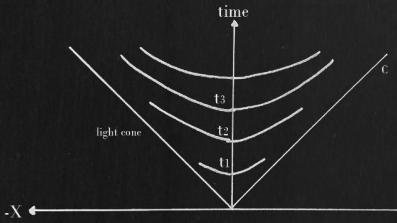


Closed Timelike Curls

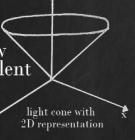
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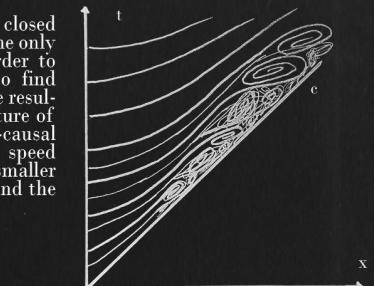
Semi-Causal Structure of SPACETIME



Think of a certain universe where the time is an entity such that it is greatly influenced by the gravity. It has viscosity and it is restricted to flow only forwards in time. It can experience turbulence phenomena and time shifts occur at those instances. The turbulent flow creates a force that is equivalent to the gravity and it creates strong waves just like hurricanes.



Gödel Metric is not the only solution that allows closed timelike curves and closed timelike curves are not the only reason for causal structure to be violated. In order to establish a physical causal structure, one has to find relation between the spacetime events such that the resultant relations will emerge to a global causal structure of spacetime. This space time definition creates semi-causal structure where the time shift can occur in high speed accelerated turbulent areas. For speeds much smaller than the speed of light no turbulence is observed and the time flow is laminar.

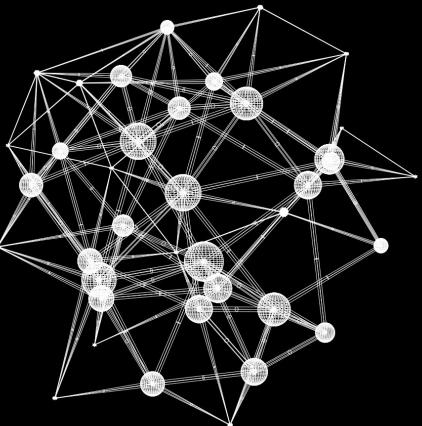


Leverage

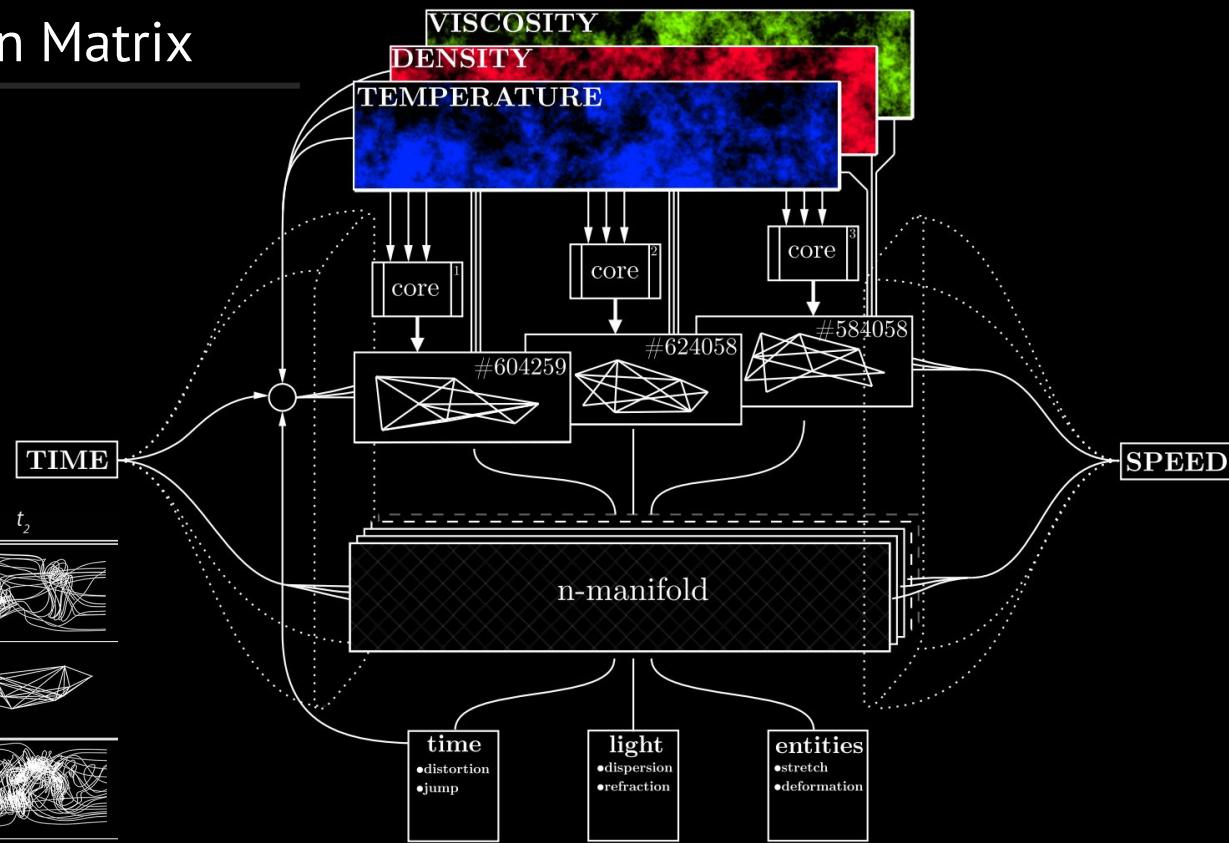
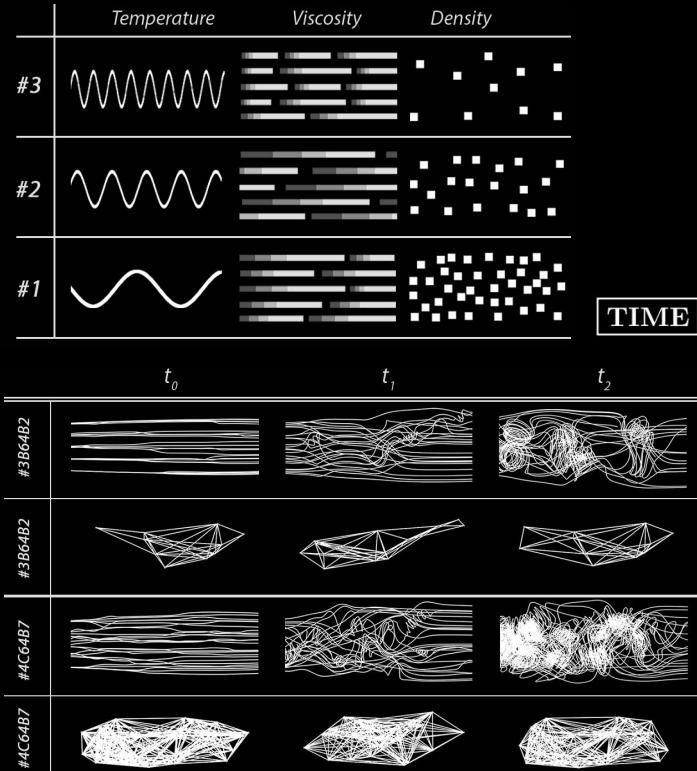
to move in space freely, without restrictions of time and distance one need to use speed as a *lever*.

Up & Down

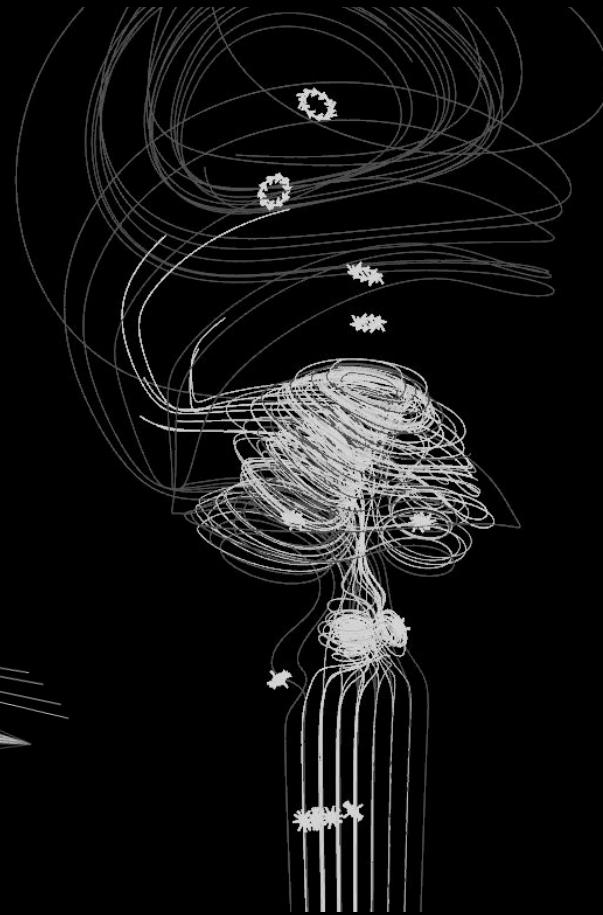
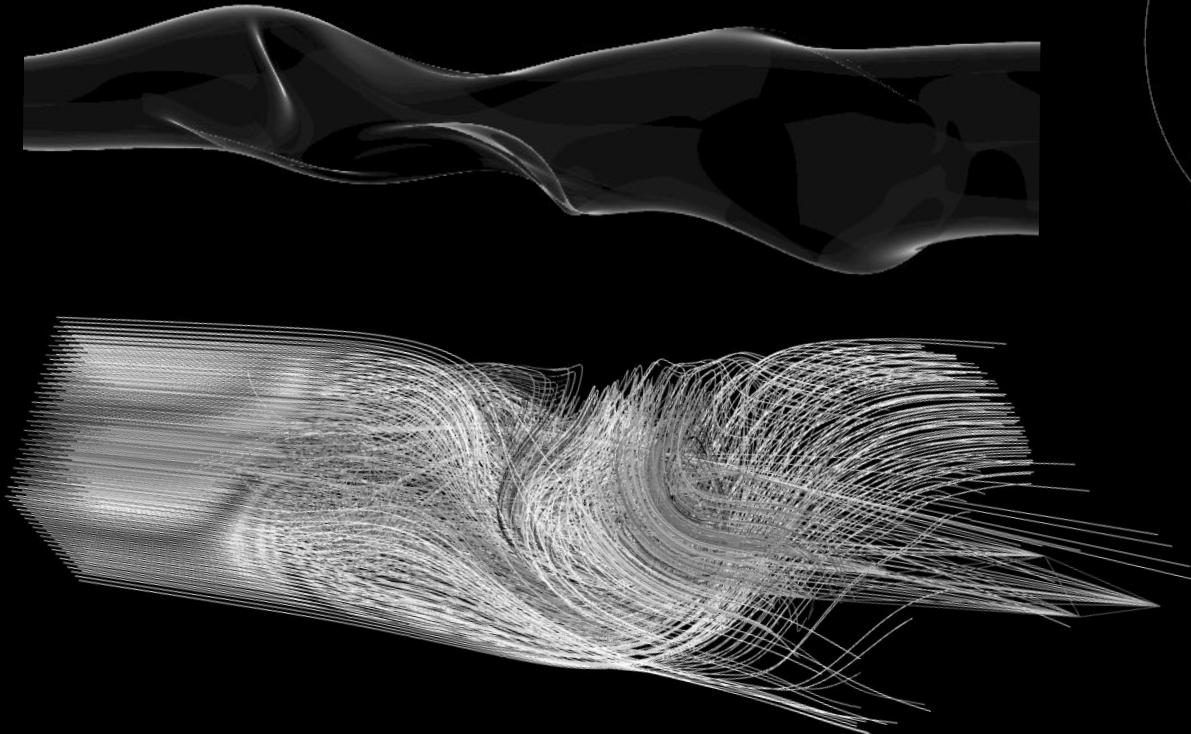
Absence of up and down



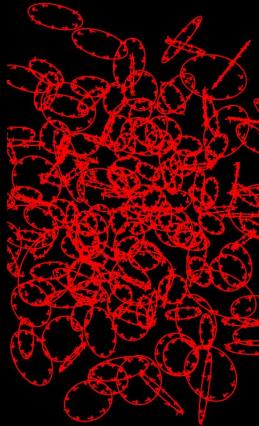
Flow Chart and Mutation Matrix



Previously



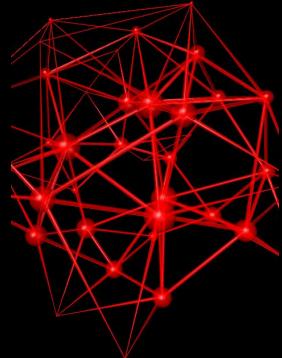
Process / Dimension Basis / Primary Pendulum / Secondary Pendulum



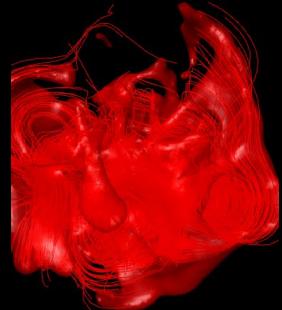
- Primary force field that is depending on the dimension parameters and only parameters thus it is static.



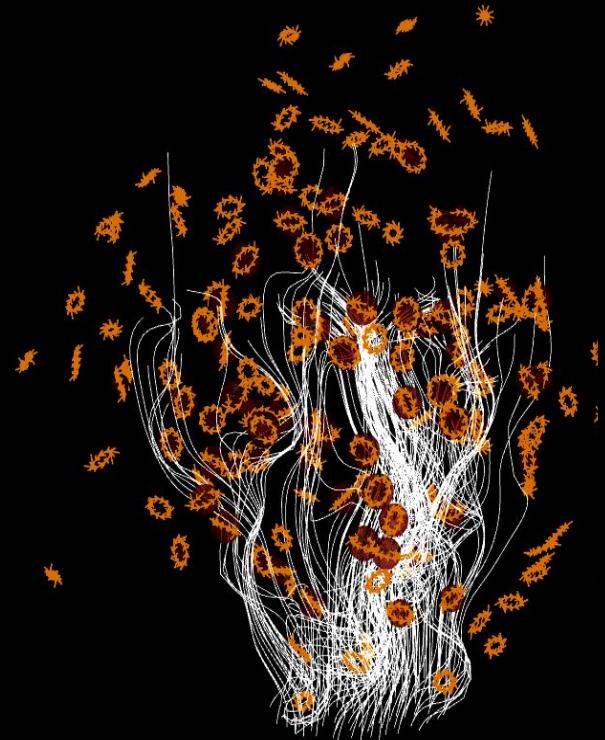
- Secondary force field is affected by the primary and flows on its geodesic. The chaotic flow is captured with this.



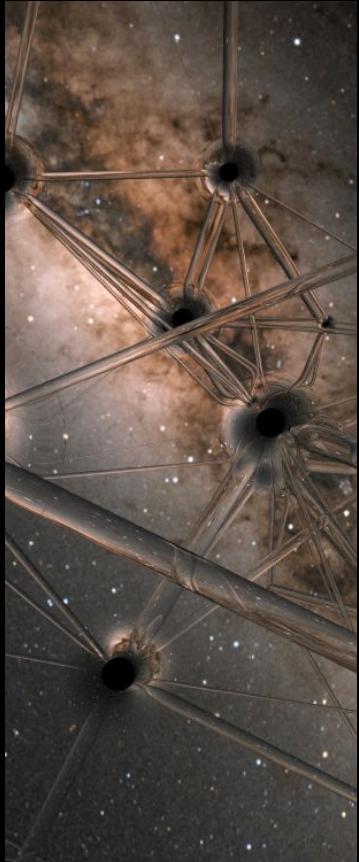
- Blackholes are secondary force fields that are moving on the first one. They are also connected to each other.



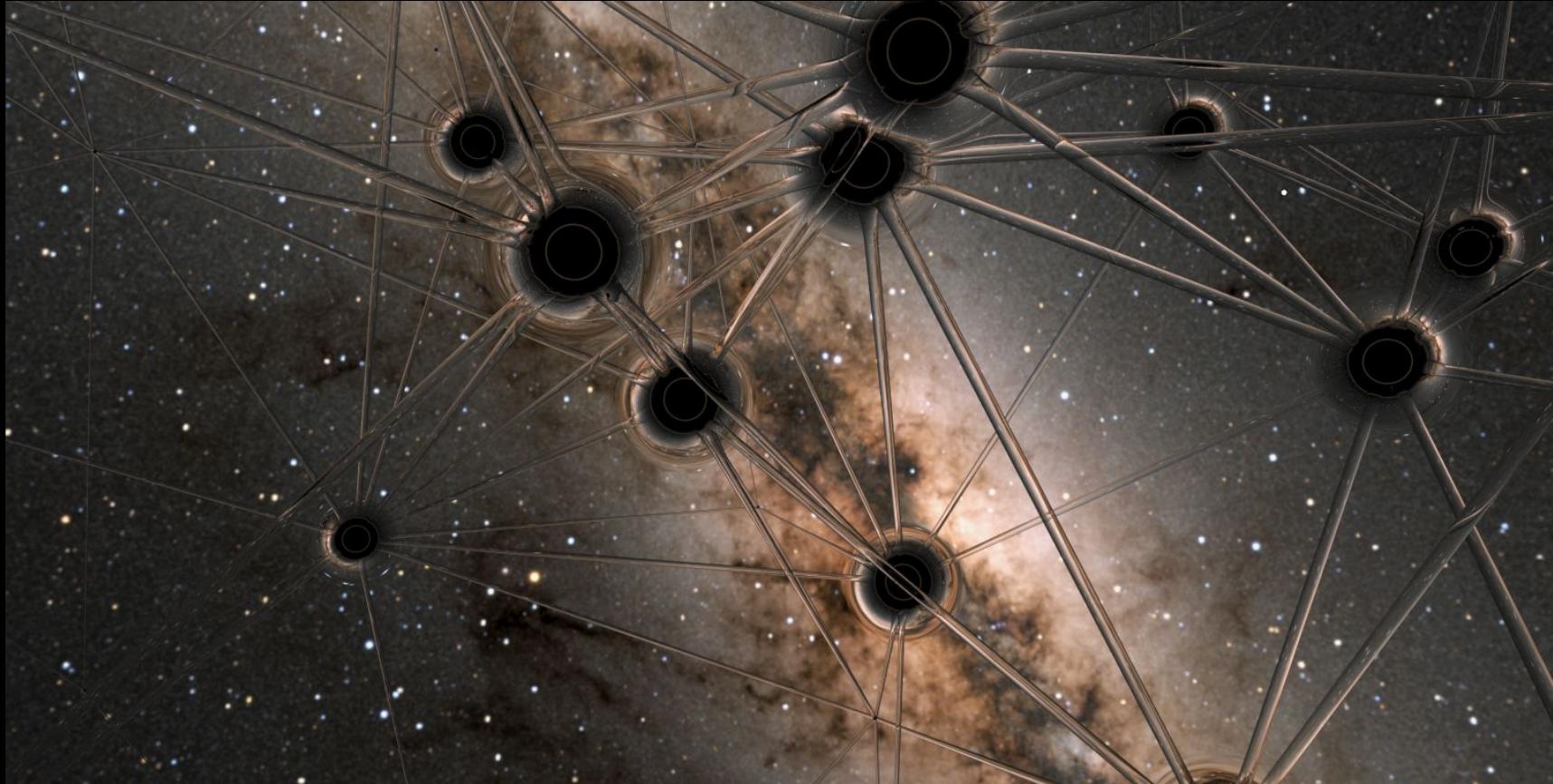
- At last the medium is shaped with this construct.



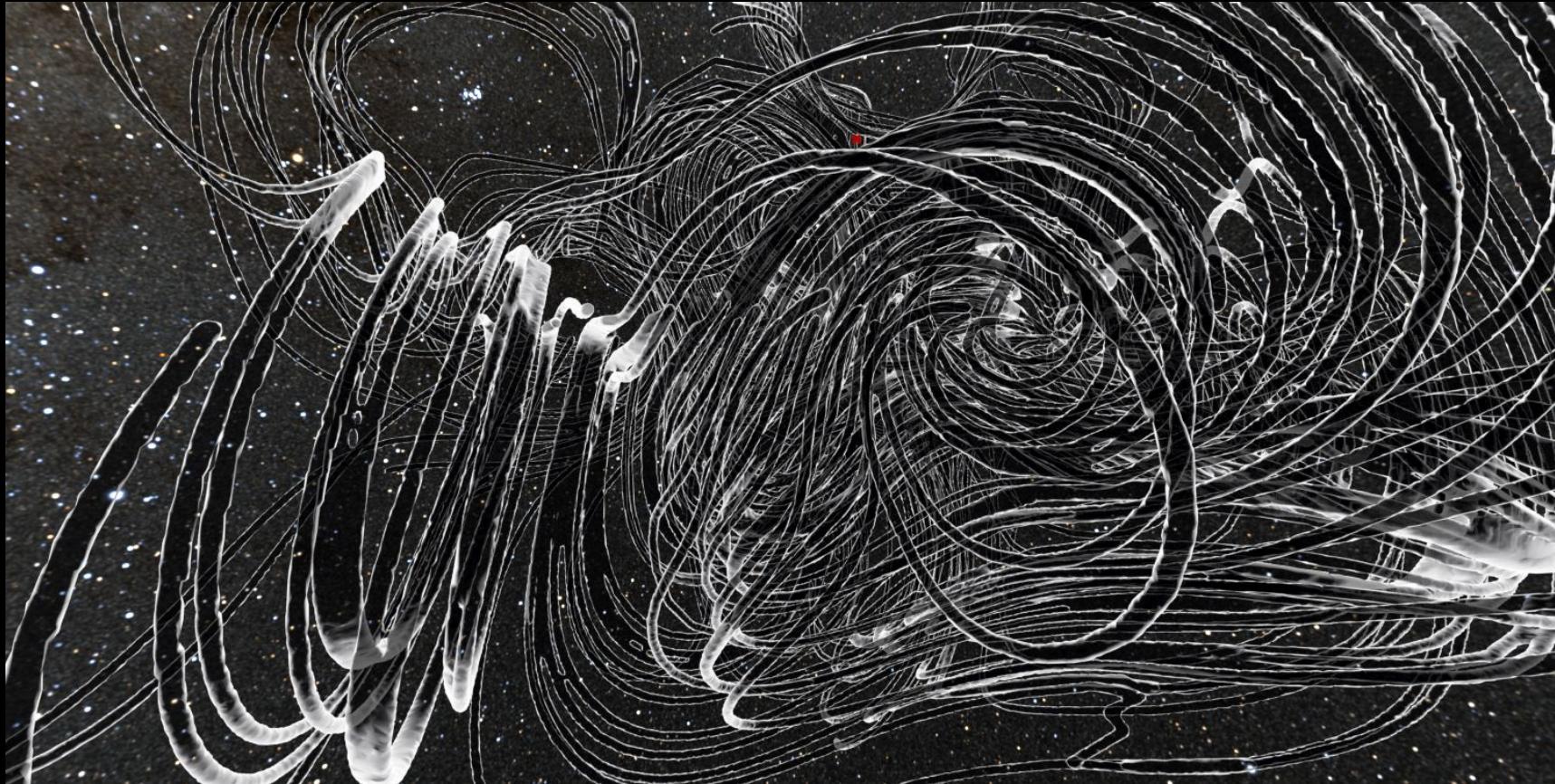
Visualization / Blackholes / Interconnections / Surroundings / Nebula / Light



Renders / Blackholes / Interconnections / Surroundings / Nebula / Light



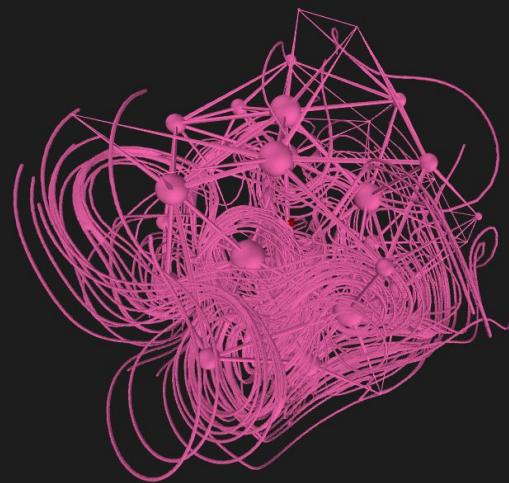
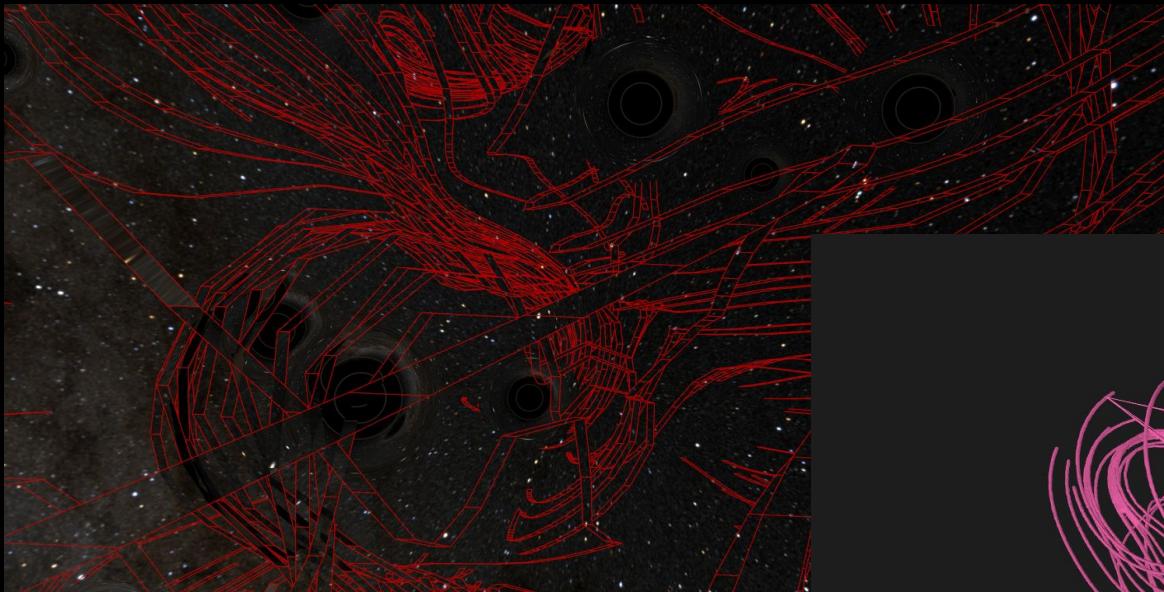
Renders / Blackholes / Interconnections / Surroundings / Nebula / Light



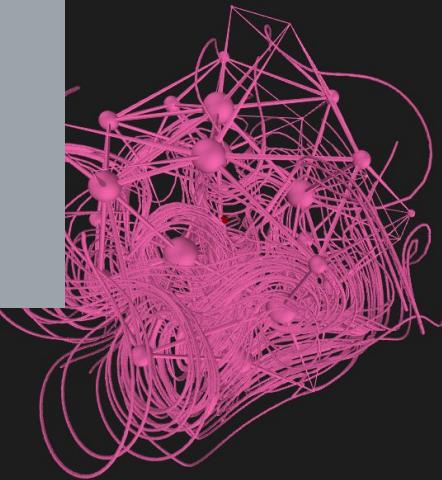
Renders / Blackholes / Interconnections / Surroundings / Nebula / Light



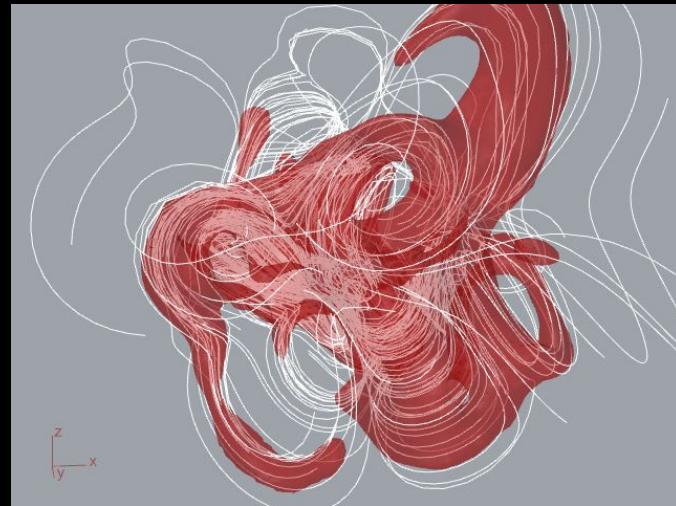
Experimentation on / Blackholes / Interconnections / Surroundings / Nebula / Light



Experimentation on / Blackholes / Interconnections / Surroundings / Nebula / Light

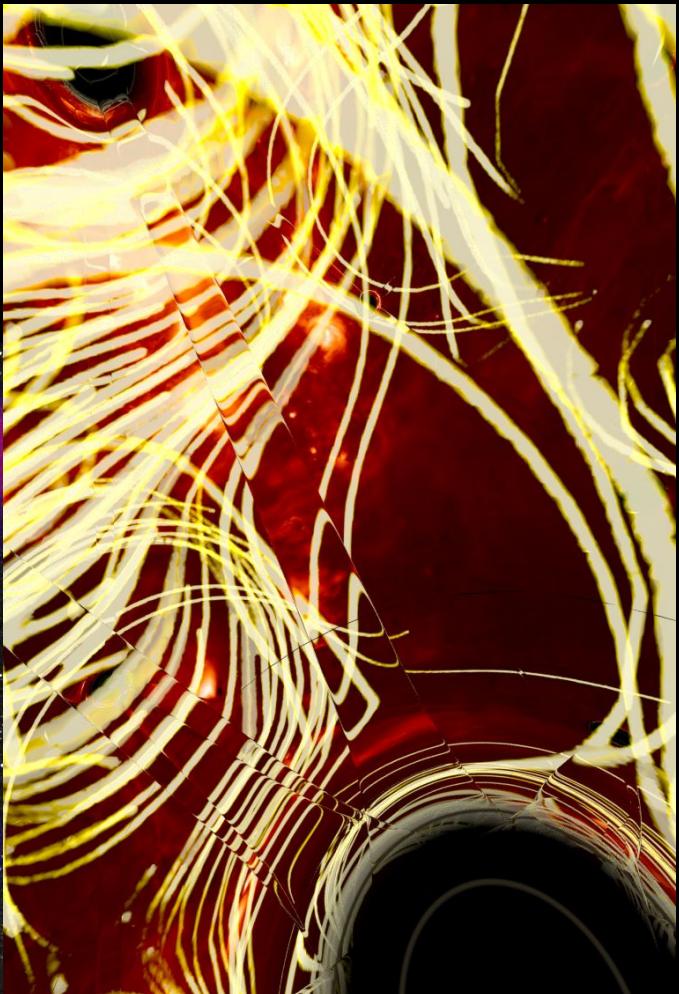
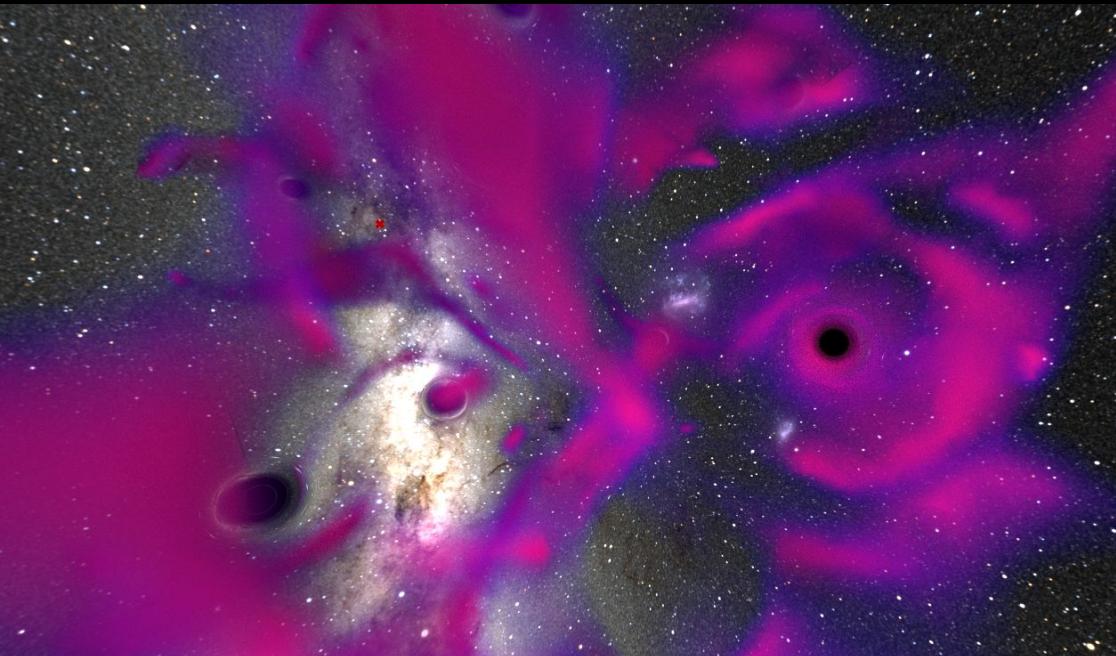


Experimentation on / Blackholes / Interconnections / Surroundings / Nebula / Light



Whats next ?

- more dimensions
- procedural star maps
- path through blackholes



thank you for your time

