

Project Numina

Singularity based human evolution



"I want to watch my body die." ~ Wil Bown



"I saw what comes after smartphones"

Numina is an artificial intelligence

that predicts the movements and actions of a human in a virtual environment. This creates a feedback loop that feels like,

"Did the Al do that because of me, or did I do that because of the Al."

This relationship is called positive reinforcement, and it's exactly how Al's learn.

This Al builds on some of the most advanced Al's in the world and it's designed to learn from the most challenging Al project yet, our consciousness



The tech is here and this is happening now

The, "Ah-ha," moment for VR

People have been disappointed by the lack of practicality in VR, but a few have discovered the real world use case for VR, MR, and AR.

It is really great for training artificial intelligence

This long tail early adopter behavior is similar to the consumer use of the internet in the mid 90's It brings widespread practicality to this technology



A proven track record of innovation



23+ year software engineer with experience developing multiple million dollar systems. Inventor of the Neureal artificial intelligence project, hacker of Bitcoin and known tech evangelist.



Recipient of the best in EAE award from the University of Utah School of Medicine for linking EEG brainwave activity to VR gameplay



The Research Project

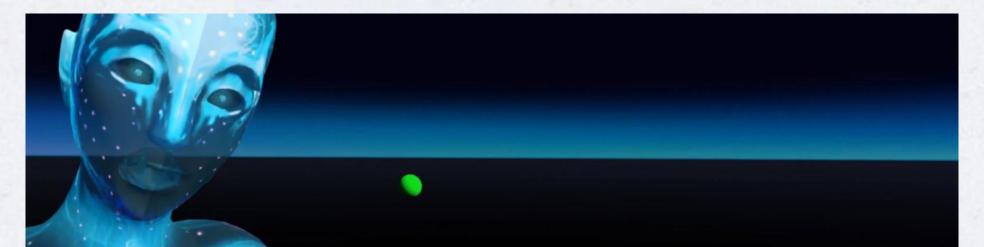
Hypothesis:

"Consciousness is a measurement of timespace between what you intended to do and what you did, according to your reference frame."

The first step is to make the AI follow your movement in VR. The first version of this is "DerpQ." DerpQ is an AI that you can interact with today. He is hosted on the Neureal server in High Fidelity social VR.

We are ready to start the fun part

The avatar version of DerpQ will need be made and learn from Wil and Martin and as many people as we possibly can





This is a mass open source project

After DerpQ has become Numina, we get to unleash it on the world

This is a great thing, because at this point, tens of thousands of developers will be using Numina as part of rendering systems, augmented reality, IOT, and the "Magic Verse"

What we started for so little will become ubiquitous

Open Source projects are better for the technology, better for commercialization, and better for safety.

It's faster: OS development incentivizes creators to collaborate where they normally wouldn't

It's more lucrative: There are no foundationally prohibitive patent trolls getting in the way commercialization

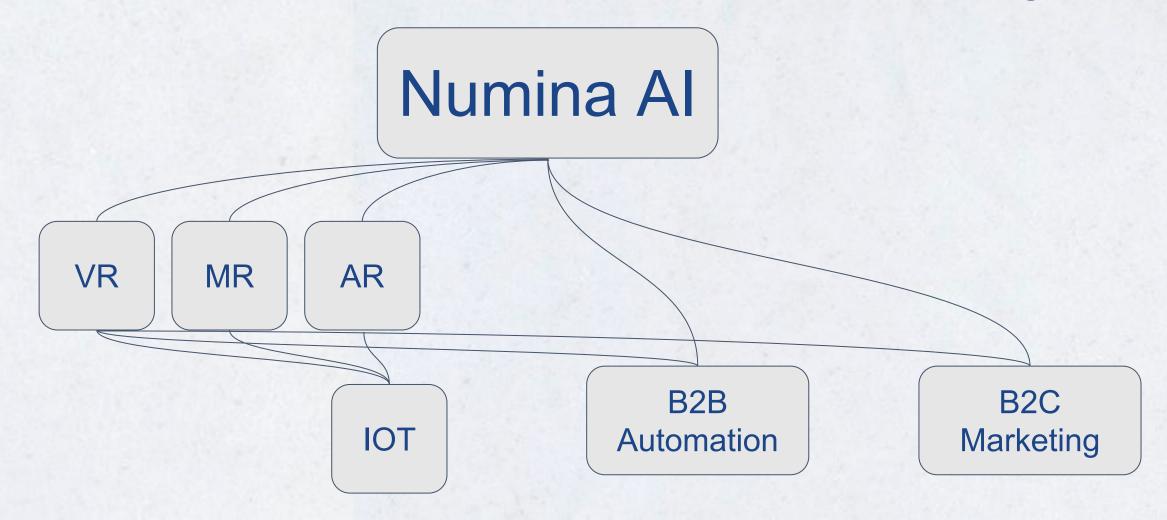
It's safer: vulnerabilities and flaws are quickly found and fixed

It's more ethical: mass distributed technologies are less susceptible to monopolies

It's better: opensource technologies are continuously optimized for efficiency and great usability



There are thousands of use cases for this technology





But the best use case is solving the ultimate problem statement

We mean what we say about, "We want to watch our bodies die."

This is the closest humans have ever been to our technological singularity. Decades of research have gone into this, and reflects the bleeding edge of computer and neuroscience. **The purpose of this** artificial intelligence is to be able to mimic our behavior, our intentions, our visage, even our creations to the point of the uncanny.

Your purpose is to leave a legacy

Numina is based on the most advanced Al's in the world, and it has potential to become so much more.



Numina is a truly global technology

Neureal is a Nevis non profit foundation.

Contributions are confidential on request, and available to individuals, foundations, tribes, NGOs, and governments

In a world with ever more censorship of technology, nobody has the off switch to Numina

Neureal is rooted in AI and blockchain technologies. We believe in the trust free nature of innovation available to everyone.





We love answering questions

Please connect with us

Wil Bown

wil@neureal.net 1.801.856.6093

Martin Bammes

martinbammes@gmail.com 1.760.585.7012

