complementing each other's rotations, and have no individual forward motions, nor gravity in between them. Making it so that it does not fall under the visible color or light spectrum.

The Singularity, The Big Bang and The Big Crunch

Edwin Hubble saw that the universe is expanding at an enormous speed. That galaxies surrounding the Milky Way galaxy are moving further from the Milky Way at a speed proportional to their distances to the Milky Way. This meant, to him, that there must have been an instant in time where the universe was contained in a single point in space and that the end result was a single violent explosion.

According to Universal Particle Motion Theory, when the Universe began there was 1 Infinitely Large Light Matter Energy Sphere. This ball of energy is surrounded by 1 capacitive particle, which is infinitely large in size in comparison to the size of the Light Matter Sphere, called Dark Matter which contains the energy. These 2 exist in 1 space which we call in total The Universe. This event is called "The Singularity". When the "Singularity" is formed, all of the spherical Light Matter Particles will be rotating in connection to each other, spinning as one big mass. Once this mass is completed, the combined rotational velocity is equal to infinity and will cause a Dark Energy Wave that has the amplitude of the Singularity's rotational speed and a length equal to the radius of the Dark Matter particle itself. This wave will bounce off of the farthest points of Dark Matter and head right back to the center of the Singularity. This Dark Energy Wave causes the Dark Matter surrounding the Singularity to force its way between all of the Light Matter particles that make up the Singularity. Once all of the Light Matter particles are moving away from the Center of the Singularity, this will indicate the end of the event. This event can be viewed as the most violent explosion possible in the Universe or "The Big Bang". This event also gives all Light Matter particles their individual relative Forward Motion Velocity and Rotational Velocity. The intensity or amplitude of each Light Matter particle is relative to its distance from the center of The Singularity. The farther the Finite Light Matter particle is to the Center Light Matter particle at the center of the Singularity, the farther the particle length. So the first Light Matter to be hit by the Singularity Dark Energy Wave, will have the longest length. The length of the Light Matter particles will get shorter the closer they are to the center of the Singularity. Once "The Big Bang" finishes, the Light Matter particles in the Universe will constantly change the Dark Matter Geometry until the events cause all of the Light Matter in the Universe to turn itself around and reconnect at the Universe's center. This process is called "The Big Crunch". The Big Crunch is an odd term for this event because the Light Matter particles will be moving away from the center of the Universe at first making the view look as though the Universe was expanding. In a way it is, but there will be a point where all matter reconnects at the center making the Universe look as though it is collapsing. And sometimes, like in the event of the creation of galaxies, both expanding and collapsing at the same time.

Point Zero, Infinity, Infinitely Finite and Time

For many years scientists have been searching for the answer on what caused the Big Bang in the first place. In the beginning Dark Matter and the Singularity are still with no forward or rotational motion. Dark and Light Matter are in potential states only, infinite capacitive potential and infinite energetic potential. These 2 particles are the First Opposites in existence. Because opposites must exist, the potential energy Singularity vibrates due to infinite potential needing to become kinetic. This vibration generates a Dark Energy wave with an infinite amplitude and length. This wave will touch the farthest ends of Dark Matter and bounce back to the center most Light Matter particle of the Singularity. Once the returning wave hits the Singularity, the amplitude and wave length have not changed, forcing the Singularity to rotate at a rate of infinity and break apart at different forward motion rates. The outermost particles will be the longest in length while the center most particle only rotates. This is also another opposite…1 infinitely inactive existence generating an infinitely active existence. In conclusion, Point Zero is the existence of Dark Matter and Light Matter in a completely still state. The next action is the wave that brings on the Big Bang. The time frame between the vibration and the Big Bang is infinitely finite.

The smallest time interval that we could measure is the time between the Singularity and the Big Bang. The longest interval of time that we cannot measure is the amount of time between the first Singularity and the last Big Bang that will happen in the life of the Universe. This time frame is currently infinity. Infinity and Infinitely Finite exist in all possible dimensions and types of existence simply because opposites MUST exist. Both Infinity and Infinitely Finite, for the Universe, are initially defined as Dark Matter (Infinitely Large in its capacitance) and Light Matter (an Infinite quantity of Infinitely Finite particles of energy that initially act as 1 infinite potential energy particle that exists within the Infinite Dark Matter. Time exists the moment everything in the universe is in motion. Time is that motions' measurement tool. Without motion, there would be no time to measure. You wouldn't need to know how long it will take to get from point A to point B because you couldn't move there anyway. This is the only reason why Time is relevant to all Light Matter in motion in the Universe. Should the Universe stop moving and all Light Matter particles stop rotating and moving forward, then the Universe will no longer be creating a need for time to be involved in its existence. Put simply Time is a measurement of motion nothing more. This is also why we generally see time as moving. The Space Time Continuum is truly not able to be manipulated, because it is only a measurement for an object traveling a specific distance at a specific rate of speed. However, this does not mean that we are limited in how we travel by any means. When we use time as just a reference, it frees us up to work on traveling through space without worrying about time.

Point Zero, Infinity, Infinitely Finite and Time – Cont.

If you travel at any wave length above 300Ghz, you will not age because there is no particle transference (particles breaking off of your body causing decay). For those not traveling at any of these speeds, they will age because there is particle transference happening between the body and its environment. Above 300Ghz, Light Matter particles are stretched so thin that they will move through Atomic mass, and single Light Matter particles will bounce off of that stretched mass due to the finite size, yet immense rotational energy. The wave pattern configuration will not change making the stretched particles to stay as 1 mass particle when stretched. If we were to look at a worm hole, we would see that there are a huge amount of particles that have been lengthened from point A to point B. This forms a shape that looks like a hole because Light Matter particles are in an orbit around Dark Matter ONLY, like an atom having no Nucleus. This makes the center look like a hole. When matter comes in contact with the center of the Dark Energy field, it will be instantly lengthen to the distance of the worm hole Light Matter particle Orbiting Velocity. Once the front of the particle reaches point B, the back of the particle will instantly accelerate itself back to the front, at a velocity equal to the velocity in which to front of the particle reached the end of the worm hole. This can be viewed as instant travel.

Earth's Dark Matter Geometry and Gravity as an example:

If we take the average radius of the Earth (6378.1km taken from a NASA fact sheet on the Earth) and insert it into these formulas for Dark Energy Geometry and Gravity, we get this:

$$LM_r = .5$$

$$E_r = \text{Earth's Avg. Radius} = 6{,}378{,}100 \text{ meters}$$
$$\text{(Taken from a NASA Fact Sheet)}$$

$$E_A = \text{Earth's Area} = 4\pi E_r^2 = 6{,}423{,}953{,}317{,}181{,}977.06 \text{ meters}$$

$$E_C = \text{Earth's Circumference} = 2\pi E_r = 40{,}074{,}784.21 \text{ meters}$$

$$E_{RV} = \text{Earth's Rotational Velocity} = \frac{\left(\frac{\left(\frac{E_C}{24}\right)}{60}\right)}{60} = 463.83 \text{ m/sec}$$

$$CP_D = \text{Connection Point Diameter} = \sqrt{2\left(E_R^2\right)} = 9{,}019{,}995.52 \text{ meters}$$

$$CP_R = \text{Connection Point Radius} = \frac{CP_D}{2} = 4{,}509{,}997.76 \text{ meters}$$

$$CP_C = \text{Connection Point Circumference} = 2\pi CP_R = 28{,}337{,}151.67 \text{ meters}$$

$$DES_D = \frac{E_A}{8} * LM_r \ {}_{(LMr = .5)} = 401{,}497{,}082{,}323{,}873.57 \text{ meters}$$

$$DES_R = DES_{RQ1} = \frac{DES_D}{2} = 200{,}748{,}541{,}161{,}936.79 \text{ meters}$$

$$DES_C = 2\pi DES_R = 1{,}261{,}340{,}284{,}266{,}417.62 \text{ meters}$$

$$DES_{RV} = \frac{DES_C}{CP_C} = 44{,}511{,}893.75 \text{ days/rotation}$$
(days/rotation)

$$DES_{RV} \text{ (Meters/Second)} = \left(\frac{\left(\frac{DES_{RV}}{24} \right)}{60} \right) \Bigg/ 60 = 515.18 \text{ m/sec}$$

$$RV_D = DES_{RV} - E_{RV} = 51.35 \text{ m/sec}$$

$$DEG_R = \frac{RV_D}{8} = 6.41875 \text{ m/sec}$$

$$LMG_R = LM_R * DEG_R = 3.209375 \text{ m/sec}$$

$$VRP_R = \frac{DEG_R}{24} = .2674 \text{ m/sec}$$

$$Gravity = DEG_R + LMG_R + VRP_R = 9.8956 \text{ m/sec/sec}$$

Conclusion

When we look at Dark Matter as a single capacitive particle that holds all other particles together, we get a much clearer picture of how our universe works and how gravity is not a force but a Dark Matter reaction to any Light Matter Particle or particle type in motion. Most of the time we are focused on the polarity of the subatomic particles that makeup Atoms. I am focusing on the motion of the subatomic particles so that we can better understand what polarity is and what we can do with it. I have found that the pattern that resides inside of all wave forms that are generated by the particles in motion, are the blueprints for creation. I realized that when we understand how to manipulate Light Matter Particles to generate specific wave patterns, we can essentially force other Light Matter Particles in the area to react to it, and in a period of time will form whatever pattern was being generated. In a sense, Light, Sound and Electricity in the right wave patterns can create Atomic Masses like water molecules. The Universe is in a constant state of Energetic Change. Albert Einstein was right, energy cannot be created or destroyed merely manipulated or changed. On the other hand, Energy Configurations can be created, destroyed, manipulated and changed or none of the above. This view allows us to have unlimited capabilities for Light Matter manipulation like turning trash into useable elements, like water, depending on the quantity of Electrons, Protons and Neutrons that the trash is made up of.

The Multiverse is possible only from the internal viewing outward. From the view of the Light Matter particle there are an infinite amount of parallel universes. From the view of Dark Matter itself, there is 1 Universe with an infinite amount of Singularities in it.

The easiest way for me to explain this would be with the view of the basic human cellular structure. The beginning of a human starts with the egg and the sperm or protein. This egg has a pit at the center with matter surrounding it. When the sperm combines with the egg, there is an energetic pattern reaction that causes the egg to utilize all of the energy it can to split and multiply. When that egg grows into a human being, it goes from one pitted cell to a relatively infinitely large quantity of pitted cells. But, each cell has no clue that the next cell even exists. The multiverse is a similar principal. Each universe has a singularity at its center and they are so large from the internal view that they cannot be seen from inside one of the universes. Each Verse has an infinite amount of Universal wave patterns, but their configuration change patterns will be different. Making each Verse act like a Universe but also look completely individual and independent of all other Verses. The Universe is the entirety of All of Everything viewed as 1.

From the view of Light Matter particles, the internal actions of the Universe are Chaotic and unpredictable creating Chaos Theory. From the view of Dark Matter itself, the Universe is harmonious and already predicted. This answers why the Universe works homogeneously, no matter what scale you view it at. The Universe will expand for one half of a rotation of itself. The second half will bring Light Matter in the Universe back together into a Singularity. This means that nothing really dies on a physical level. They just change forms from particle and wave, to wave and back again. Who we are as beings exists as a beautiful wave pattern that will gain and lose amplitude for the lifespan of the Universe. From a religious view, that pattern would be our soul itself, the part that exists between our entire Light Matter particle configuration or body. As for the current concern of population control...the only answer is expansion. Not only in technology but in planetary inhabitation, and Universal Particle Motion can lead us to both solutions. Because I have a sense of humor I will tell you what Universal Particle Motion states about what came first the Chicken or the Egg. The universe began as an egg of sorts called the Singularity, but the singularity itself contains the wave patterns for everything that could possibly exist within infinity…including every type of chicken. Therefore, what came first??? Both at the same fame of what we call time. Without one, there is no Universal need for the other. So the Universe always creates 2 halves of everything at equal frames of time. I call this the Nature of Opposites. In this case it is Blueprints vs Materials.

As a final thought…..”When we view the Universe in its simplest forms, we can view the large and complex as a much clearer image. No particle can speed up or slow down. They can just convert their energy from Rotational to Forward Motion and back, while using both movements at the same time to create all things. NEVER FORGET that the only thing that is impossible is impossibility itself. Let's start creating a better world for each other and prove that humans can complement the world that we surround along with the Universe that surrounds us. The Force is truly within us all.”

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Universal Particle Motion Unified Field Formula

$$\left(\left(\frac{ \left(\dfrac{ 2\pi\left(\dfrac{\left(\dfrac{4\pi P_r^2}{8}\right)}{2} \right) }{ 2\pi\left(\dfrac{\sqrt{(2)}\,P_r^2}{2} \right) } \right) }{24} }{60} }{60} \right) - \left(\left(\frac{ \left(\dfrac{2\pi P_r}{24} \right) }{60} }{60} \right) \right) }{8} \right)$$

$$+$$

$$.5 * \left(\frac{ \left(\left(\frac{ \left(\dfrac{ 2\pi\left(\dfrac{\left(\dfrac{4\pi P_r^2}{8}\right)}{2} \right) }{ 2\pi\left(\dfrac{\sqrt{(2)}\,P_r^2}{2} \right) } \right) }{24} }{60} }{60} \right) - \left(\left(\frac{ \left(\dfrac{2\pi P_r}{24} \right) }{60} }{60} \right) \right) \right) }{8} \right)$$

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$$\left(\frac{ \left(\frac{ \left(\left(\frac{ \left(\dfrac{ 2\pi\left(\dfrac{\left(\dfrac{4\pi P_r^2}{8}\right)}{2} \right) }{ 2\pi\left(\dfrac{\sqrt{(2)}\,P_r^2}{2} \right) } \right) }{24} }{60} }{60} \right) - \left(\left(\frac{ \left(\dfrac{2\pi P_r}{24} \right) }{60} }{60} \right) \right) \right) }{8} }{24} \right)$$