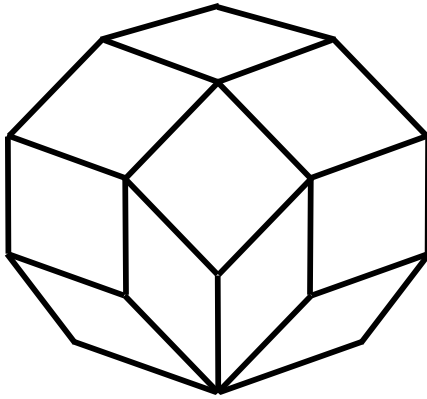


Drawing Hypercubes



A 5 dimensional hypercube

By Stacy David Thurston

Promotional book created
for Greg Doench,
Executive Editor, Pearson
Technology Group,
Prentice Hall

Dedicated to my
sons
Branden and
Riley.

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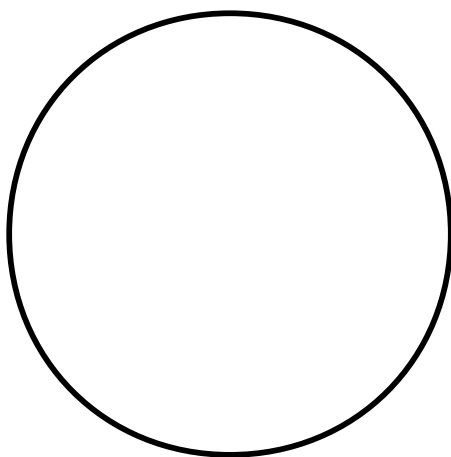


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What's this?

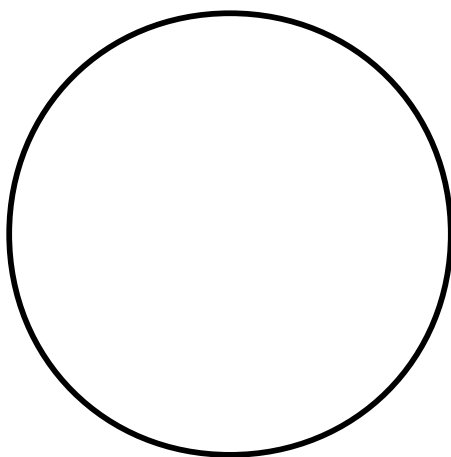


Did you say, “*A circle?*”

Really?

The title of this book is *Drawing Hypercubes*, not *Drawing Circles*.

It's a hypercube outline and I'll bloody well prove it.



The Big Bang Theory

To follow this book, rather than having studied the complexities of the Big Bang theory, it's better if you have watched *The Big Bang Theory*.

You know, the TV show, whose guest star, is physic's superhero, Stephen Hawking, author of *A Brief History of Time*.

In the prime time show, Sheldon Cooper studies String Theory, which has 10 dimensions of space and time.

And so, after you manage to draw a 4 dimensional hypercube, you'll move on to draw a 10 dimensional String Theory hypercube.



The Forth

A hundred years ago, Einstein added to our 3 dimensional world, the 4th dimension of time, to give us the physics of spacetime.

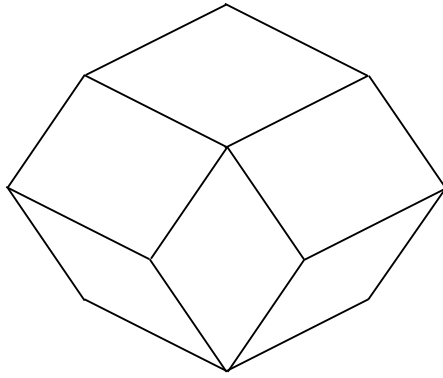
But, neither mathematicians nor physicists have shown us a simple way to draw a 4 dimensional hypercube.

So, I figured out a way by following Einstein's axiom, "Everything should be made as simple as possible, but no simpler."

My steps are so easy, a grade schooler can follow them. I wonder who will be the youngest to draw a 4 dimensional Einstein hypercube.



Here is a 4D Hypercube:



It only has 6 front sides. How hard can that be to draw?

Hey, it's also called a tesseract. In the first *Marvel Avengers* movie, which has lots of superheros, the Tesseract stone was used to bridge the gap between worlds.

How cool is that?

Your Requirements

You must be familiar with these basic shapes:

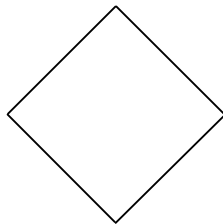
- + a point to show position,
- + a line of 1 dimension,
- + a square of 2 dimensions, and
- + a cube of 3 dimensions:

.

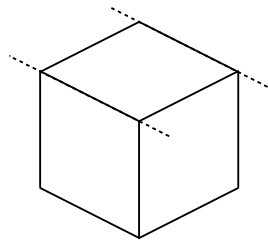
0D



1D



2D

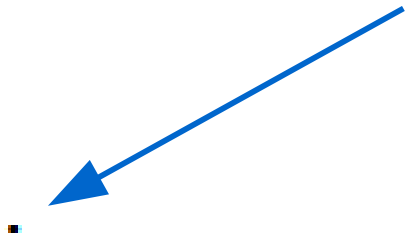


3D

Drawing Shapes From 0 to 3 Dimensions



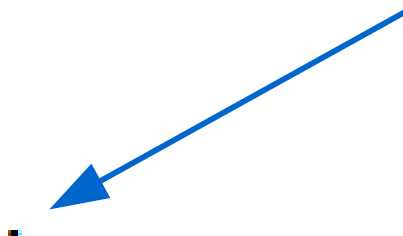
A 0 dimensional point:
position



A 1 dimensional line
segment: a measure of
height

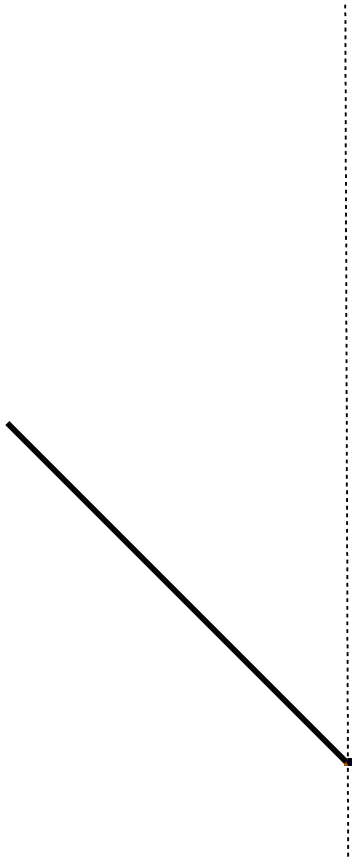


To draw a square, start
with a point.

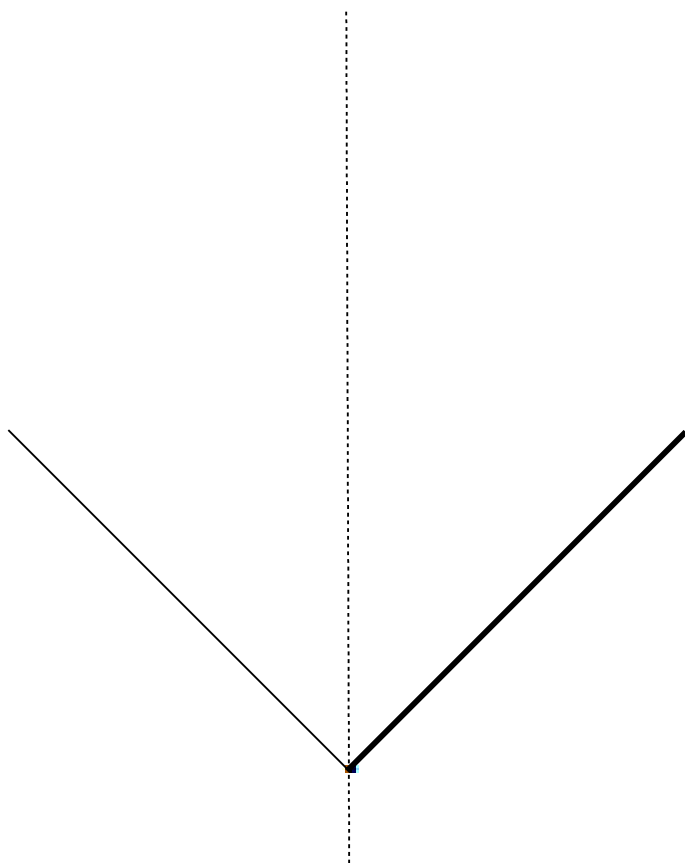


1st dimension: width

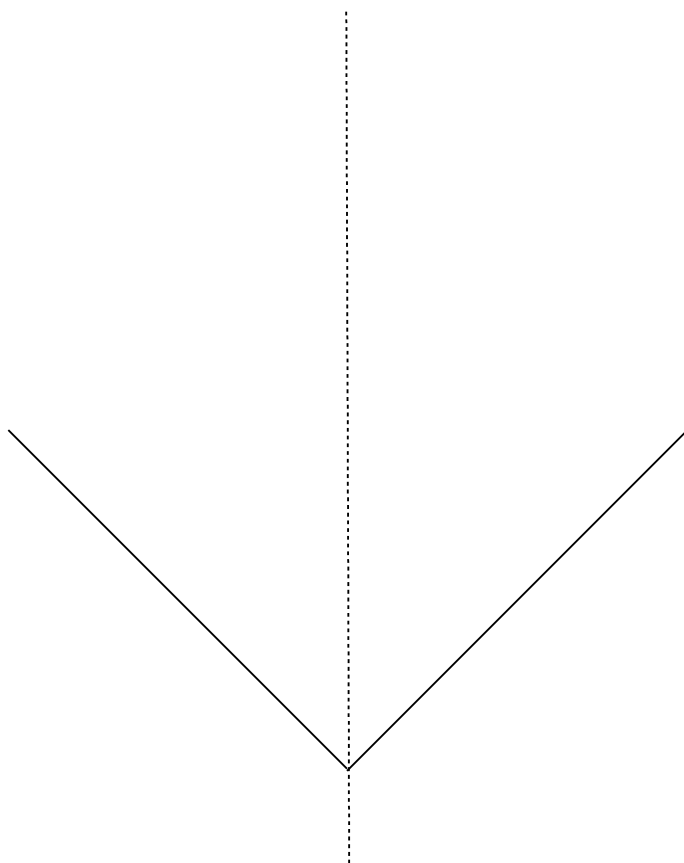
(dotted lines are for reference)



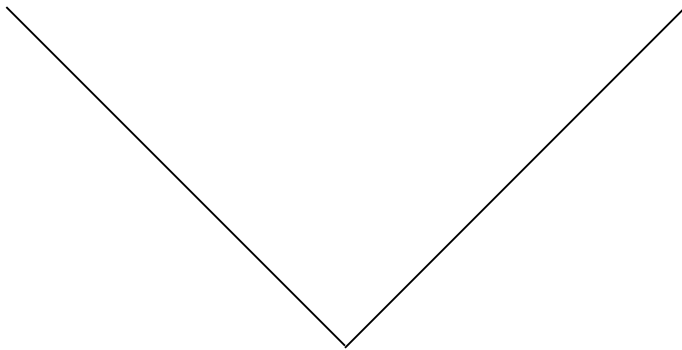
2nd dimension: length



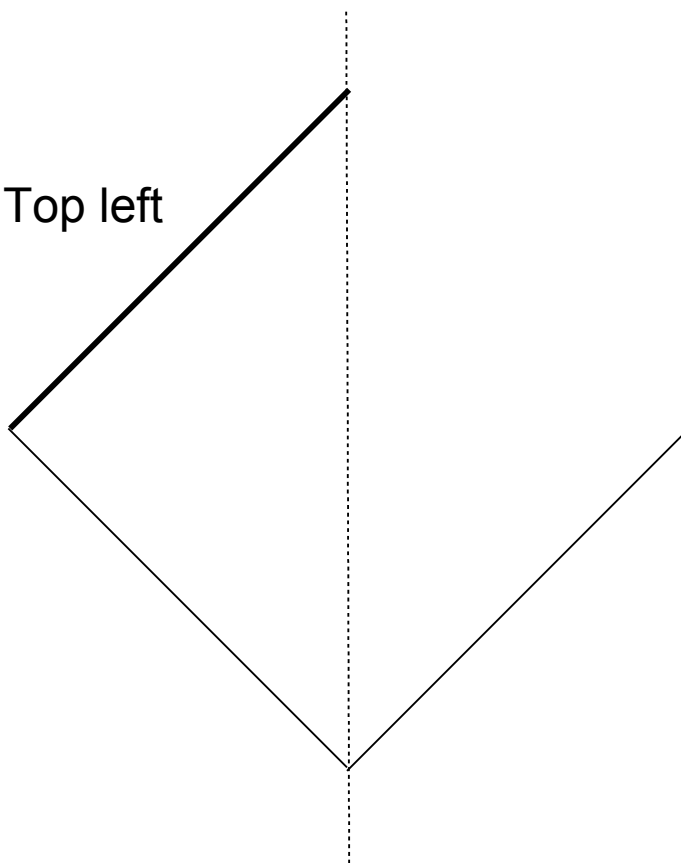
The segments are mirrored through the dotted line.



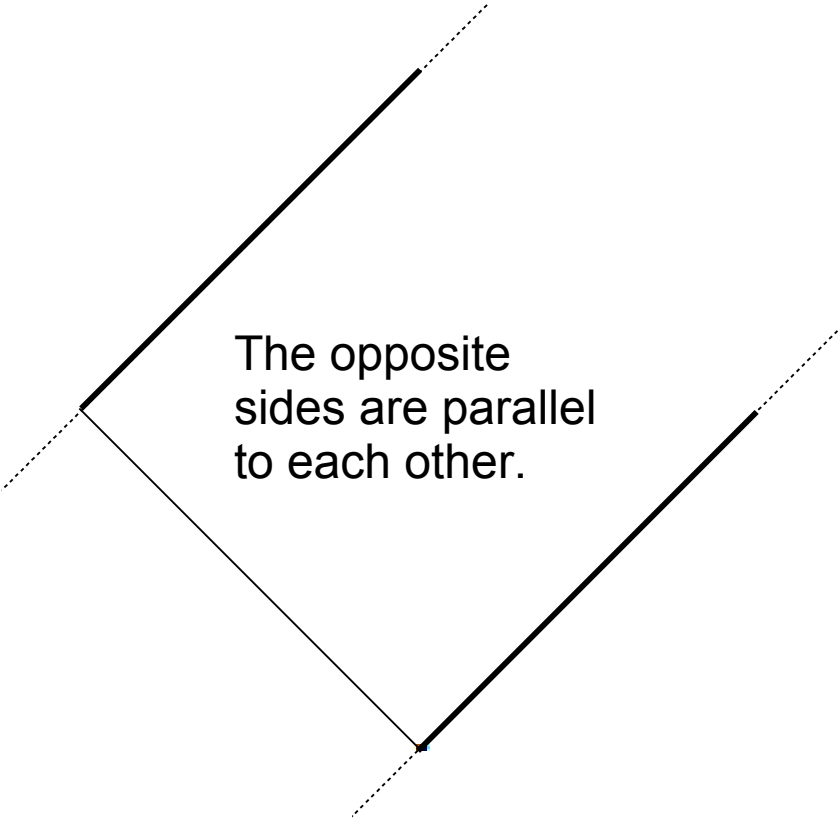
Width and length are the 2 dimensional base line segments of the square.



Top left



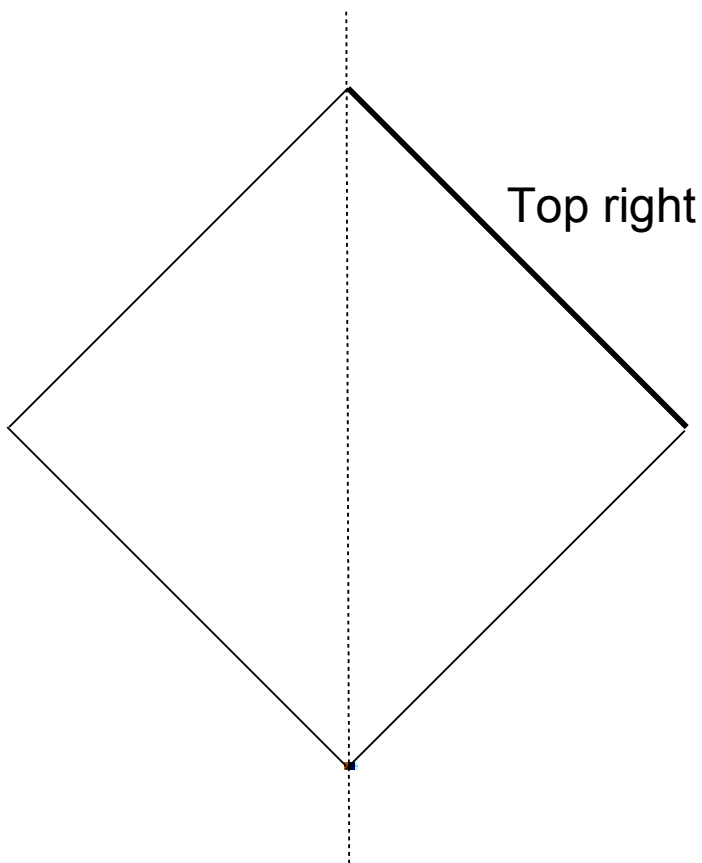
Tiger Farm Press



The opposite
sides are parallel
to each other.

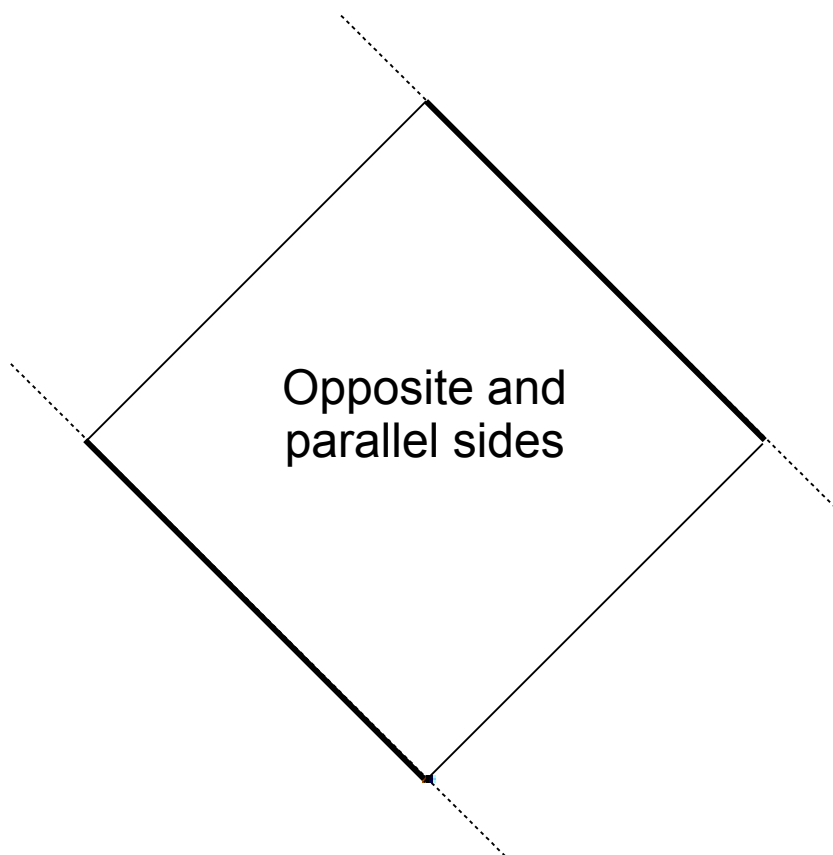


Tiger Farm Press

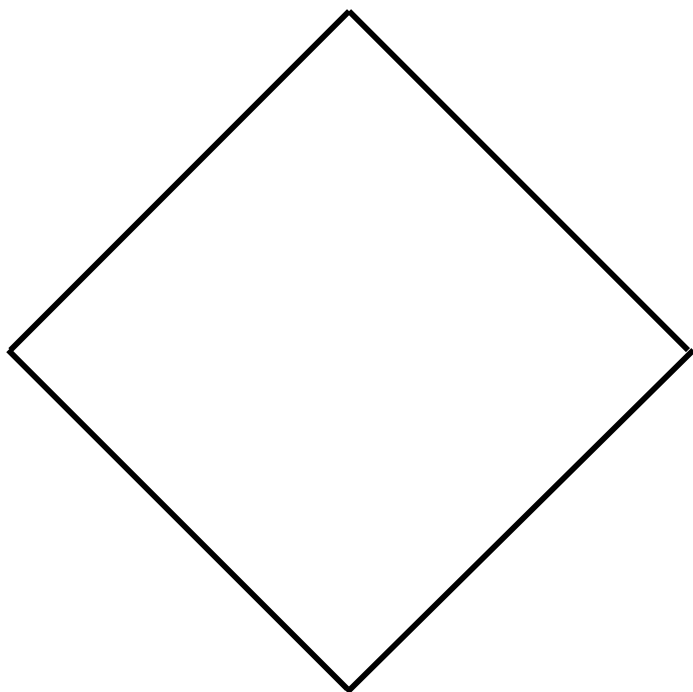


Key

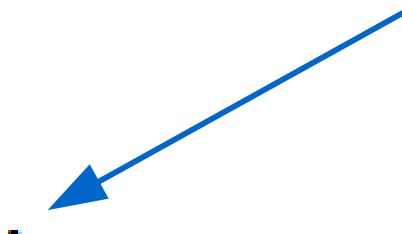
Drawing tip: opposite sides of a square are parallel to each other.



A Square

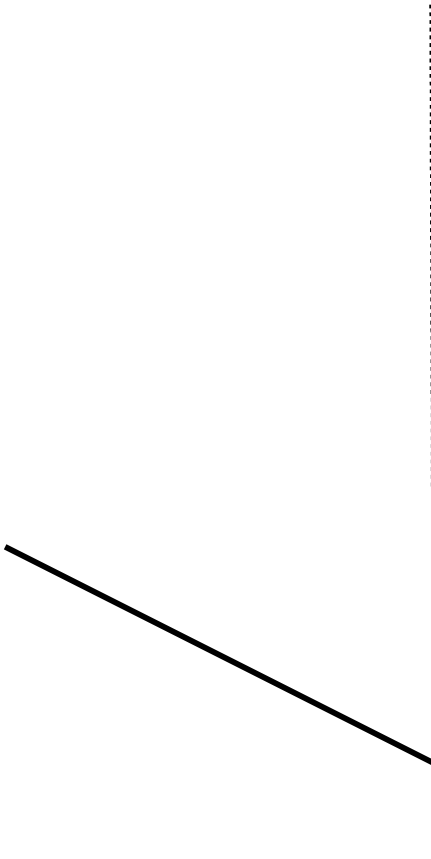


To draw a cube, start with
a point.

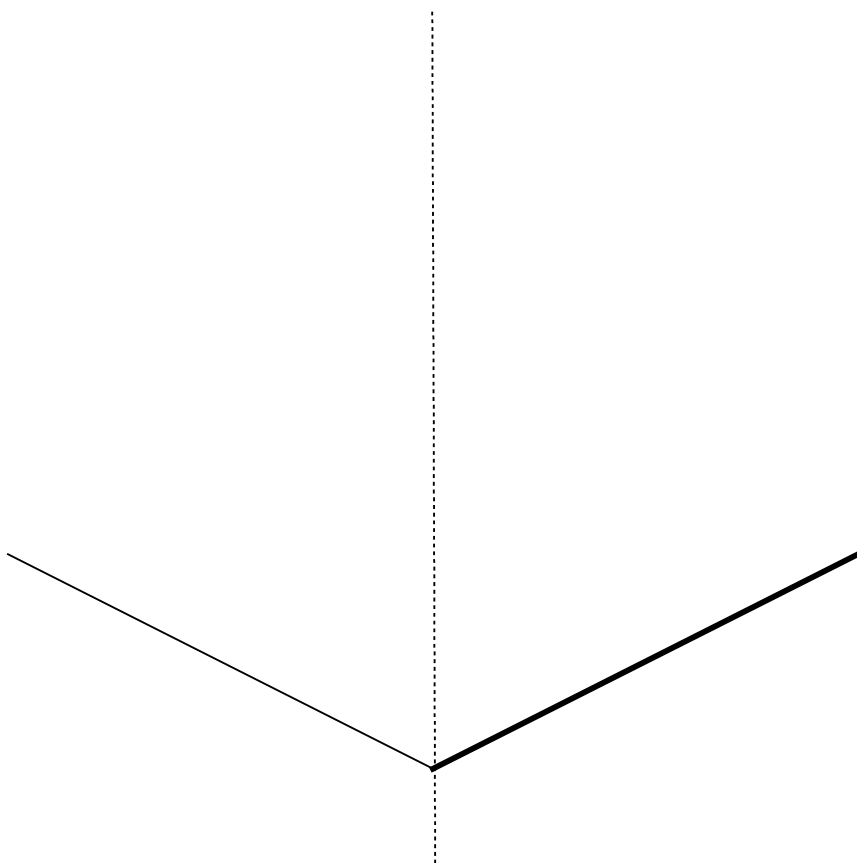


1st dimension: width

(dotted lines are for reference and to show perspective)

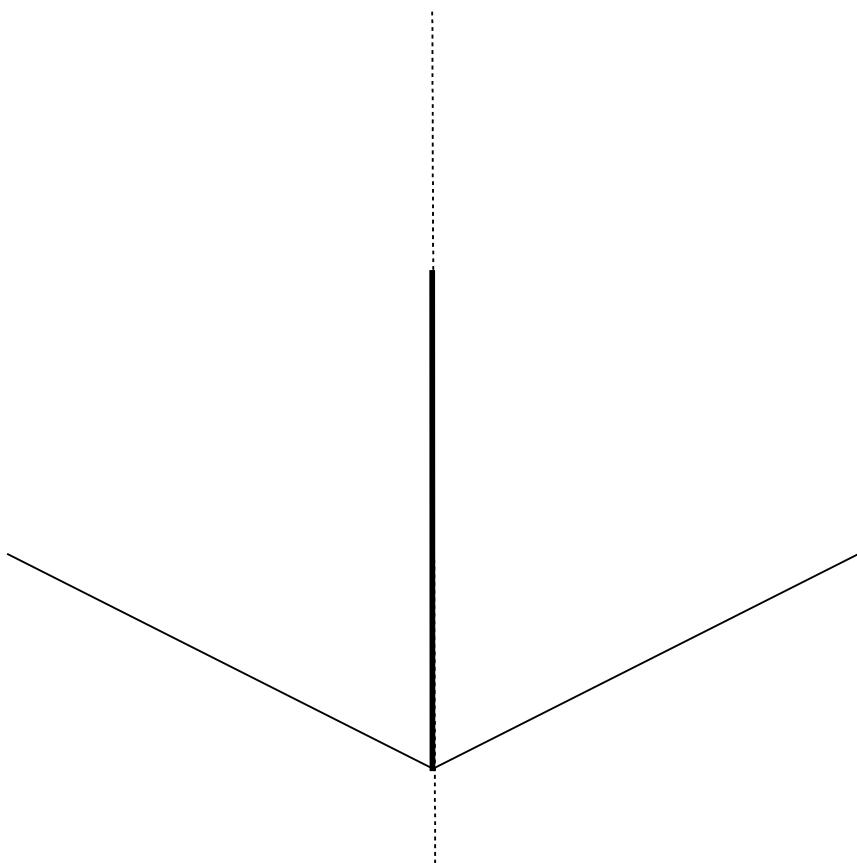


2nd dimension: length



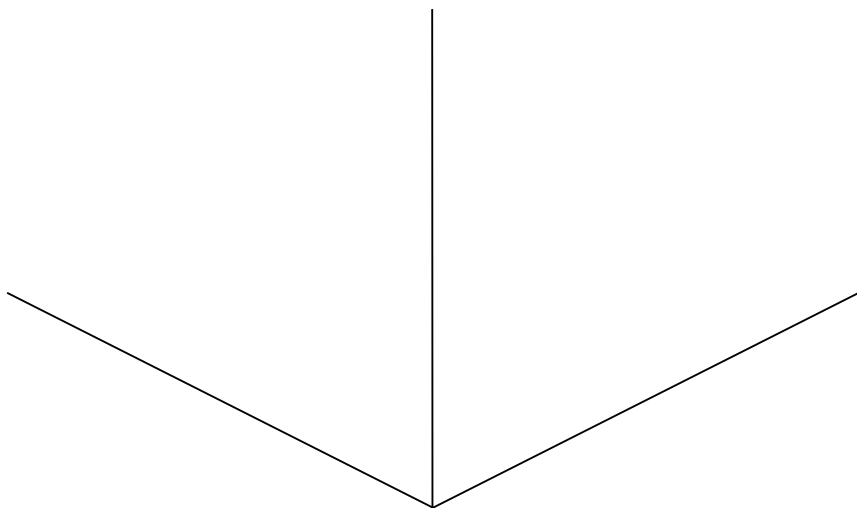
Tiger Farm Press

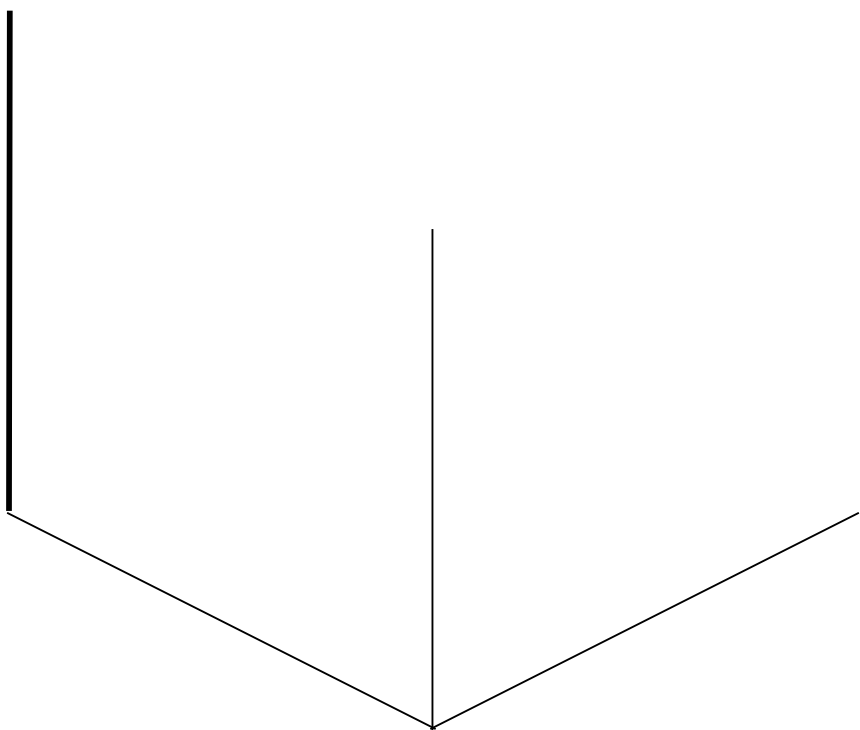
3rd dimension: height



Key

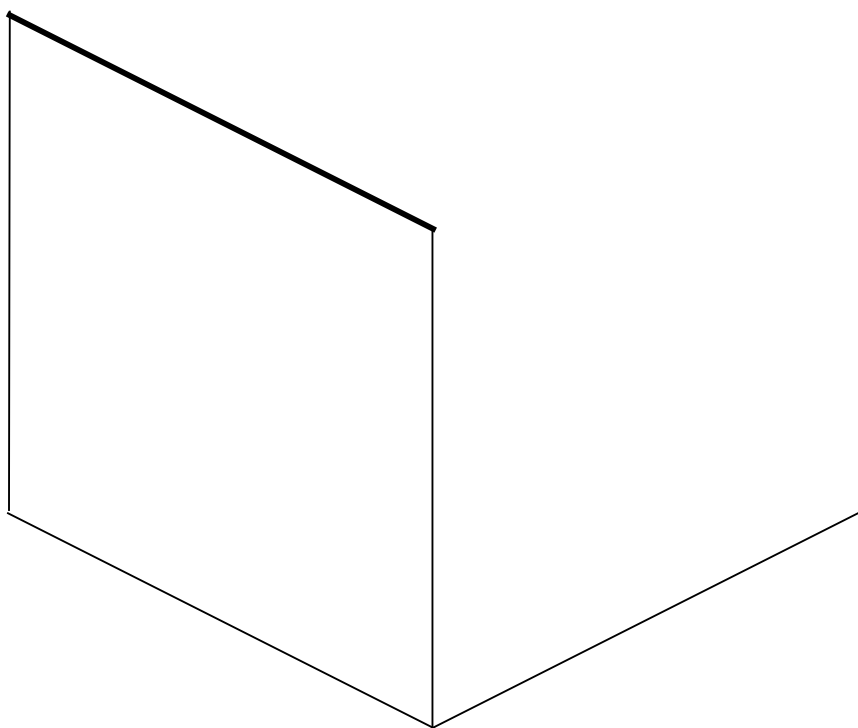
When drawing cubes, start with the dimensional base lines.





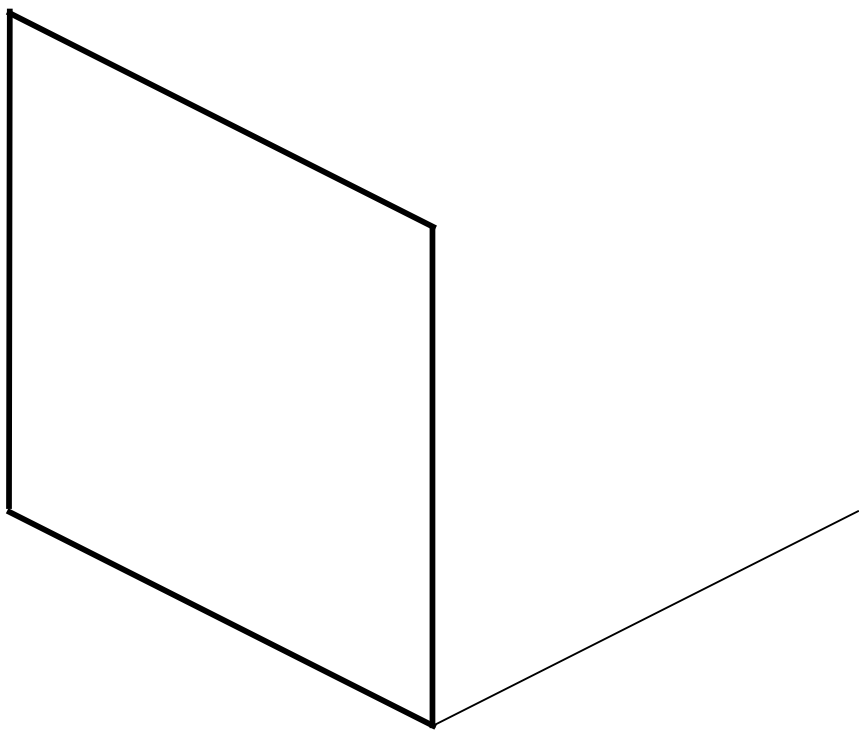
Tiger Farm Press

Opposite and
parallel sides

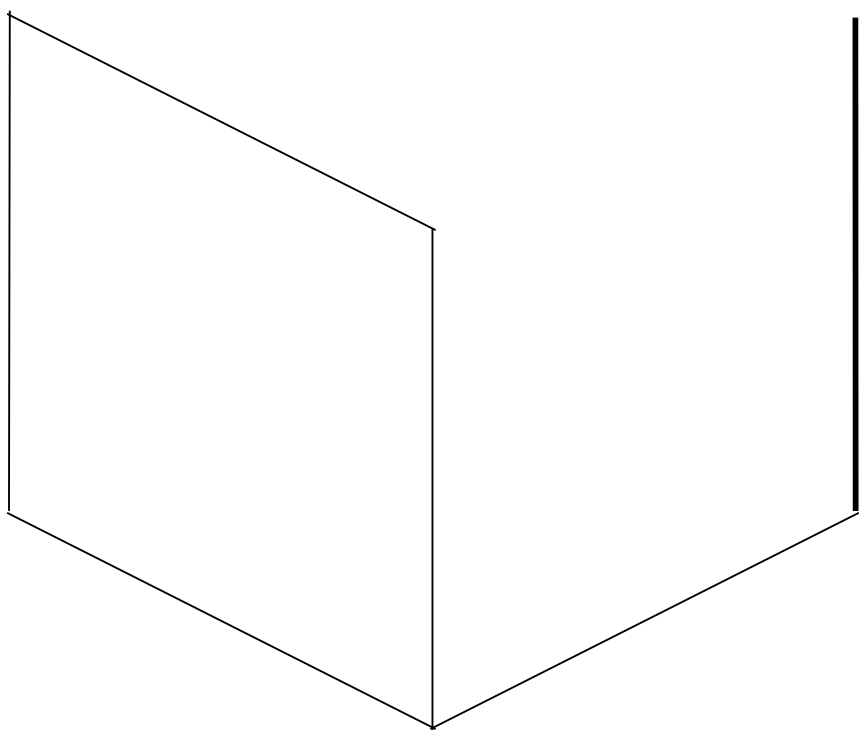


Tiger Farm Press

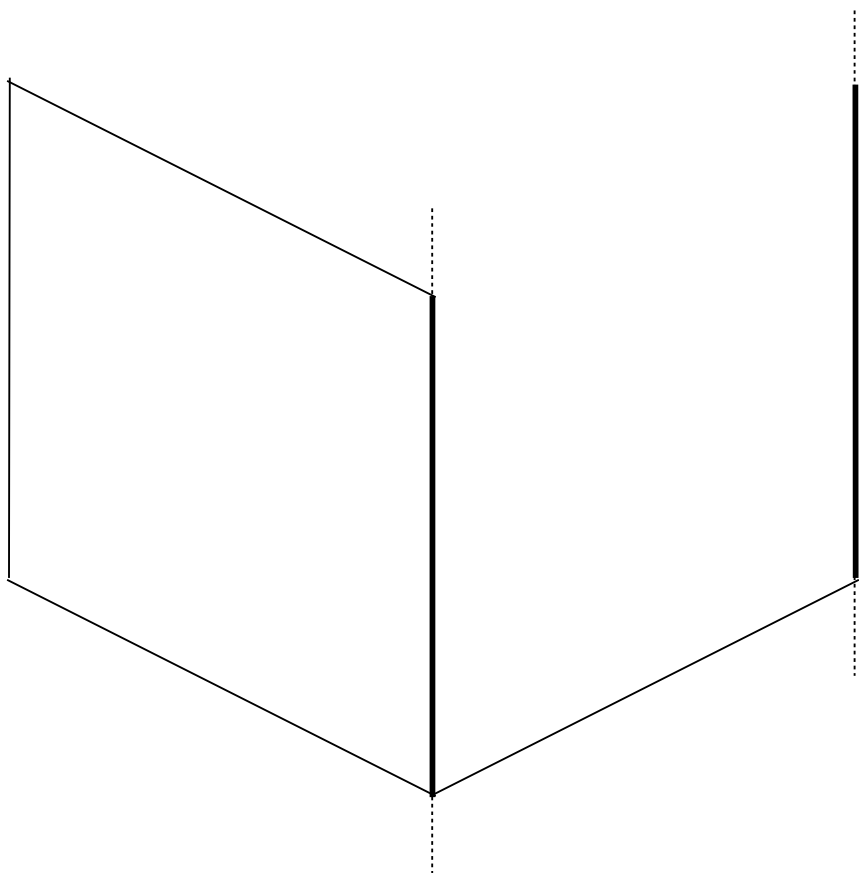
Opposite and
parallel sides



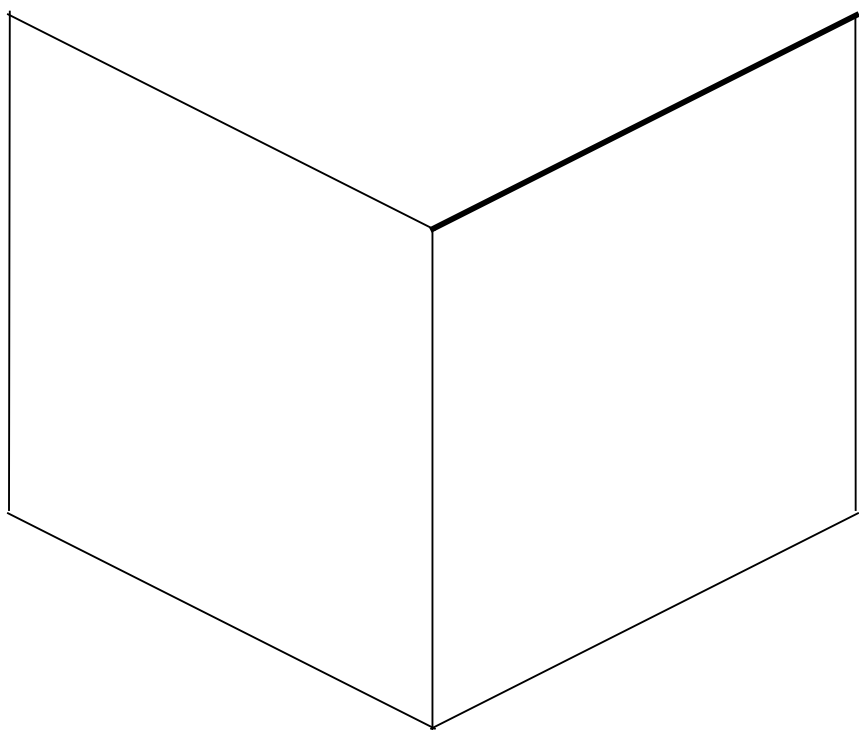
Tiger Farm Press



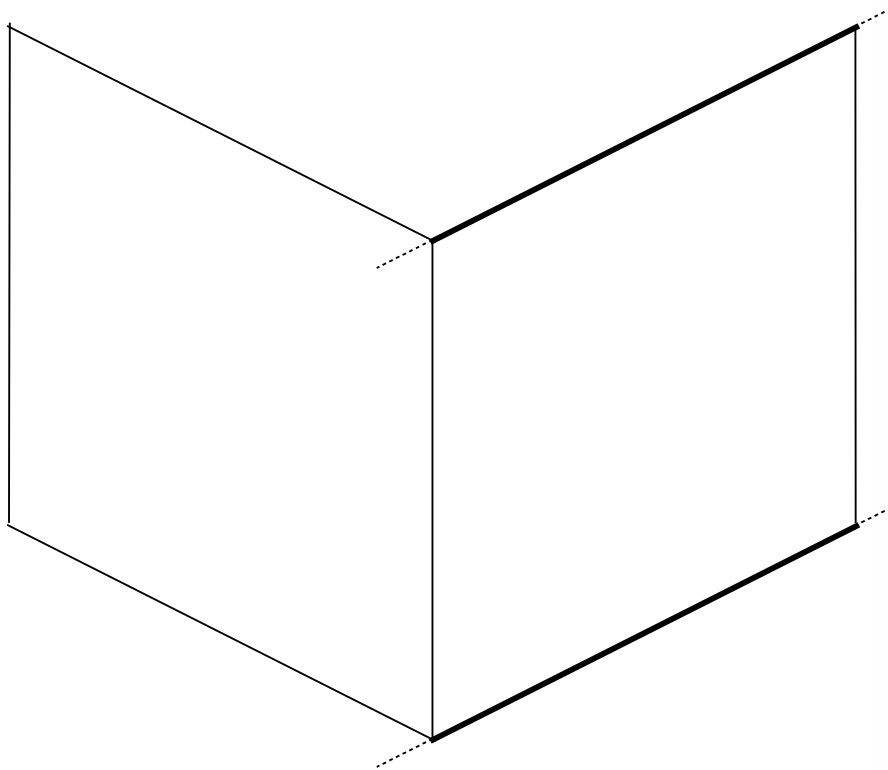
Tiger Farm Press



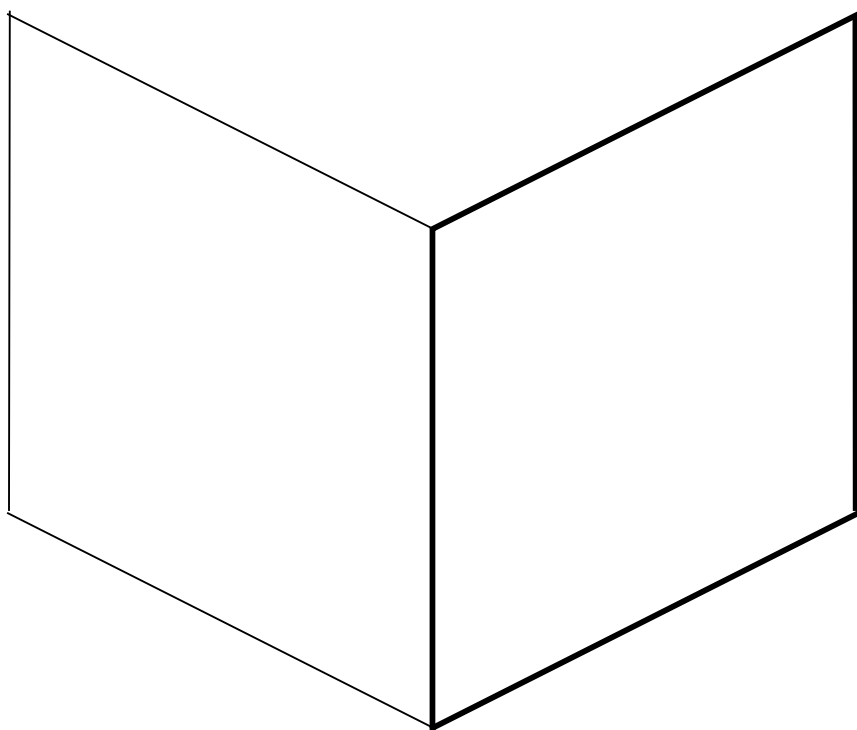
Tiger Farm Press



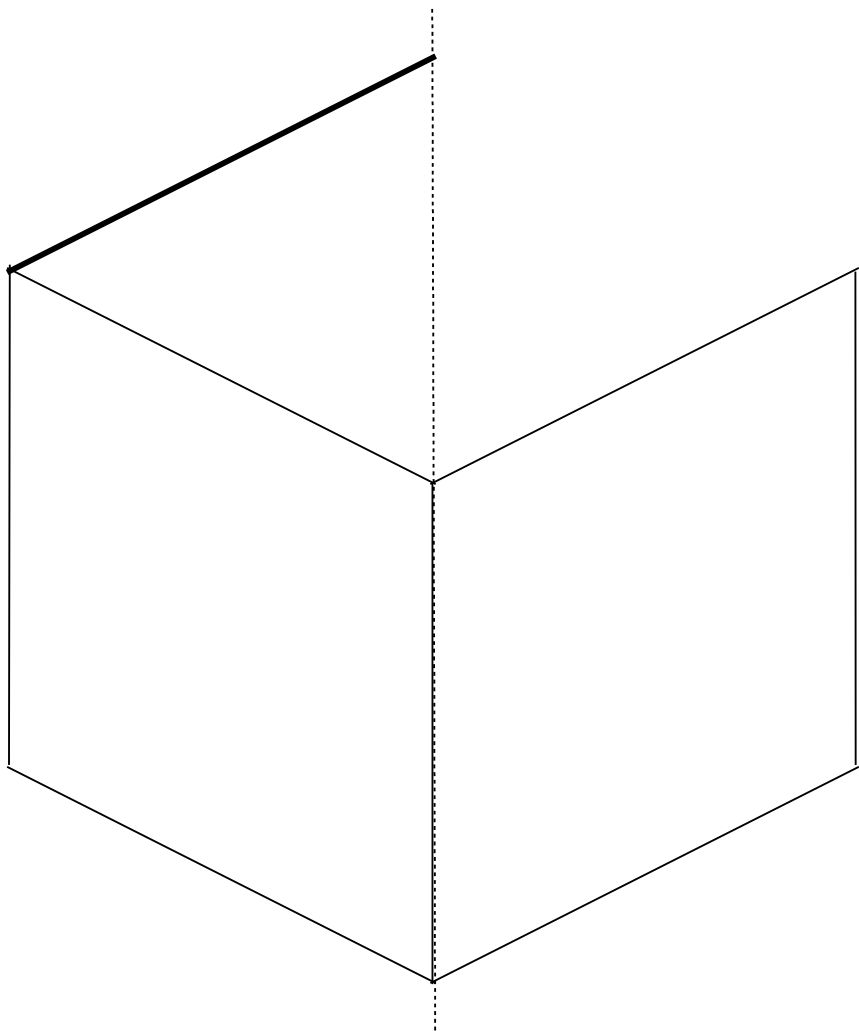
Tiger Farm Press



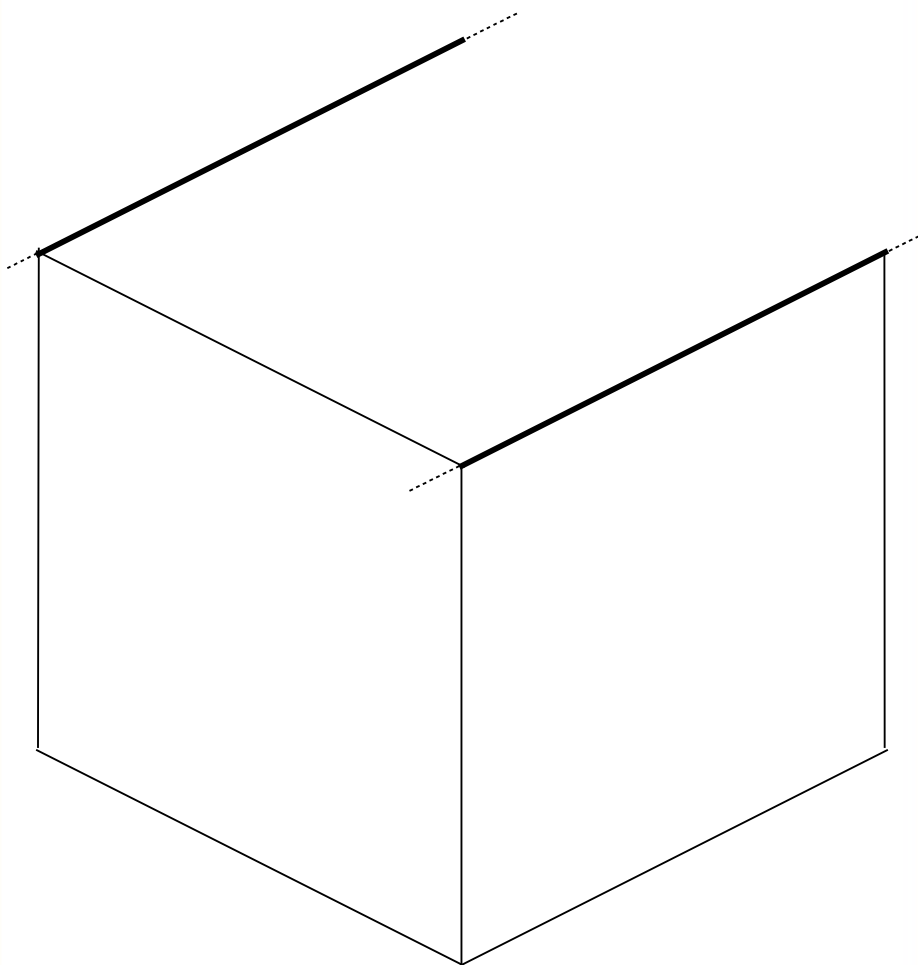
Tiger Farm Press



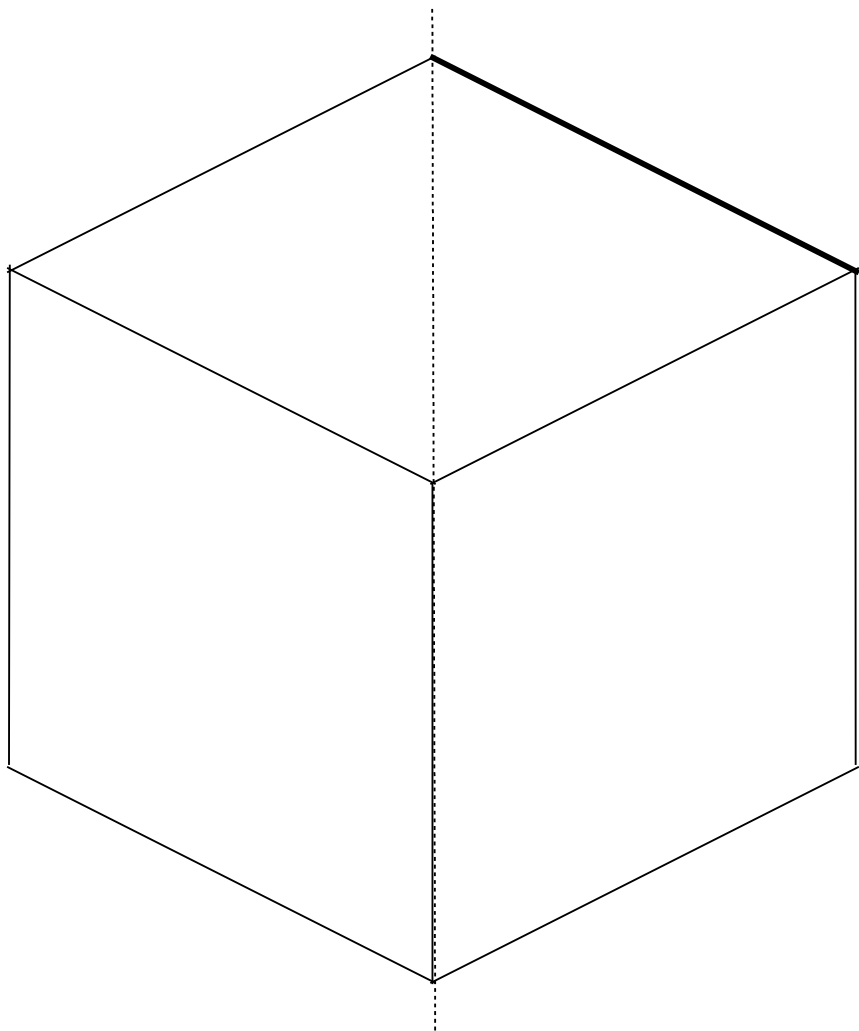
Tiger Farm Press



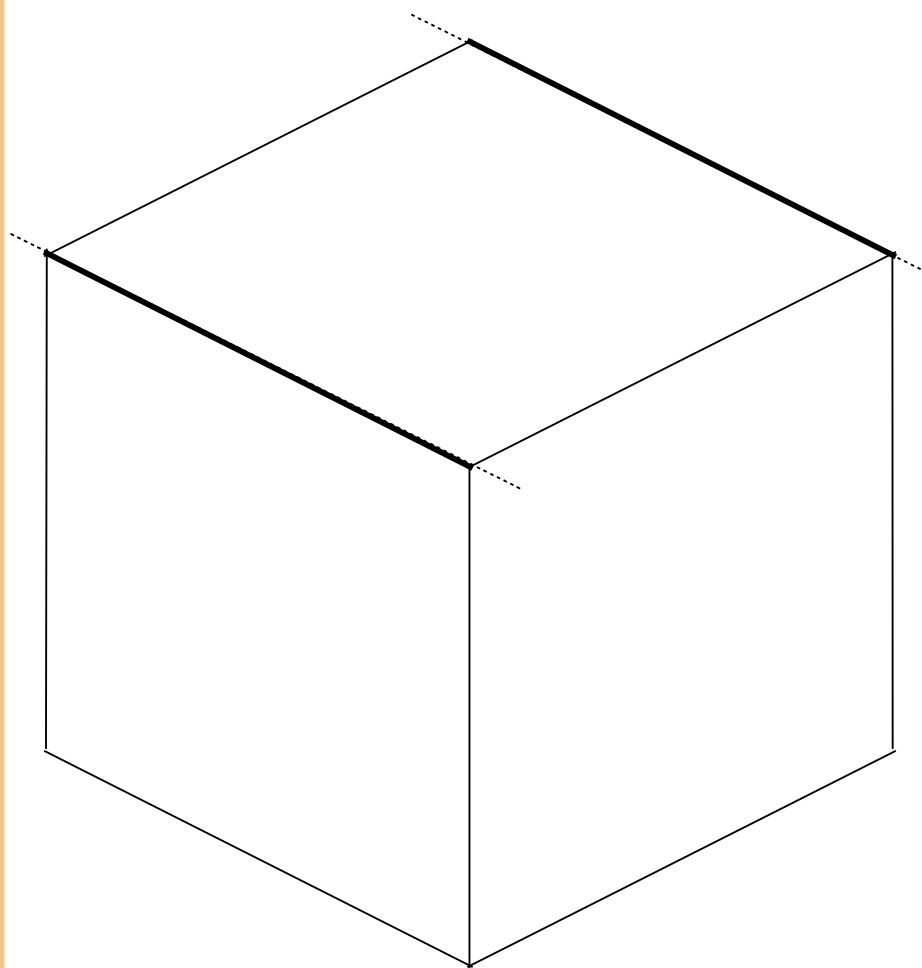
Tiger Farm Press

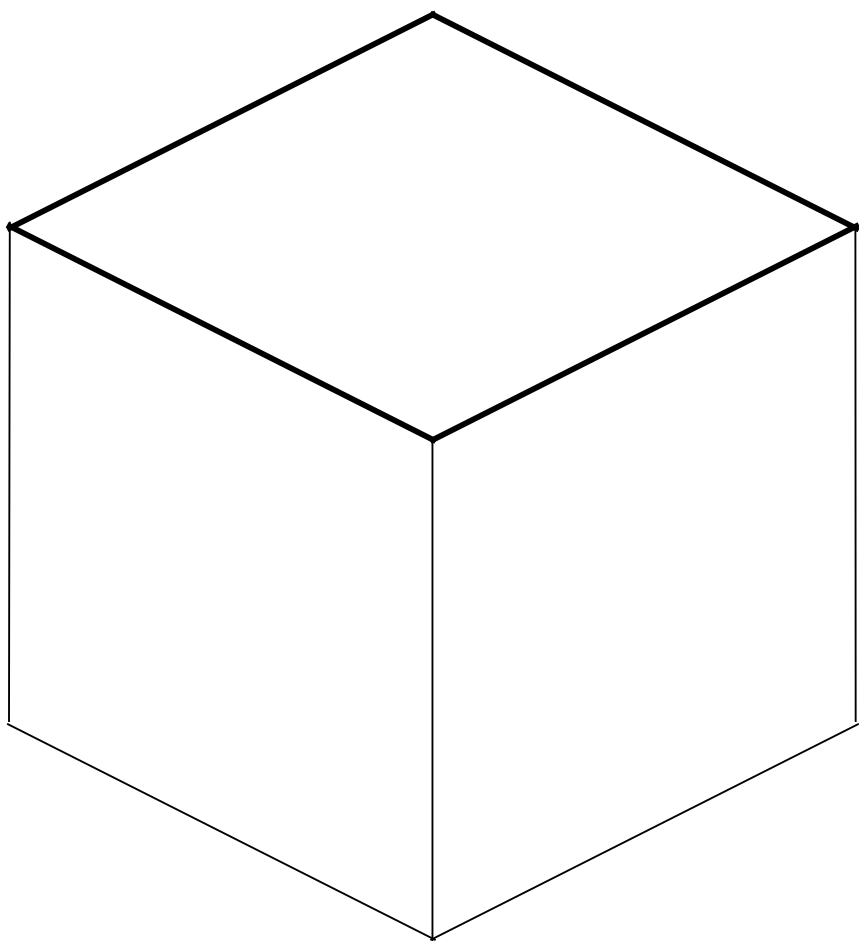


Tiger Farm Press



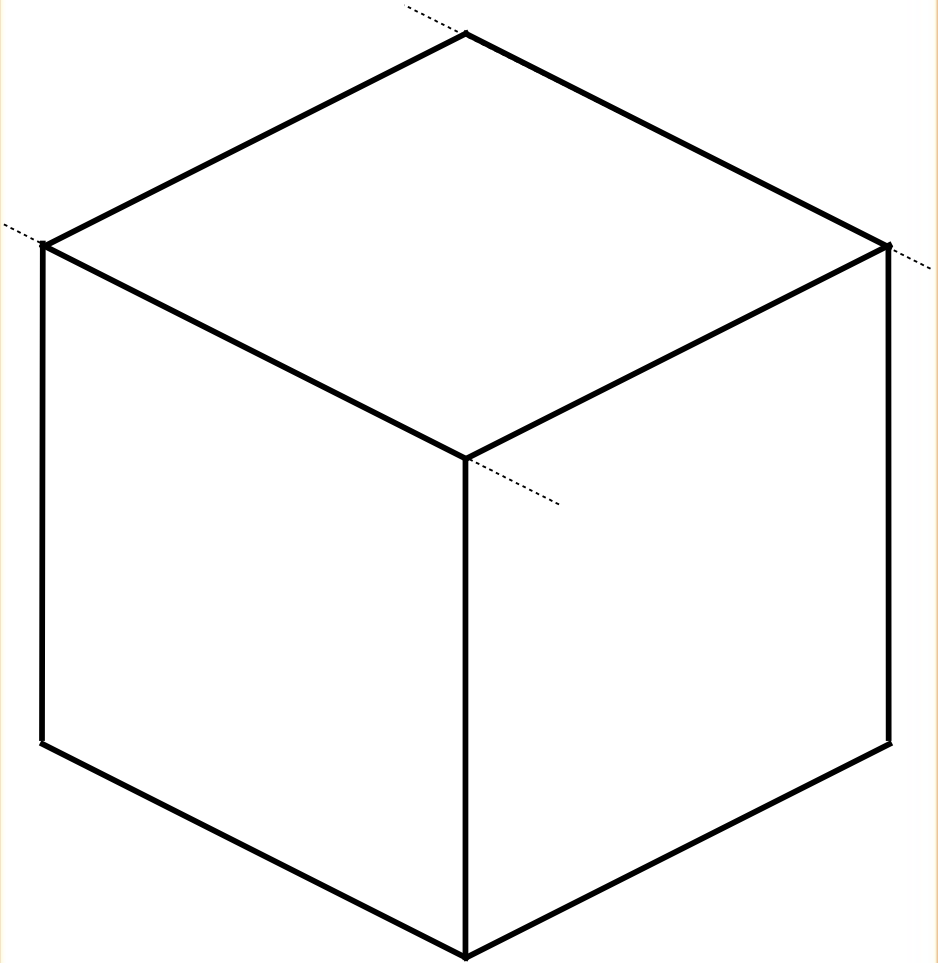
Tiger Farm Press





Tiger Farm Press

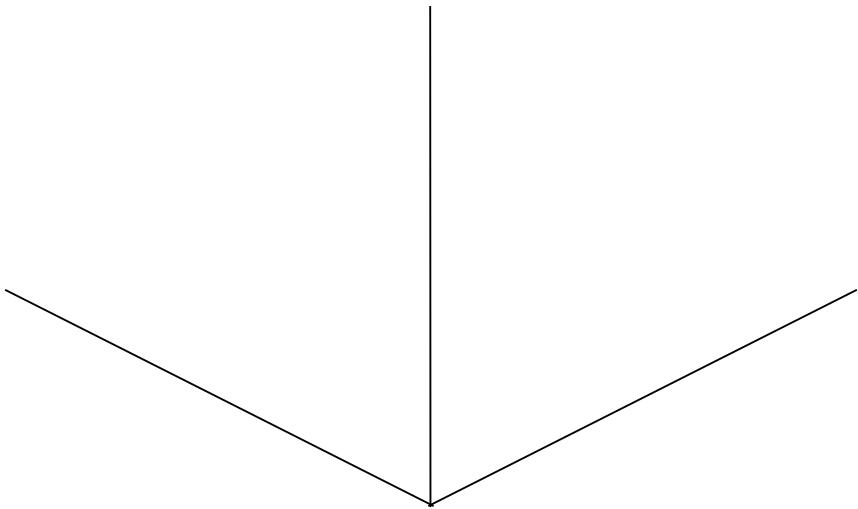
3D Cube



Tiger Farm Press

In the following sequence,
the 3D cube is redrawn one
square side at a time.

How many dimensional base lines for a
3 dimensional cube?



Left
square

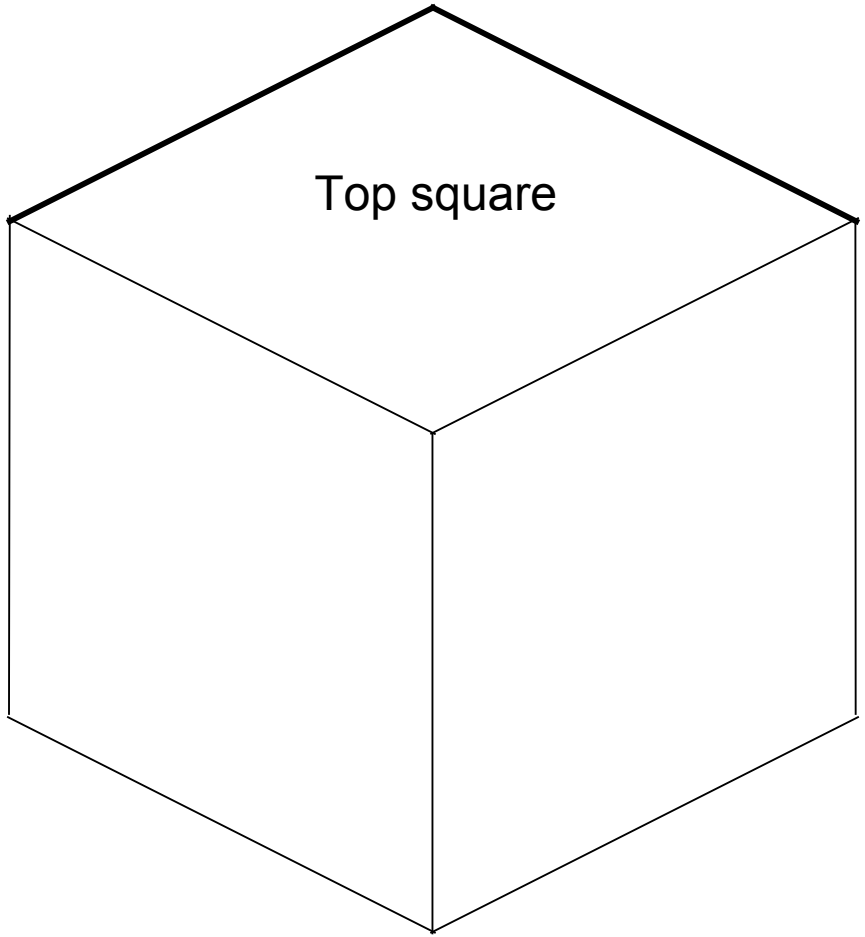


Tiger Farm Press

Right
square



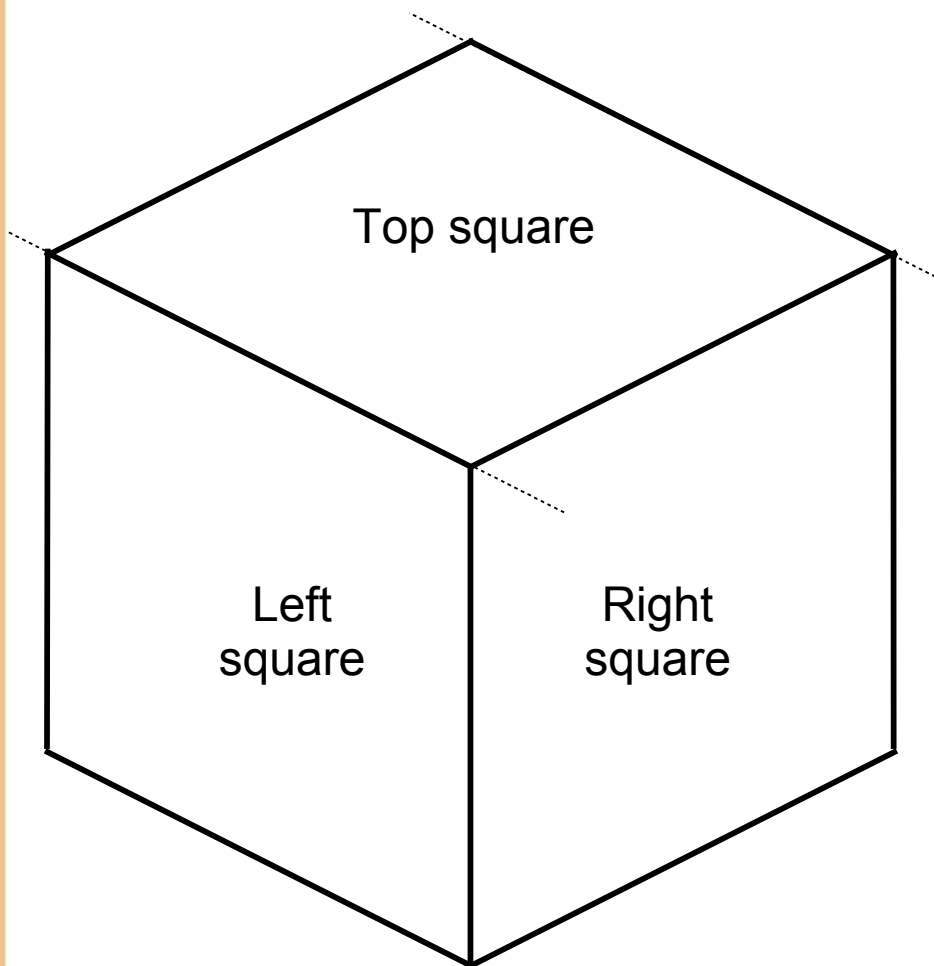
Tiger Farm Press



Tiger Farm Press

Key

To draw a cube, draw the square sides.



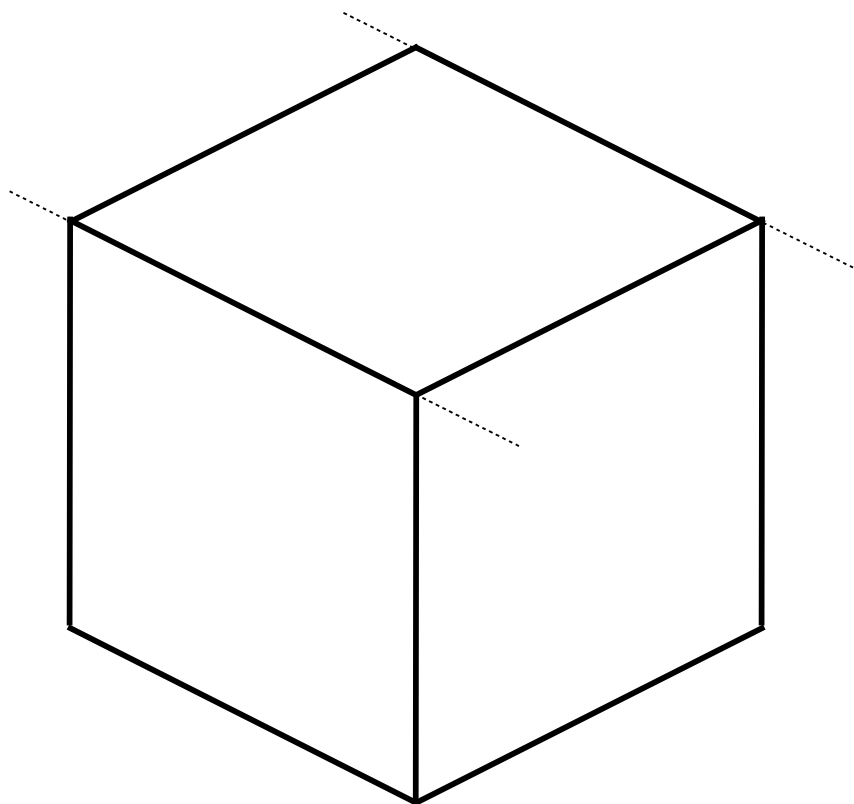
Hidden Lines



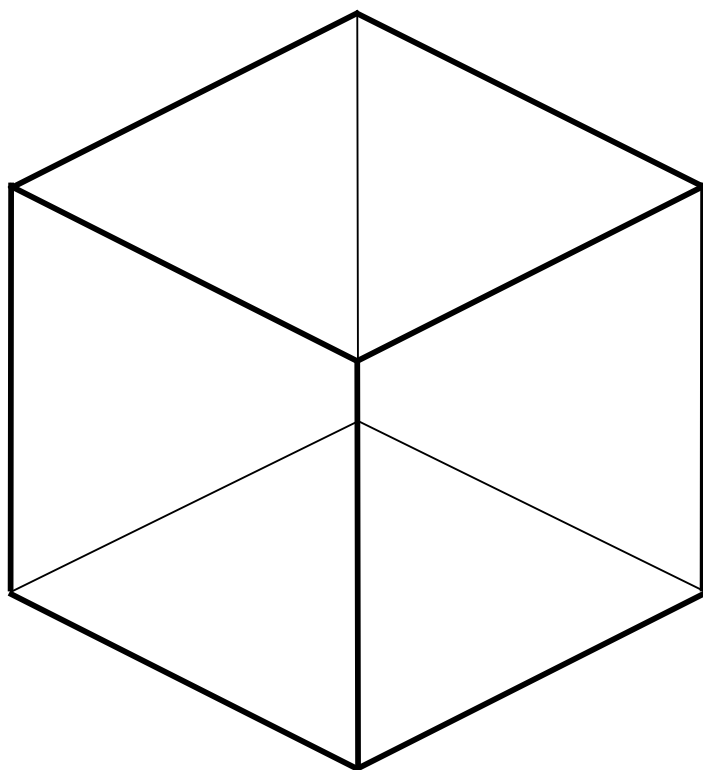
Key

For simplicity, draw cubes without hidden lines.

This is a cube without hidden lines:

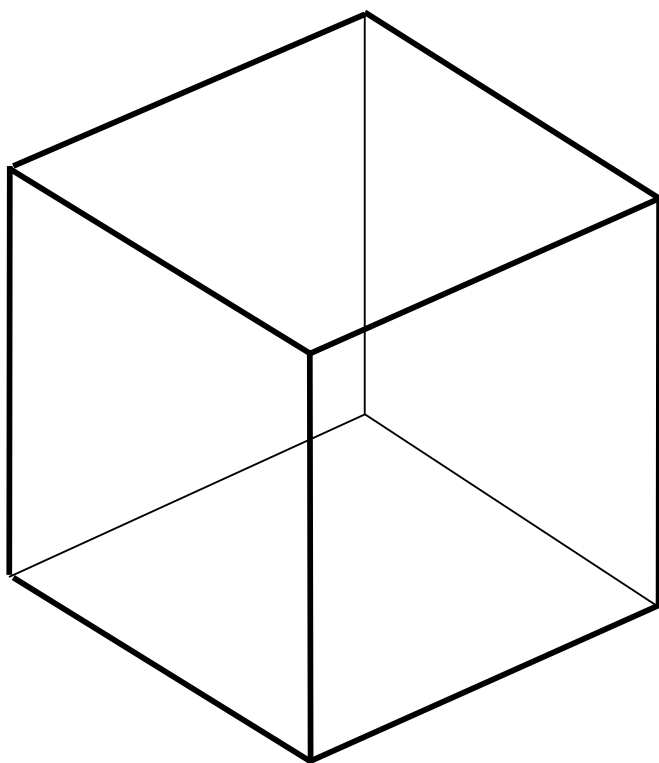


A cube with hidden lines:

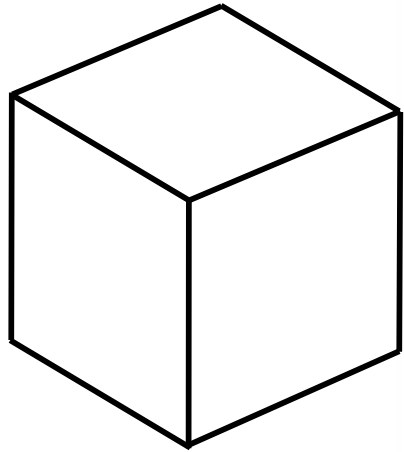


Tiger Farm Press

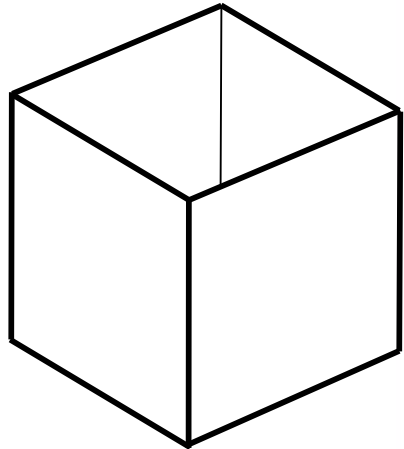
A cube with hidden lines,
rotated right:



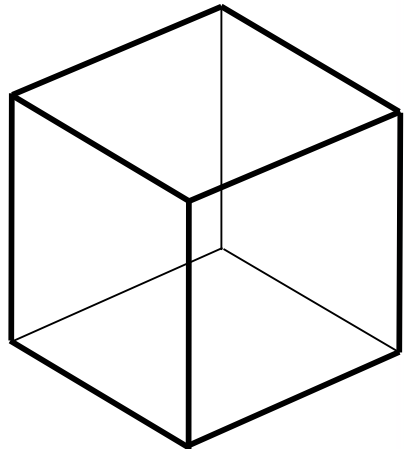
A cube without hidden lines looks like a closed box.



This is a cube box without a top.

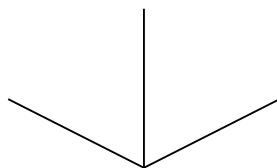


A cube with hidden lines is the frame of a box.

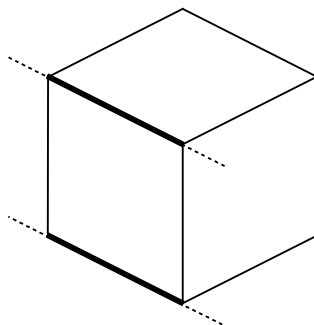


Key Drawing Points

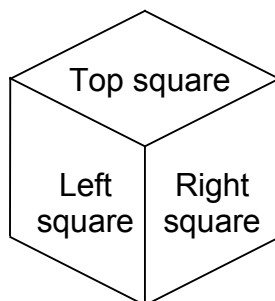
+ Start with the base dimensional lines.



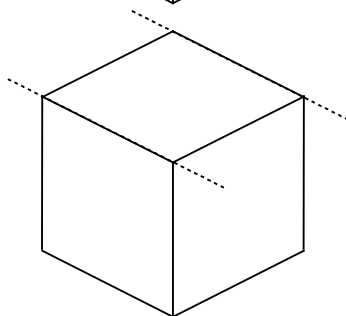
+ Each of a cube's square sides, have opposite and parallel sides.



+ All sides of a cube are square.



+ Draw a cube without hidden lines.

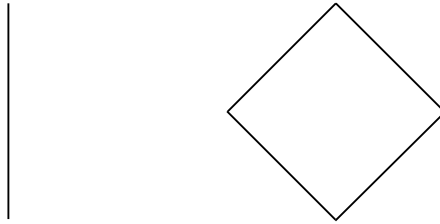


Drawing 4D Hypercubes

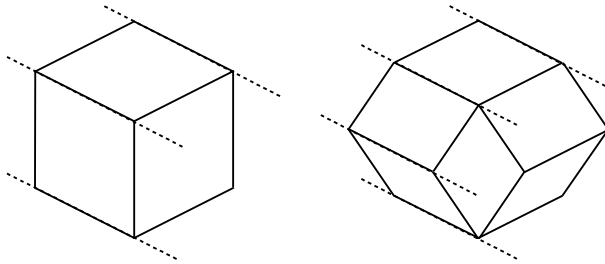


A note before beginning:

1 and 2 dimensional shapes can be drawn on your 2 dimensional screen in proper perspective.



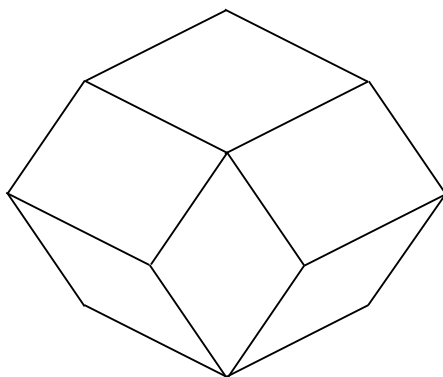
However, 3 and 4 dimensional cubes have to be drawn to fit on a 2 dimensional screen. Examples with dotted perspective lines:



I will draw 2 hypercubes.

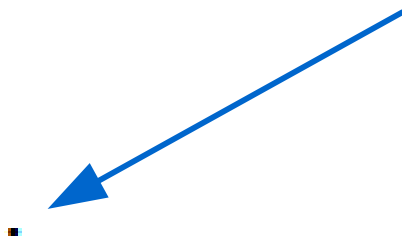
The first drawing includes detail explanations.

Then you will be ready for the quick draw of the 6 front sides of a 4D cube.



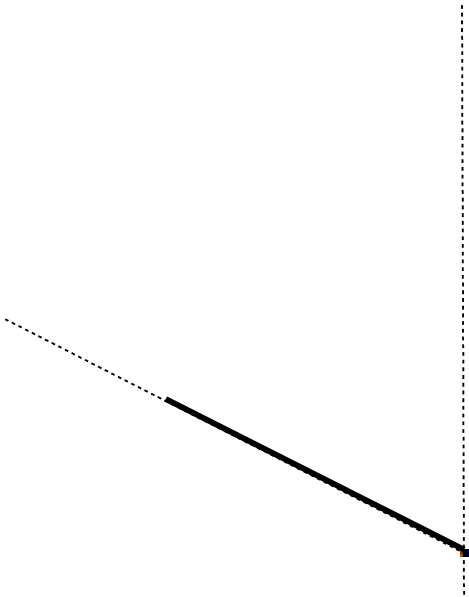
(1)
Drawing a
4D Cube
with Detail
Explanations

To draw a 4D cube, start
with a point.



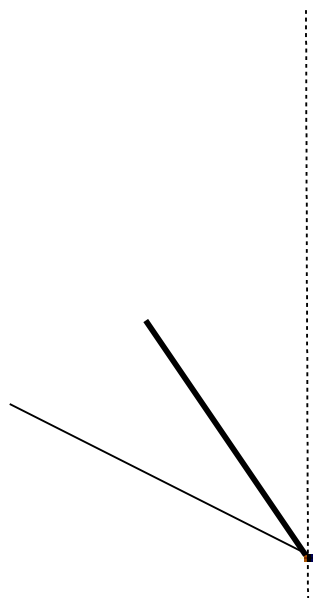
1st dimension: width

(a measure of distance)



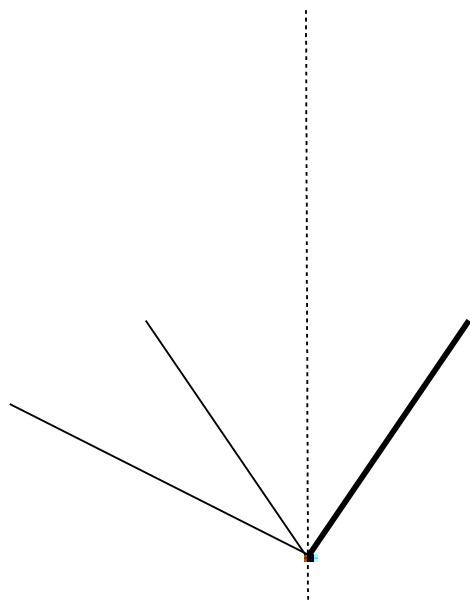
2nd dimension: height

(a measure of distance)



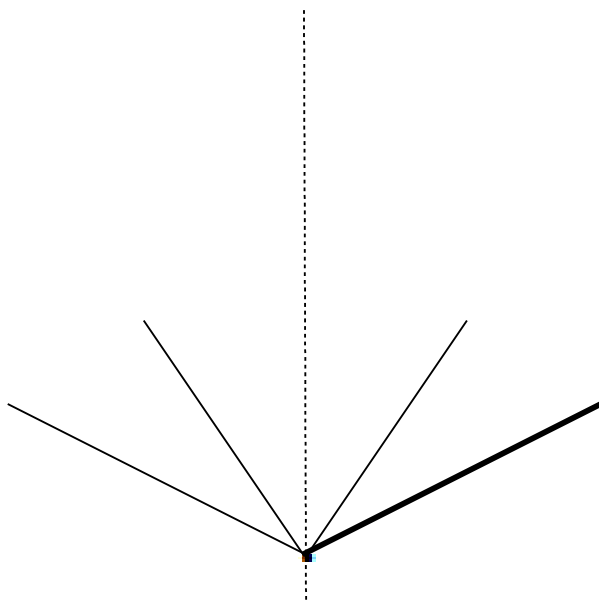
3rd dimension: length

(a measure of distance)

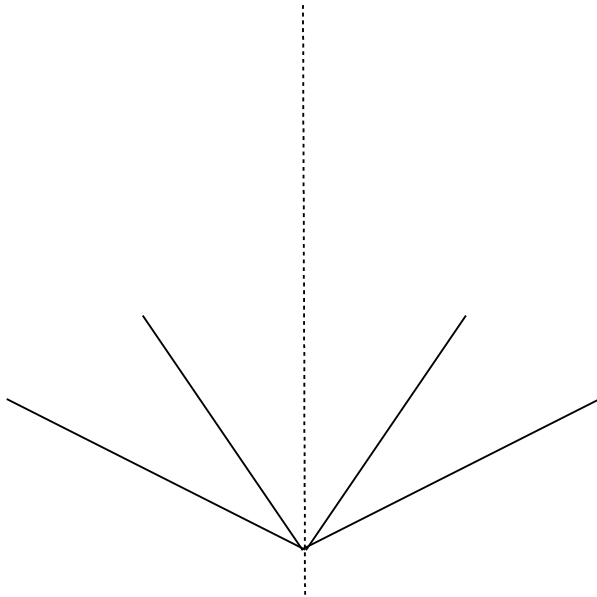


4th dimension: time

(a duration of time)



The left segments are
mirrors of the right
segments.

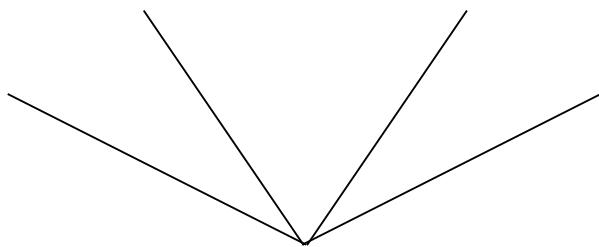


Key

When drawing a 4 dimensional cube, start with 4 dimensional base lines.

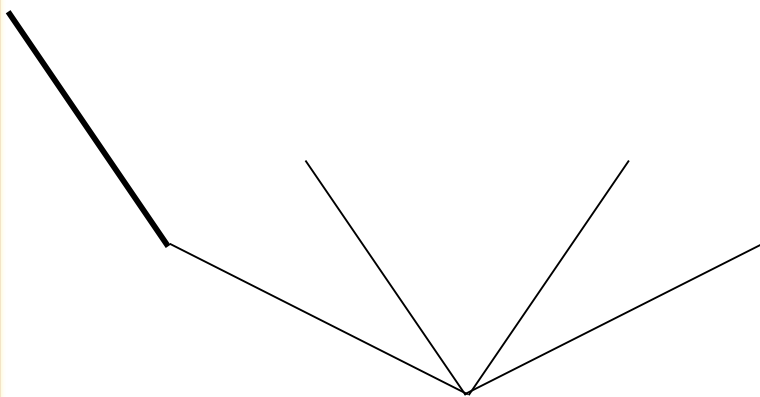
How many dimensional base lines for a 2D square and a 3D cube?

If you don't know, delete this book because you're too stupid to continue. Just messing with ya. I'm sure you're bloody brilliant, so continue.

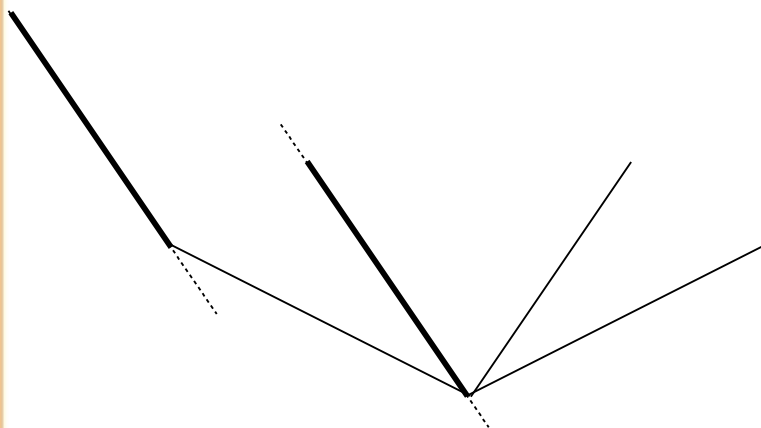


Use the base lines as guide lines.

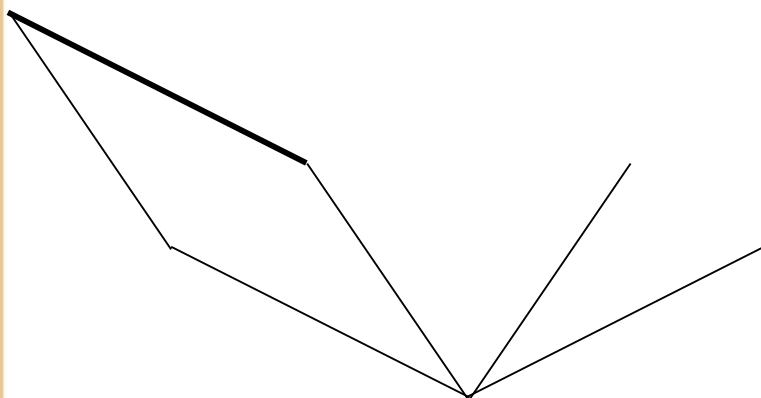
Draw the first line, opposite and parallel
to the 2nd dimensional base line.



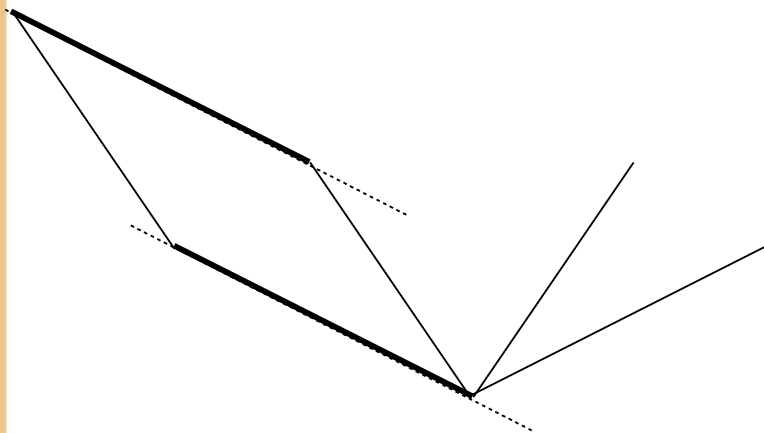
Opposite and
parallel sides



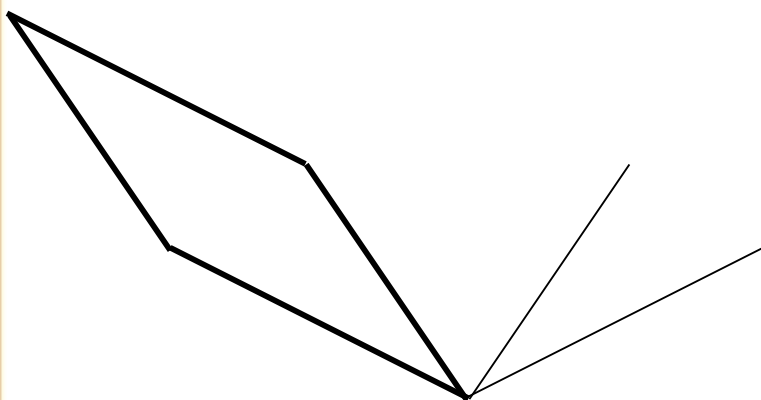
Draw the second line opposite and parallel to the 1st dimensional base line.

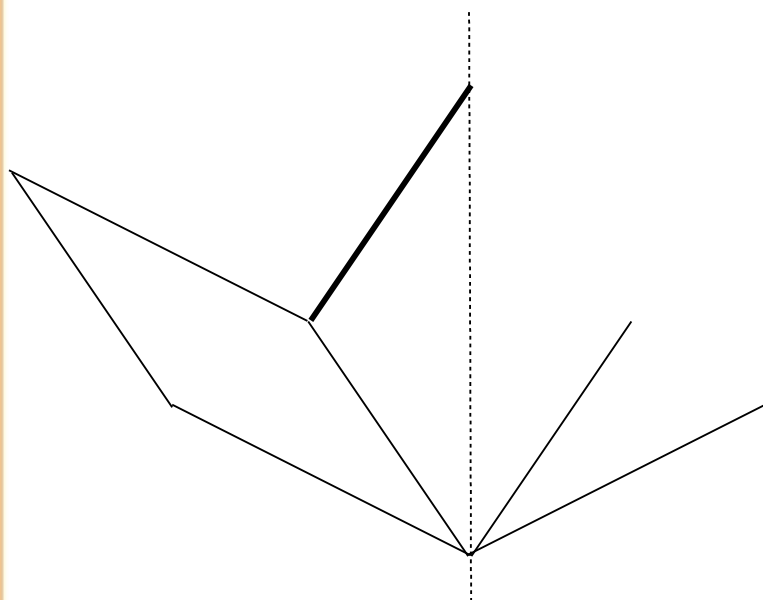


Opposite and
parallel sides

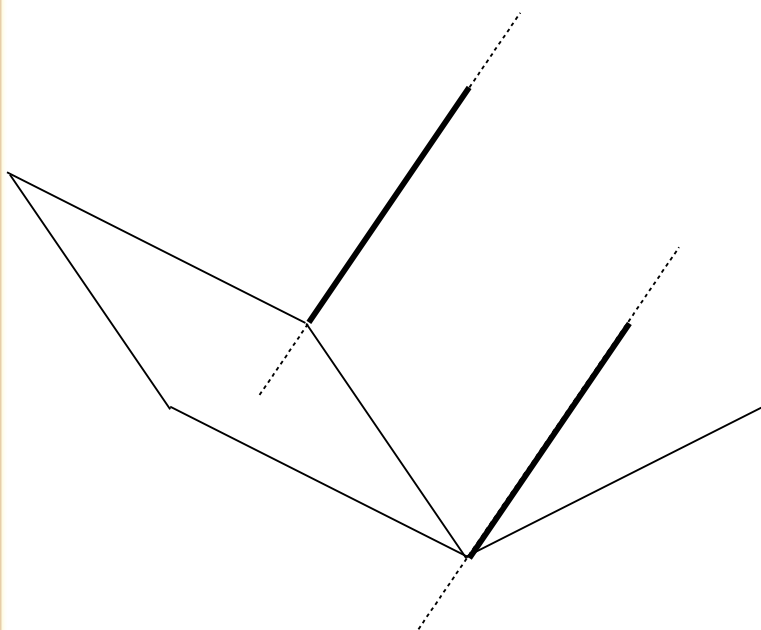


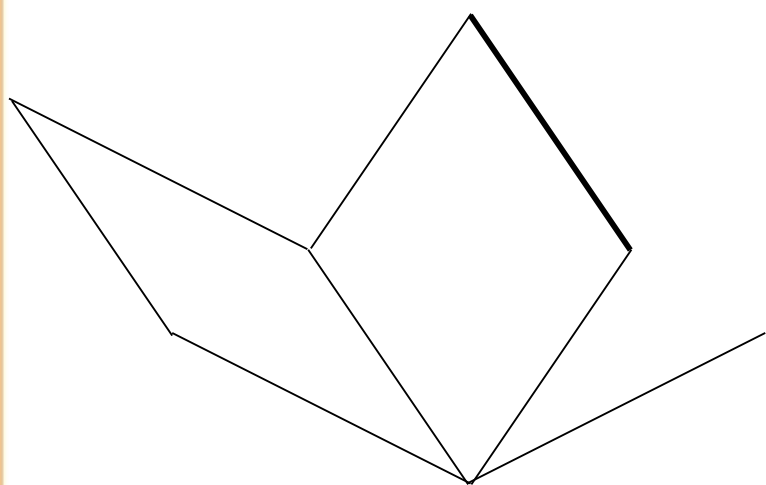
Bottom
left
square

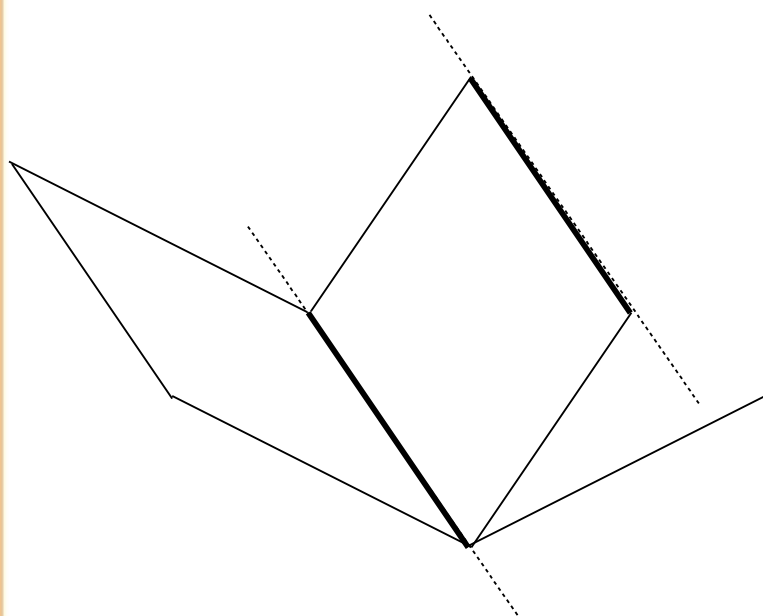




By now, you know that the highlighted segments are opposite and parallel to each other. So, I'll shut the fuck up about it.

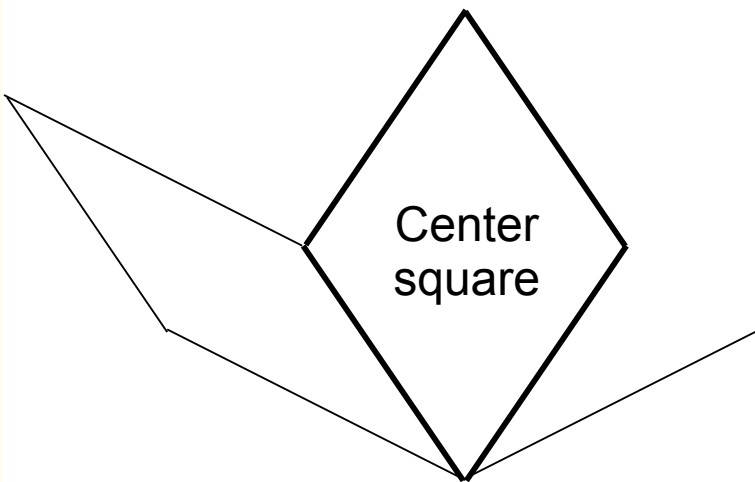


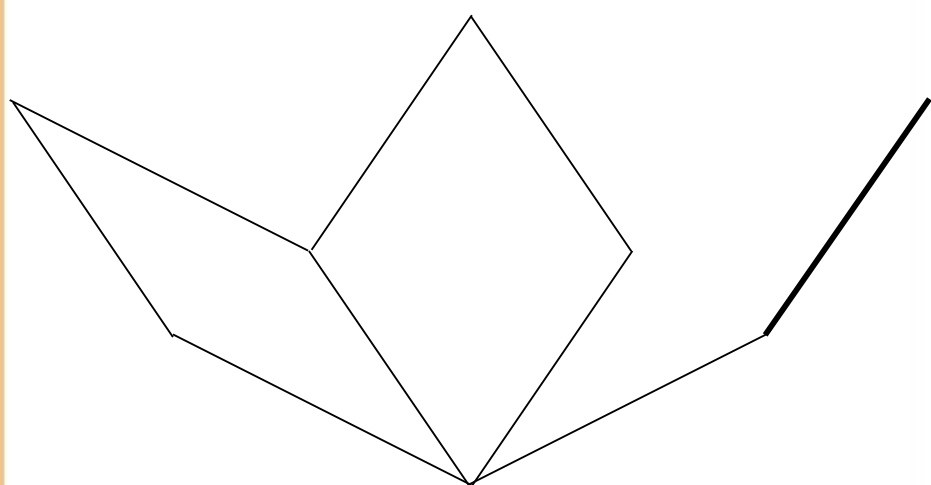


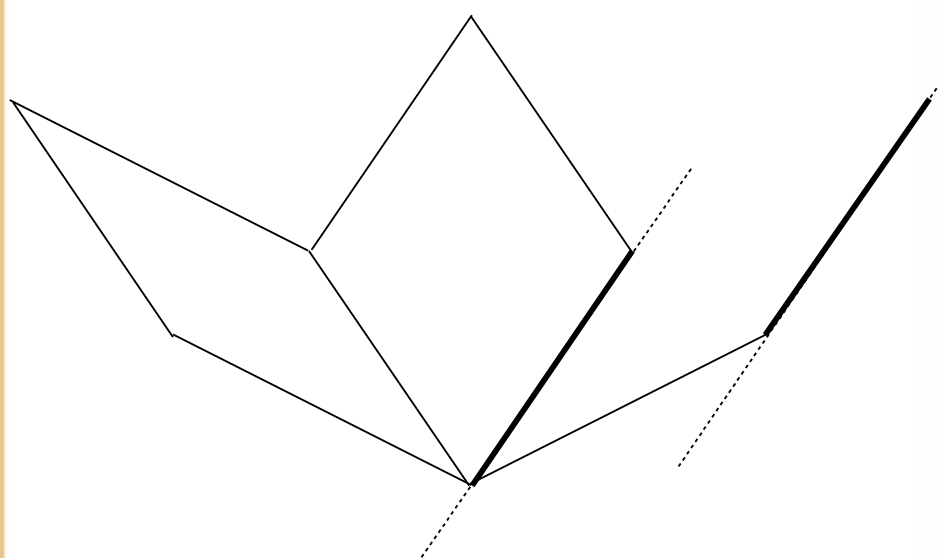


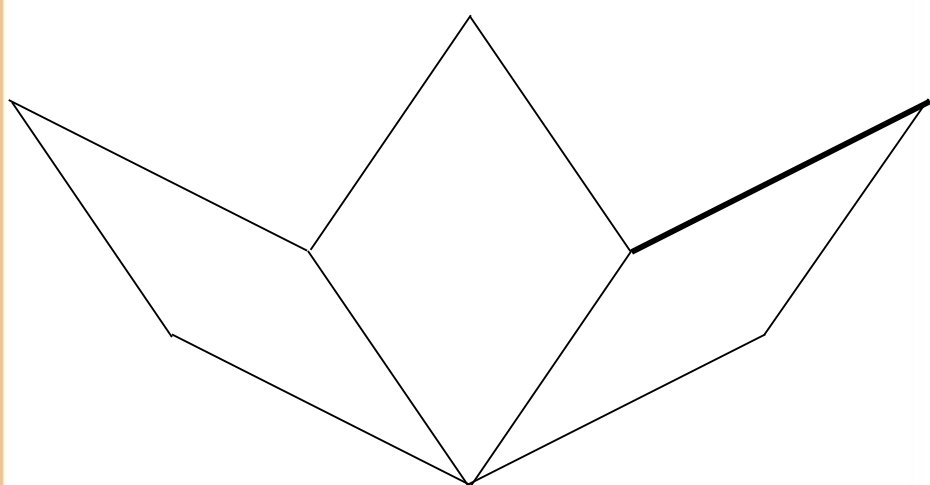
Important

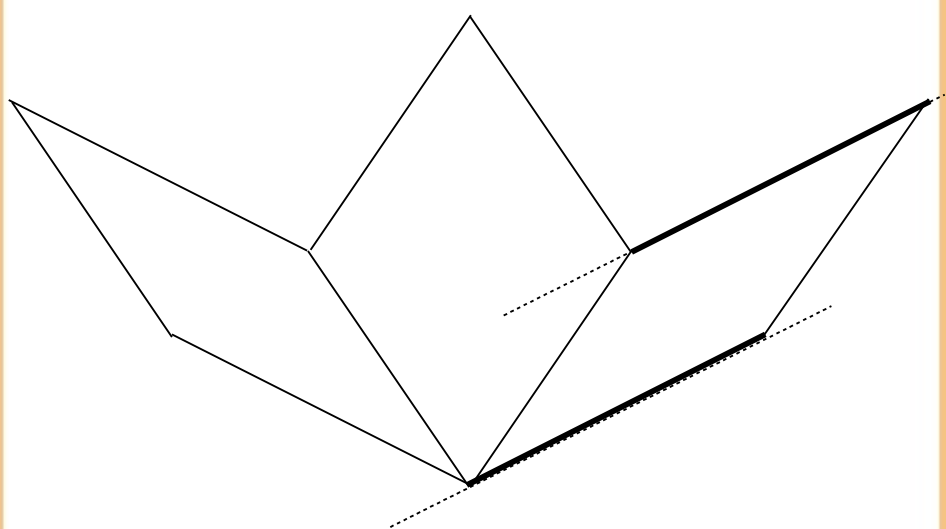
It may not be important to put the dishes in the dishwasher right away. But it is important to know that all sides of a cube are square.



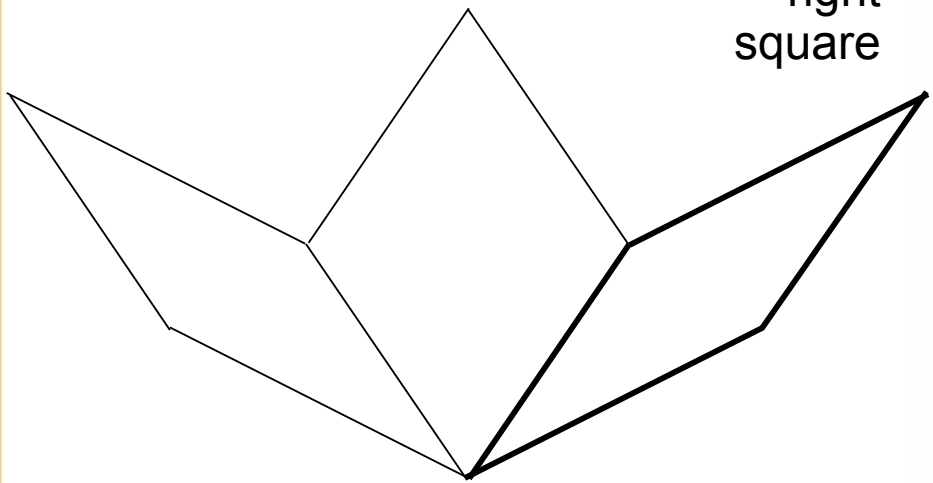


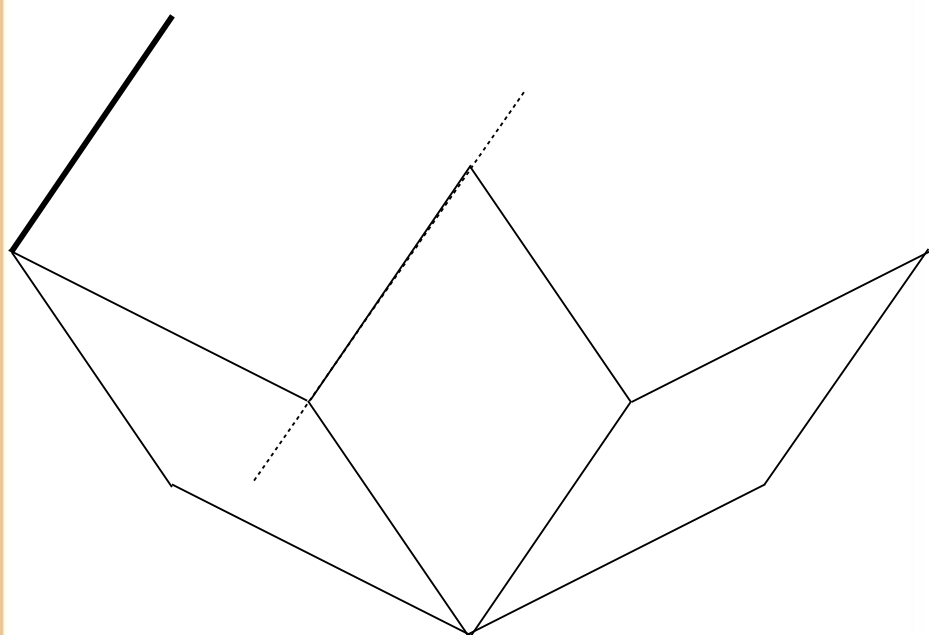


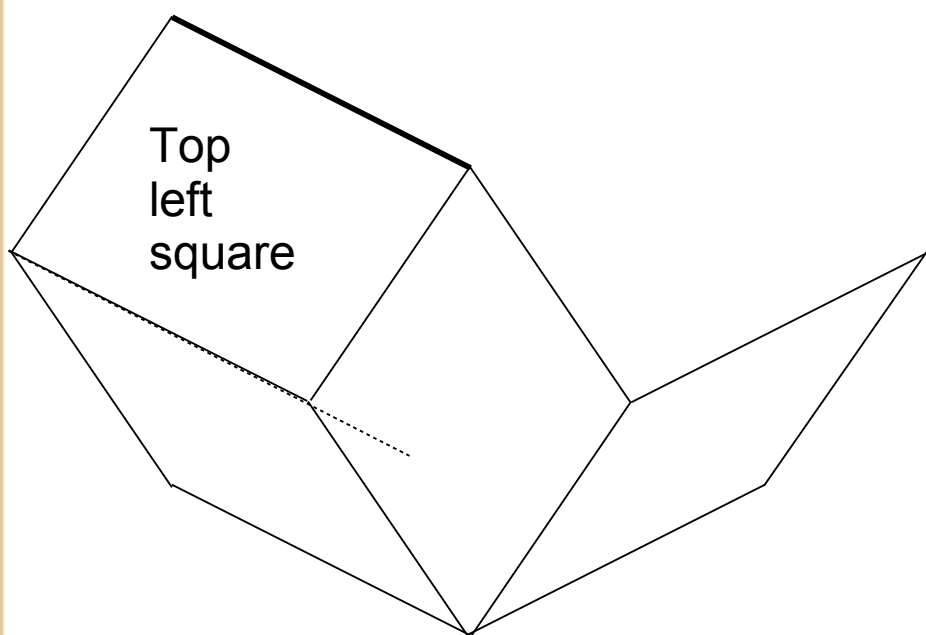


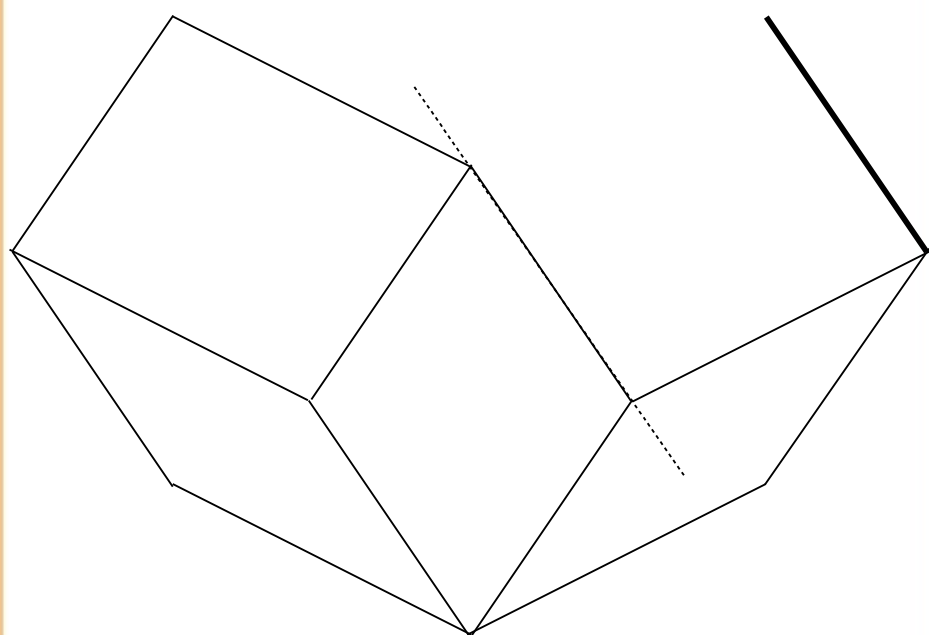


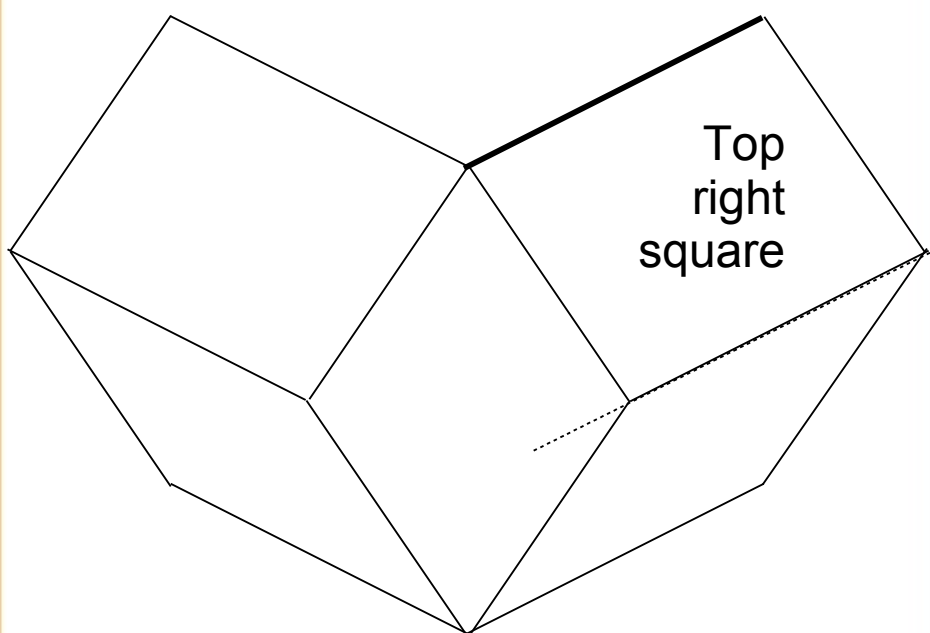
Bottom
right
square

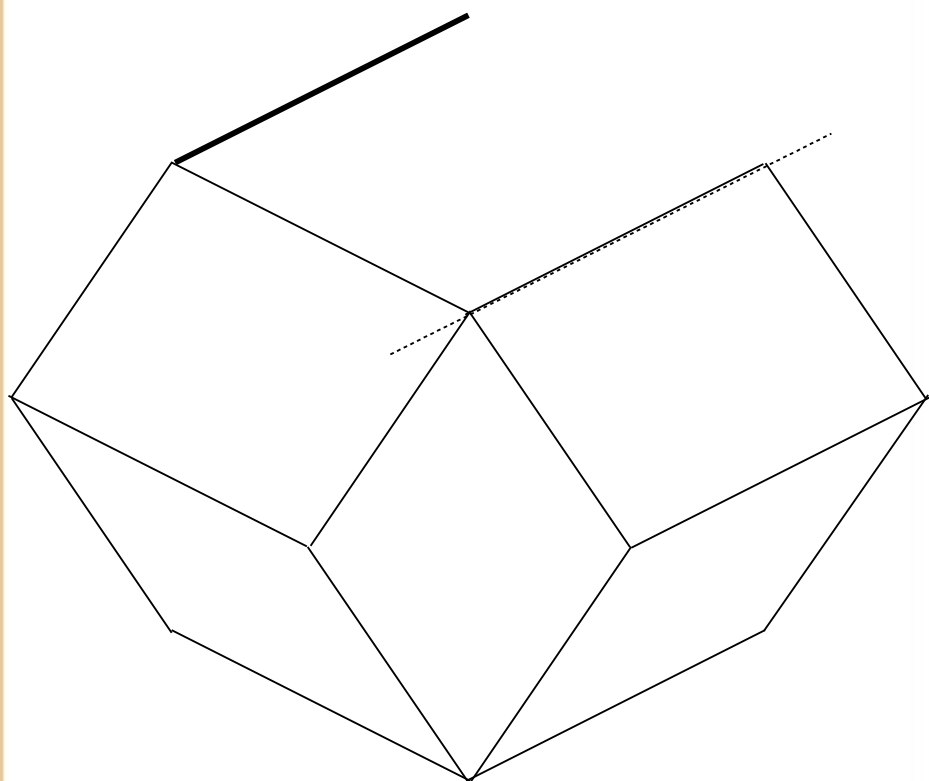






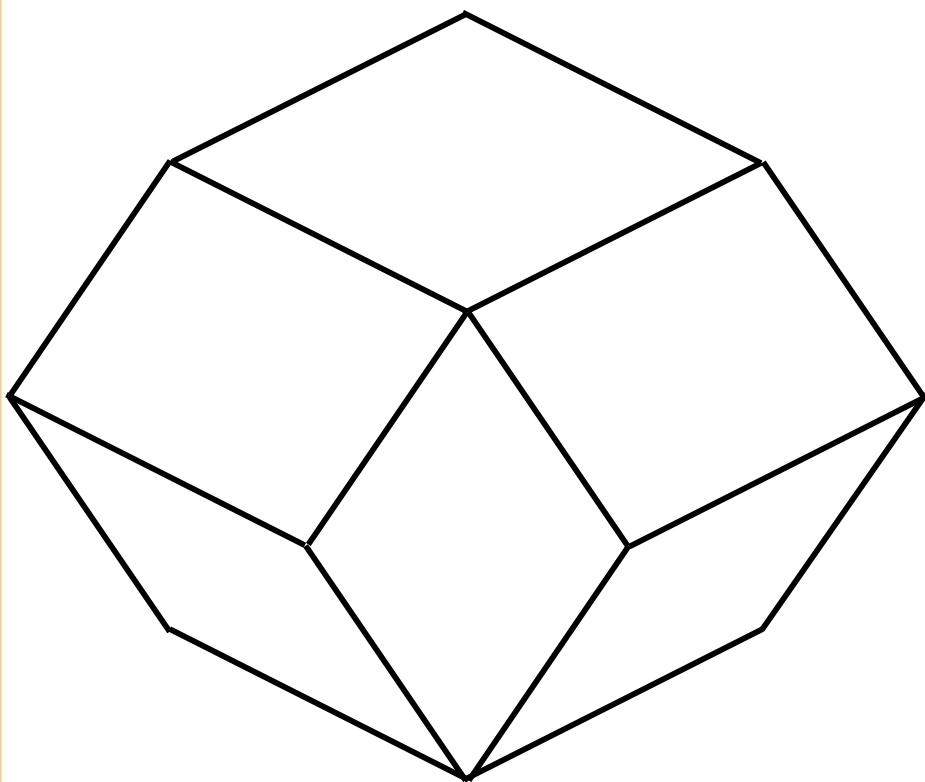








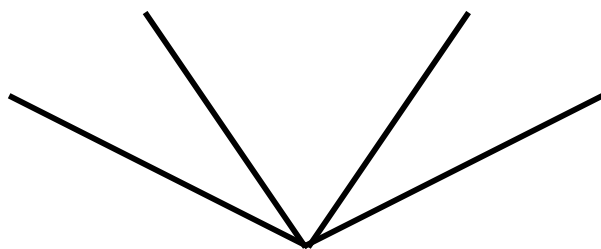
4D Cube, a Hypercube



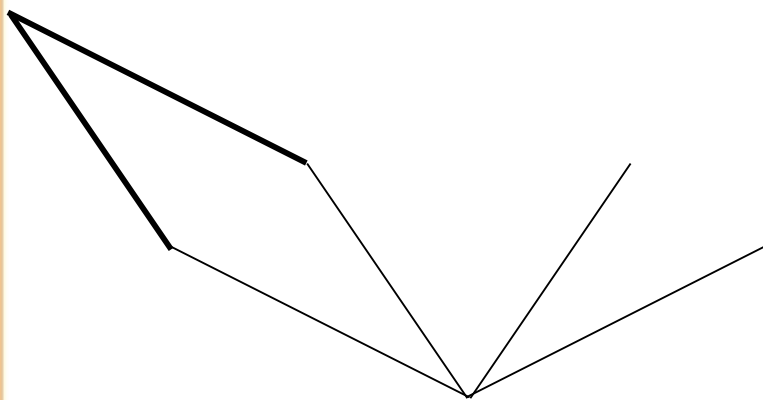
(2)
Drawing a
4D Cube
One Square at a
Time

Start with the base lines.

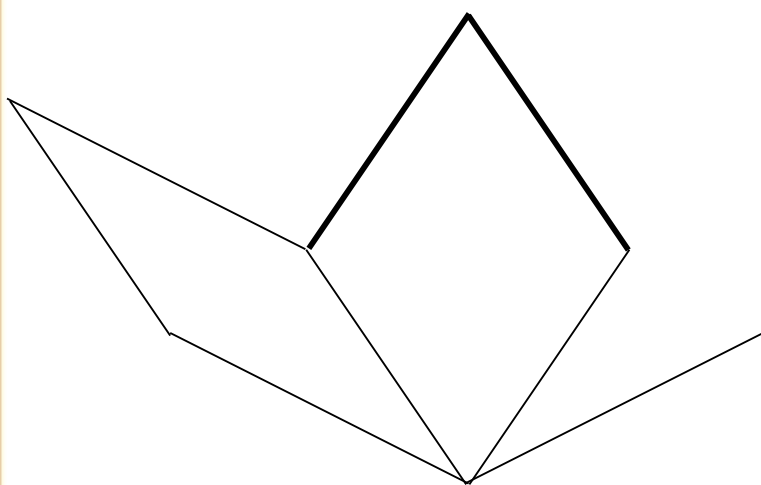
Draw the cube's square sides,
using the base lines,
as guide lines.



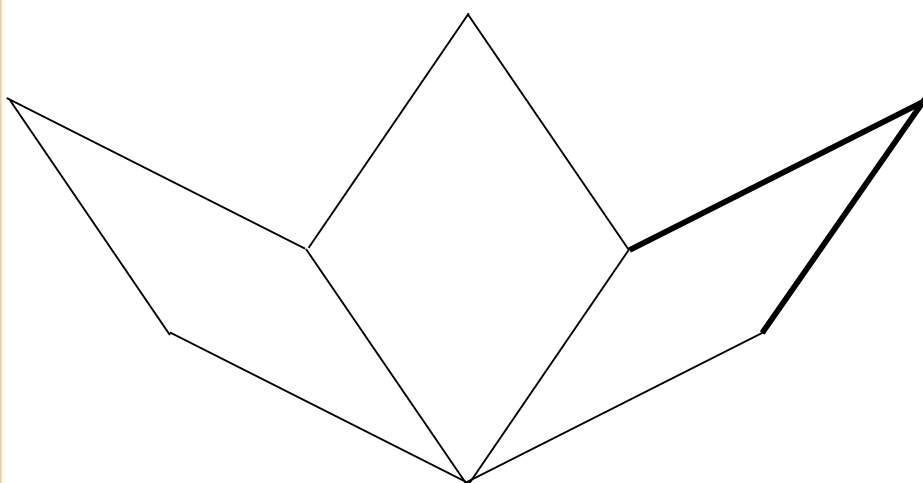
Side 1



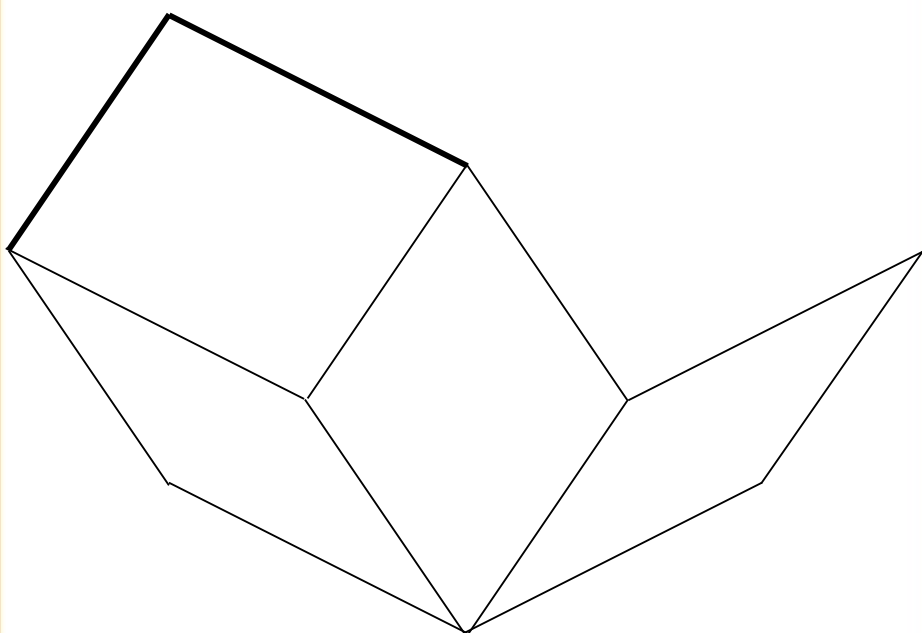
Side 2



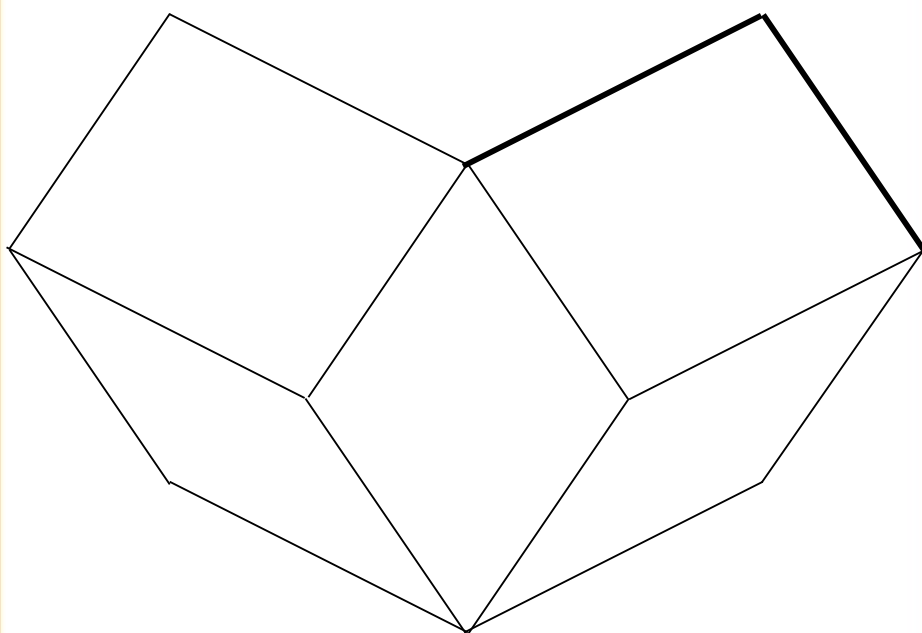
Side 3



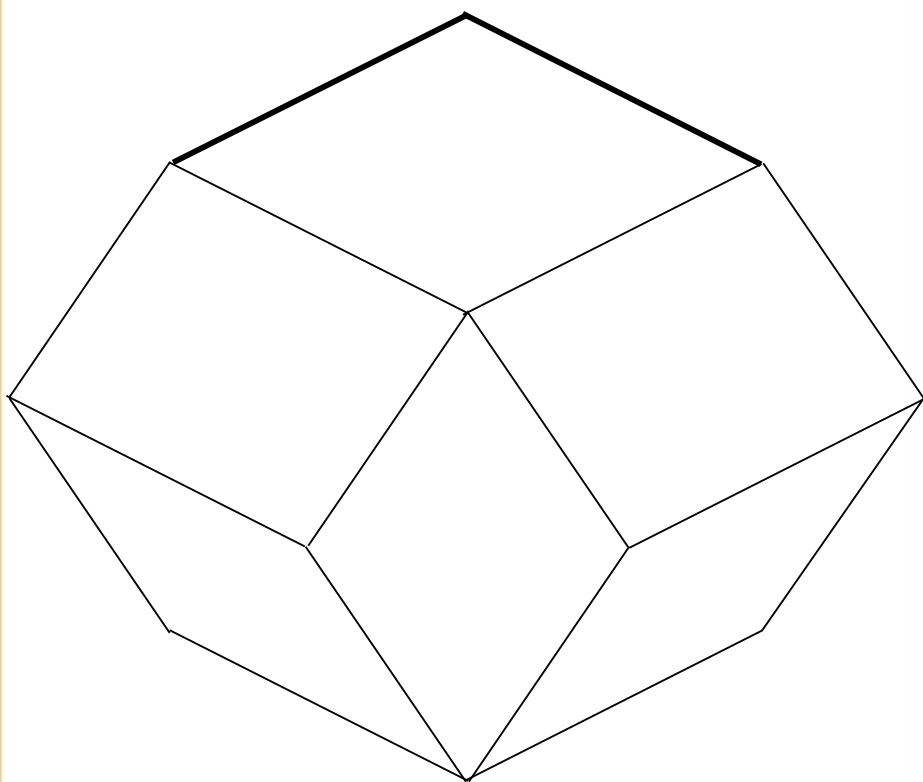
Side 4



Side 5

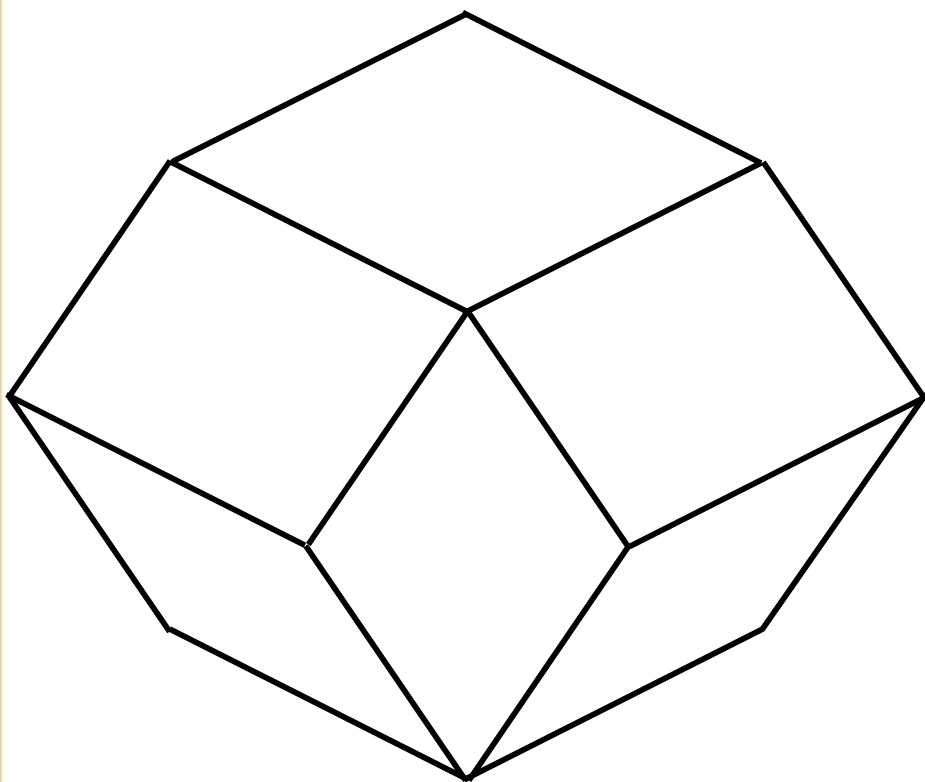


Side 6



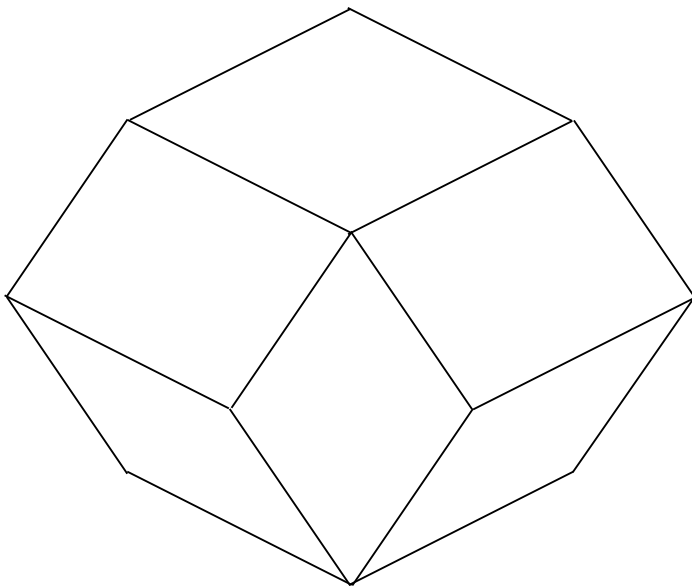
4D Cube, an Einstein Cube

“As simple as possible, but no simpler,”
Einstein's axiom.



What name do you like best?

1. Hypercube
2. Tesseract
3. 4D Cube
4. Einstein cube
5. Einstein spacetime hypercube



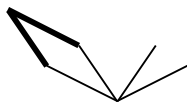
Now, use a doodle program on your phone, or find a pen and paper, and be the first person at your company or school to draw a hypercube.

1. Start with the 4 base line segments:

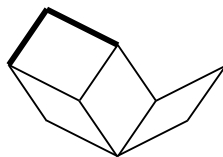


2. Draw each square side:

Side:1



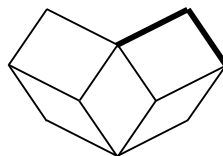
Side:4



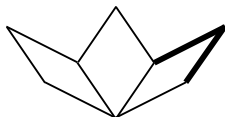
Side:2



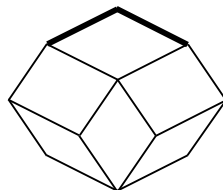
Side:5



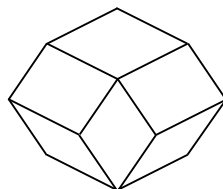
Side:3



Side:6



Boom!
a hypercube:



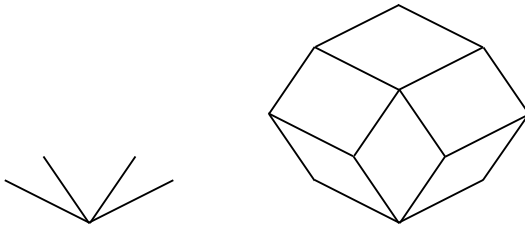
Easy eh?

After all, this isn't rocket science.
It's only Einstein science.

As Einstein said, "Everything should be made as simple as possible, but no simpler."

Only 2 instructions:

1. Draw the base lines.
2. Draw the square sides.



It can't get any simpler than that.

Seeing in 4D

Riley said, “It would be interesting to see in 4 dimensions.”

“You do all the time,” I said.

With a ruler, you can measure the 3 dimensions of an object such as a smartphone. You see 3D objects.

With a smartphone, you can record the 4th dimension of an object by taking a video of it. You watch 3D objects for a duration of time (1D).

A video is a recording of 4 dimensions: 3 dimensional objects in 1 dimension of time—spacetime.

“Okay, that make sense,” he agreed.



Beyond 4D Spacetime



Tiger Farm Press

Can You?

If you can't draw a 4 dimensional cube, don't bother continuing, you hit your geometric limit—no need to read on.

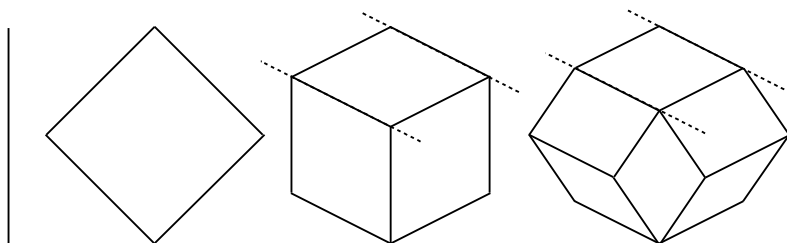
If you can, then with one more skill, you can draw a String Theory 10 dimensional hypercube.

1D

2D

3D

4D ... 10D



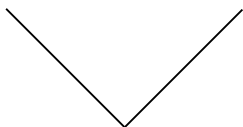
IQ Challenge (Branden's idea)

The Pattern to higher dimensions can be seen in the base line sequence.

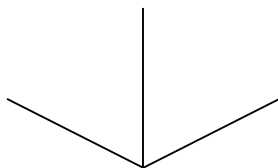
1D



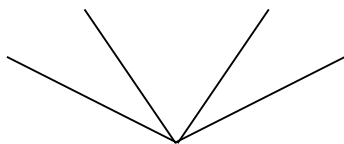
2D



3D



4D



5D Draw the 5D base lines
before looking at the next page.

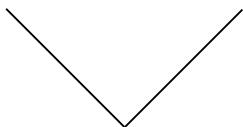
IQ Challenge (Branden's idea)

The Pattern to higher dimensions can be seen in the base line sequence.

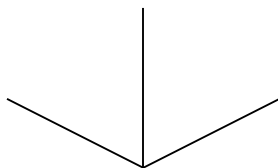
1D



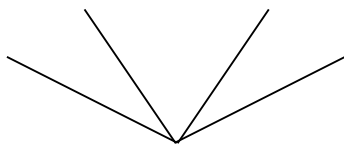
2D



3D



4D



5D Draw the 5D base lines
before looking at the next page.

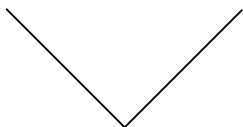
Key

To draw higher dimensional cubes, figure out the pattern.

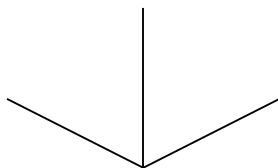
1D



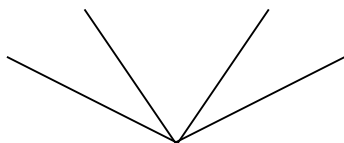
2D



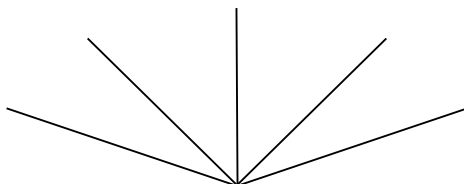
3D



4D

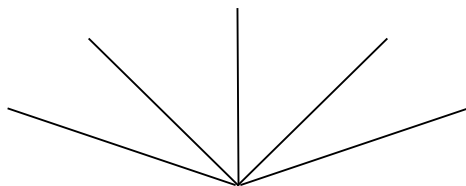


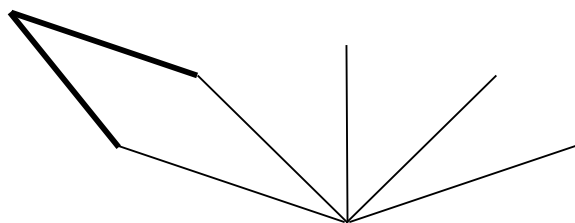
5D



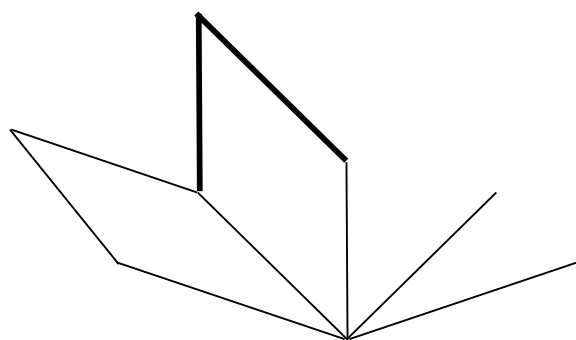
IQ Challenge

Draw a 5D cube on top of the base lines. All you gotta do is draw squares using the base lines as guide lines.

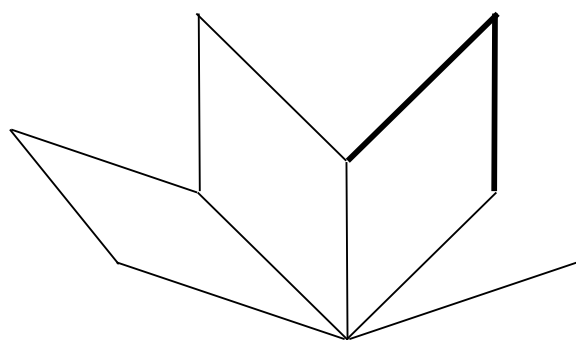




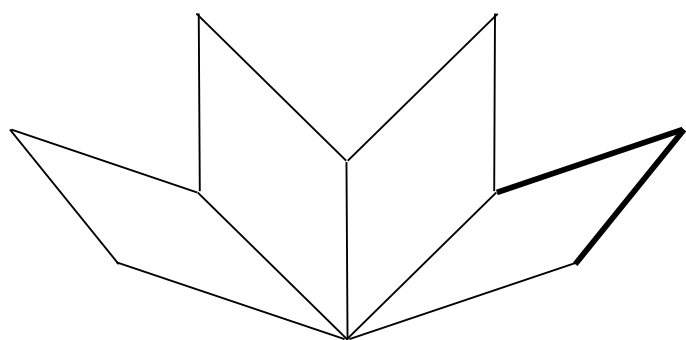
Tiger Farm Press

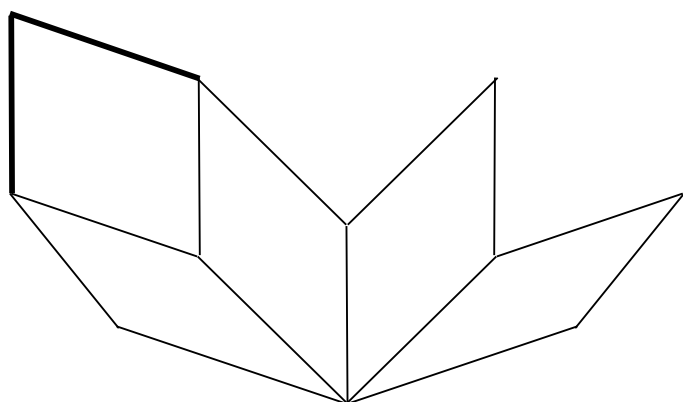


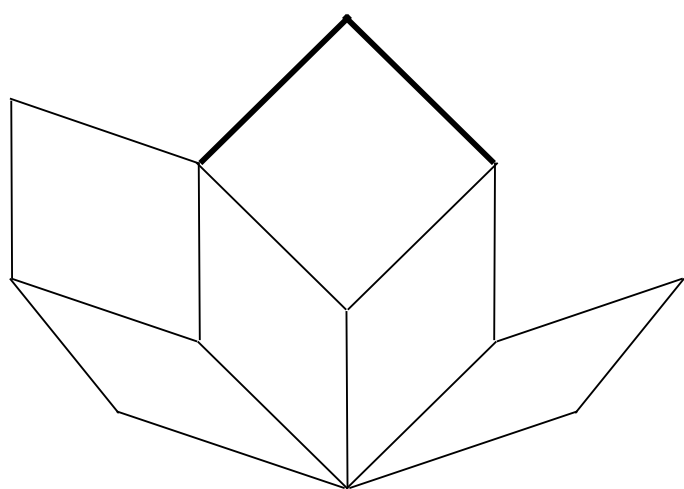
Tiger Farm Press



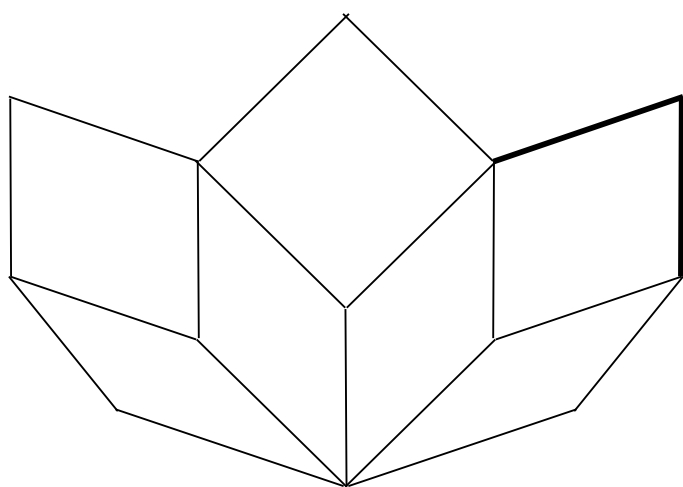
Tiger Farm Press



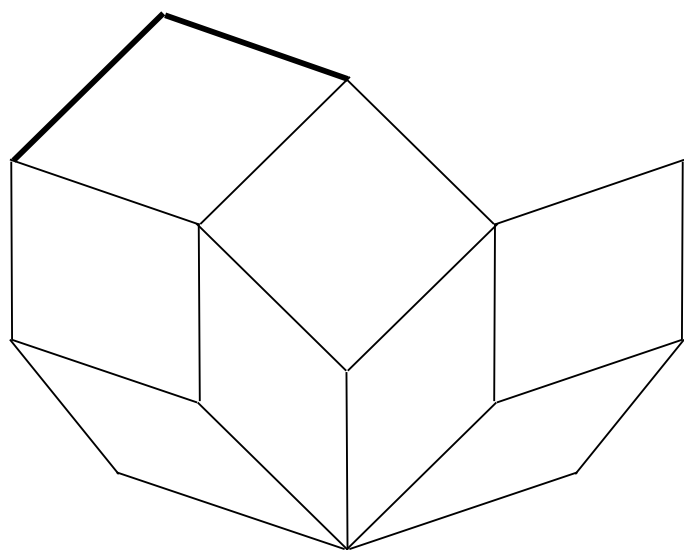




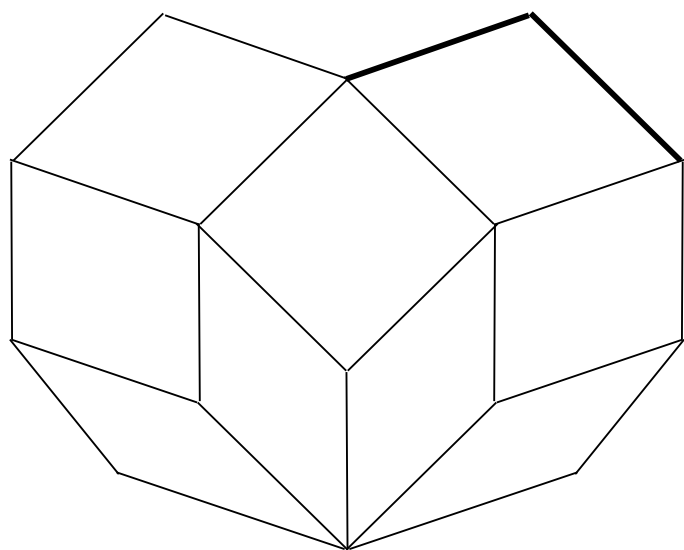
Tiger Farm Press



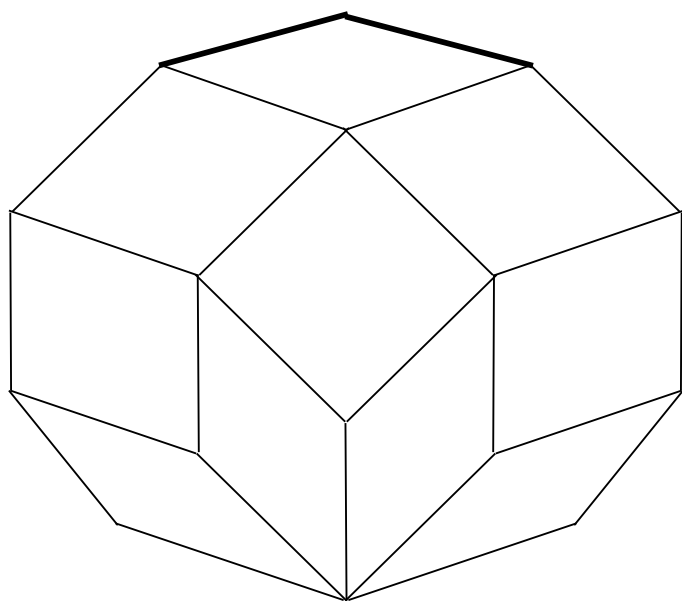
Tiger Farm Press



Tiger Farm Press

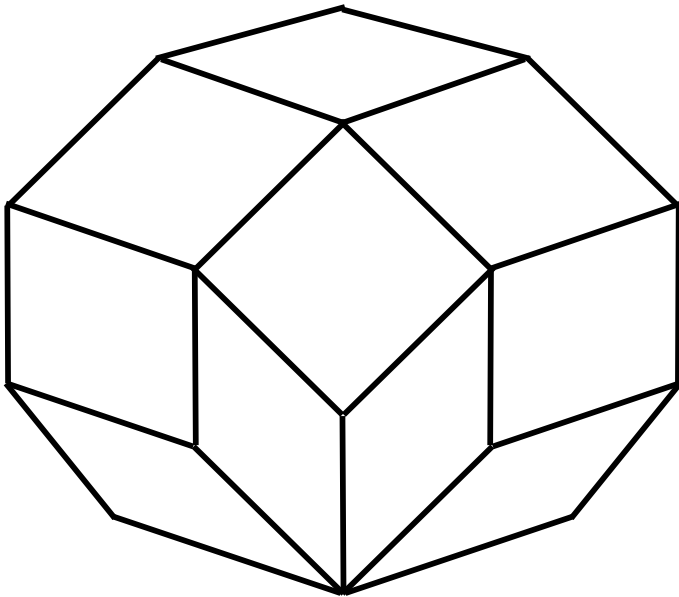


Tiger Farm Press



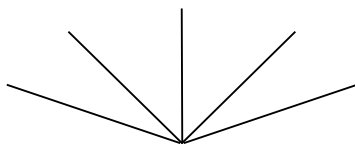
Tiger Farm Press

5D Cube



Tiger Farm Press

5D base lines:



The middle base line:

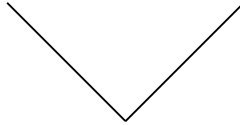


Riley, you get it?

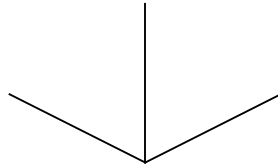
Are you feeling brilliant?

Draw the 6 dimensional base lines
before looking at the next page.

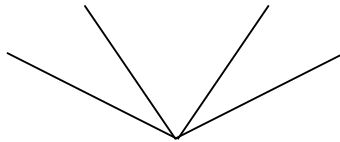
2D



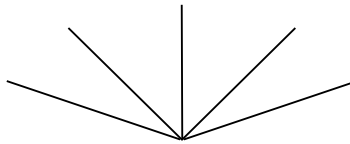
3D



4D



5D



6D

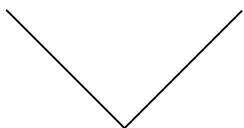
?

Next, draw a 6D cube.

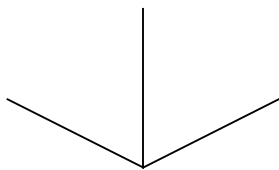
Step: 1, draw the base lines. Done.

Step: 2, draw the square sides. Can do.

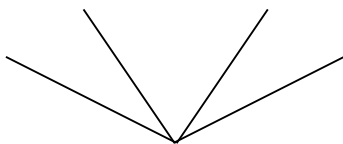
2D



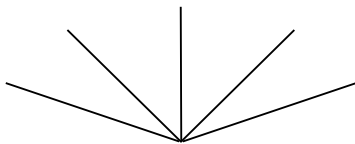
3D



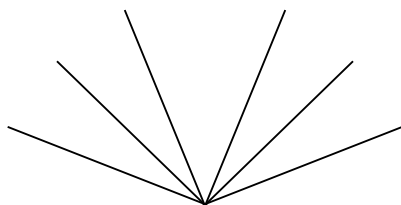
4D



5D

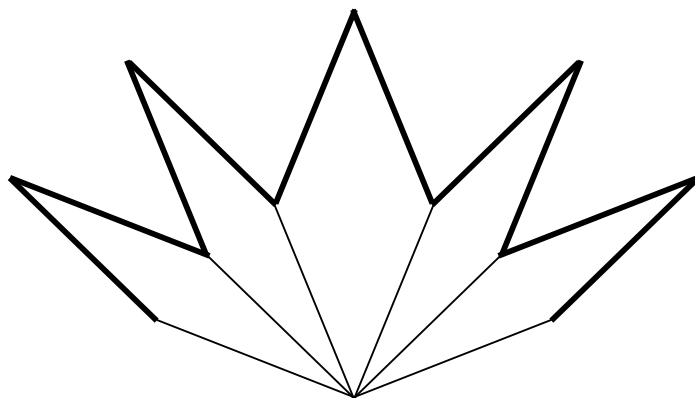


6D



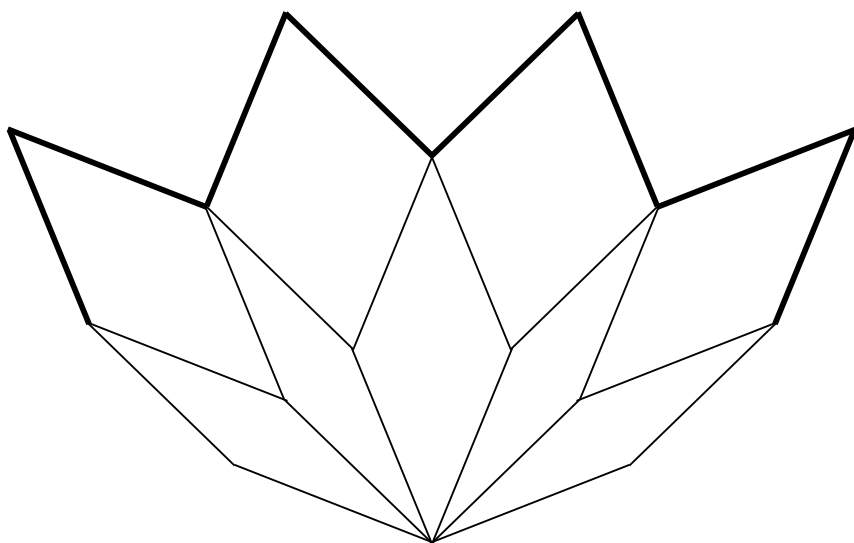
Step: 2

The 1st row of squares of the 6D cube.

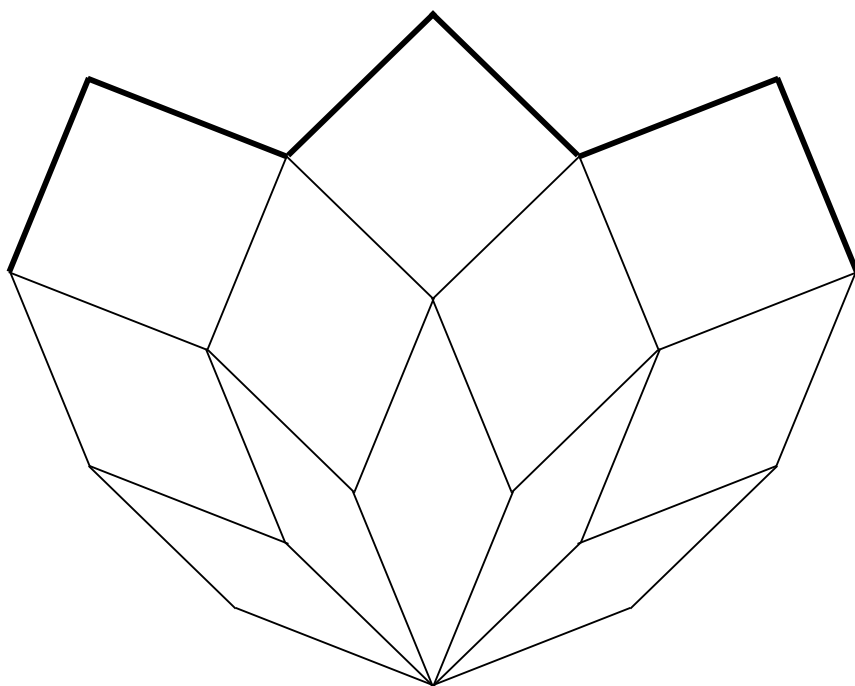


Step: 3

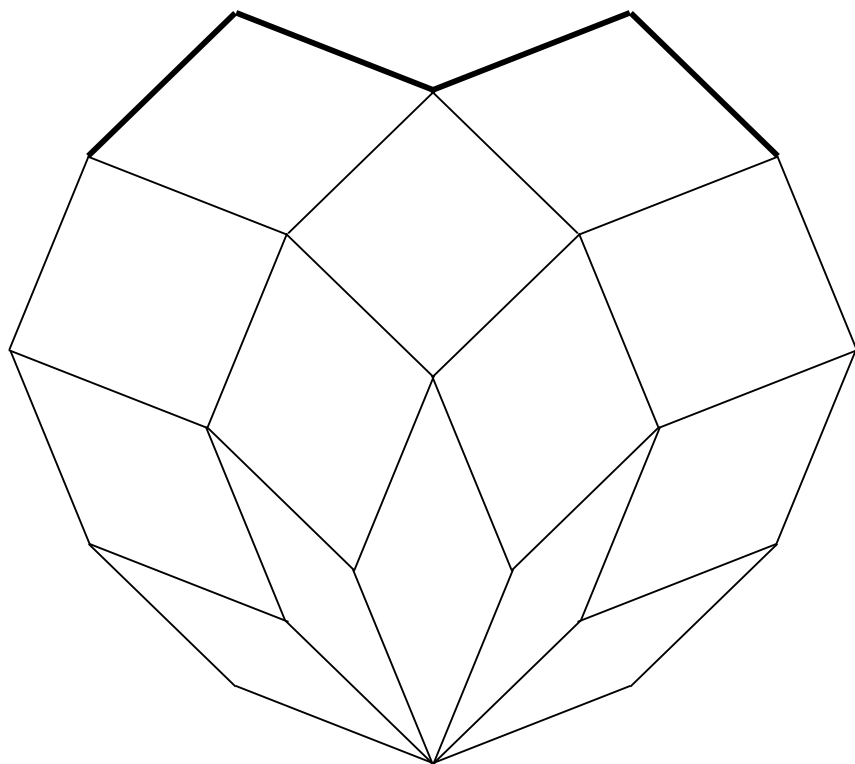
“It's like drawing a crystal flower,” Riley commented.



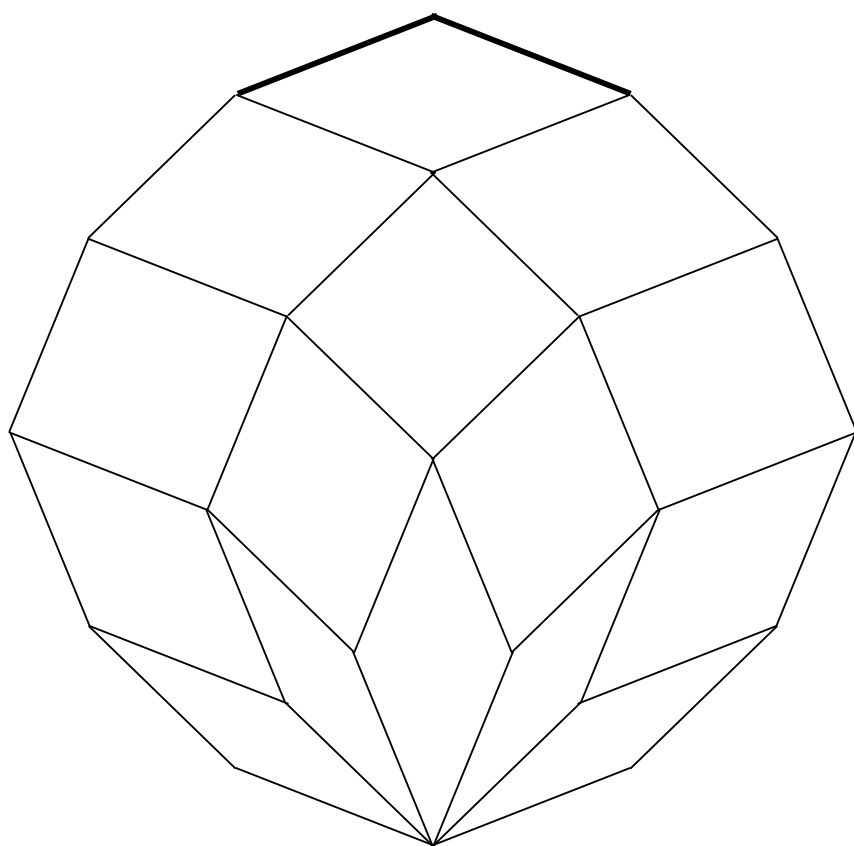
Step: 4



Step: 5

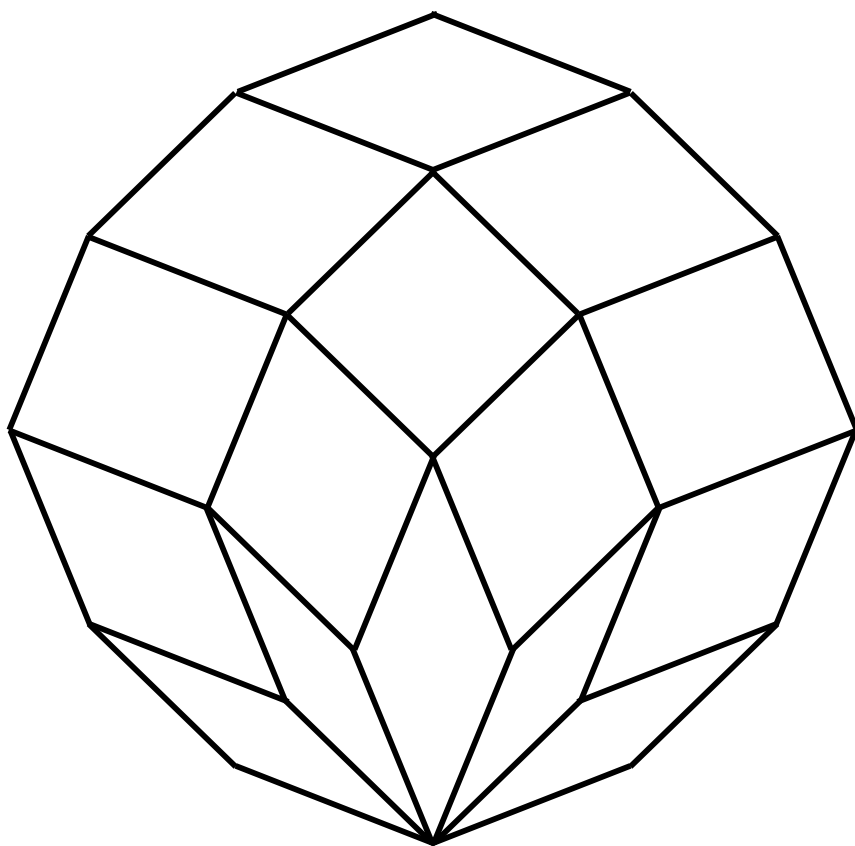


Step: 6



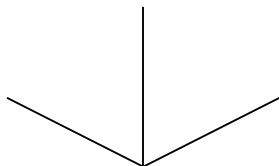
6D Cube

A cool design for a Swarovski crystal.

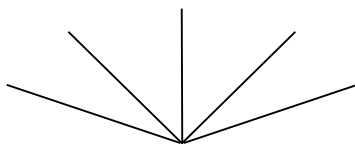


The odd dimensional base line pattern.

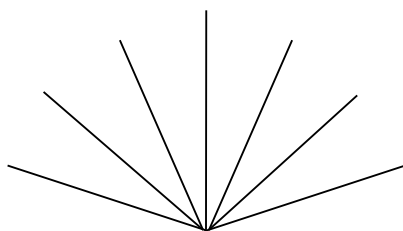
3D



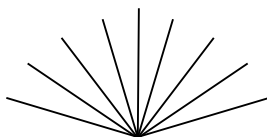
5D



7D

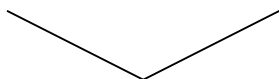


9D

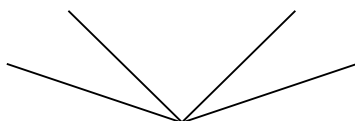


The even dimensional base line pattern.
The difference between odd and even,
is one: | .

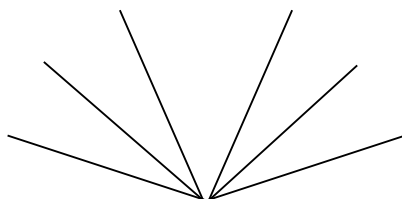
2D



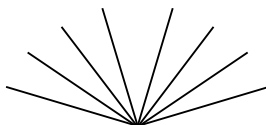
4D



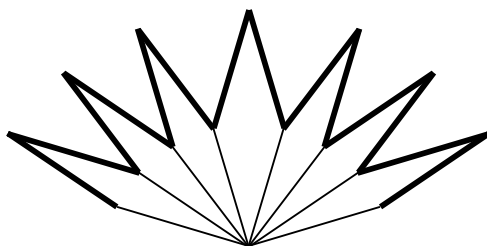
6D

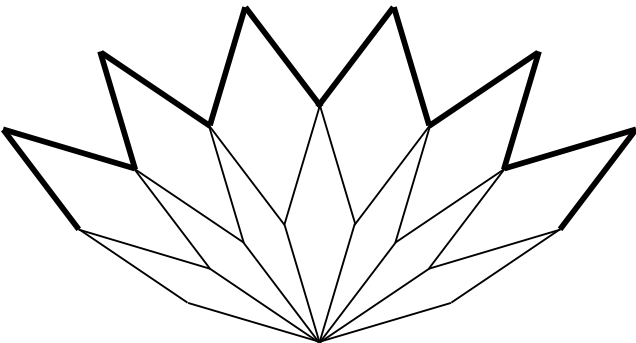


8D

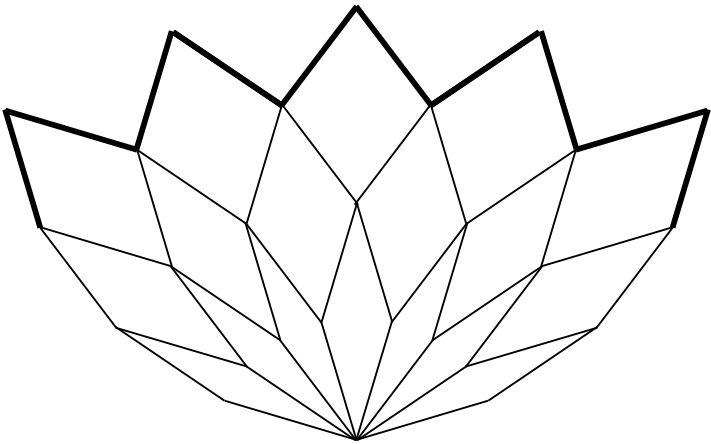


1st row of square sides for an 8D cube:

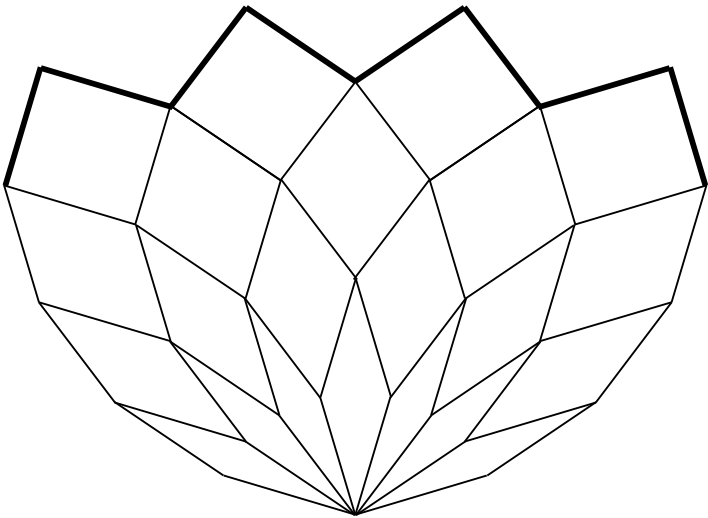




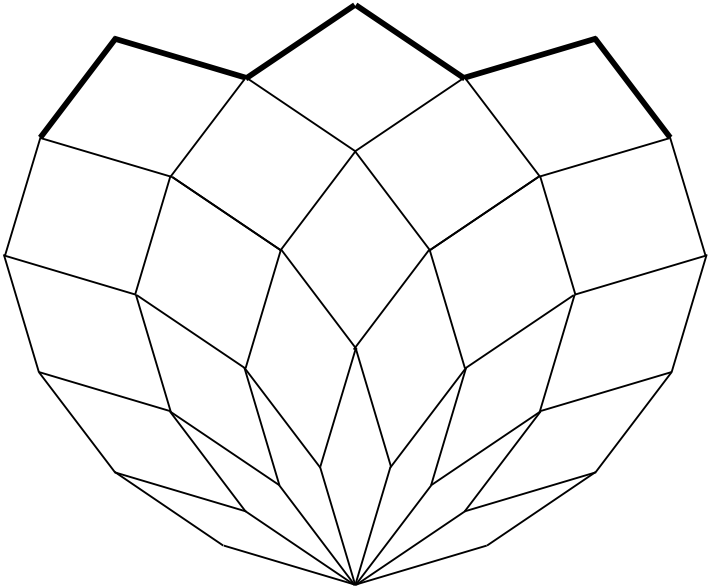
Tiger Farm Press



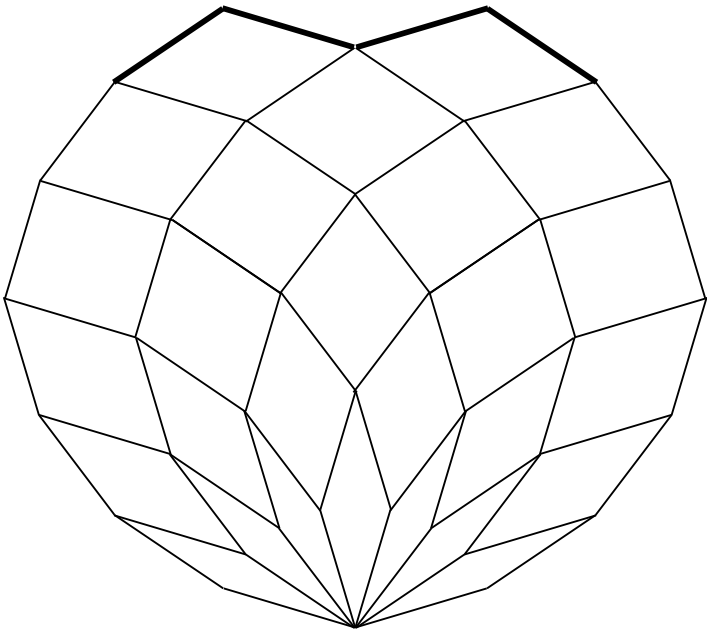
Tiger Farm Press



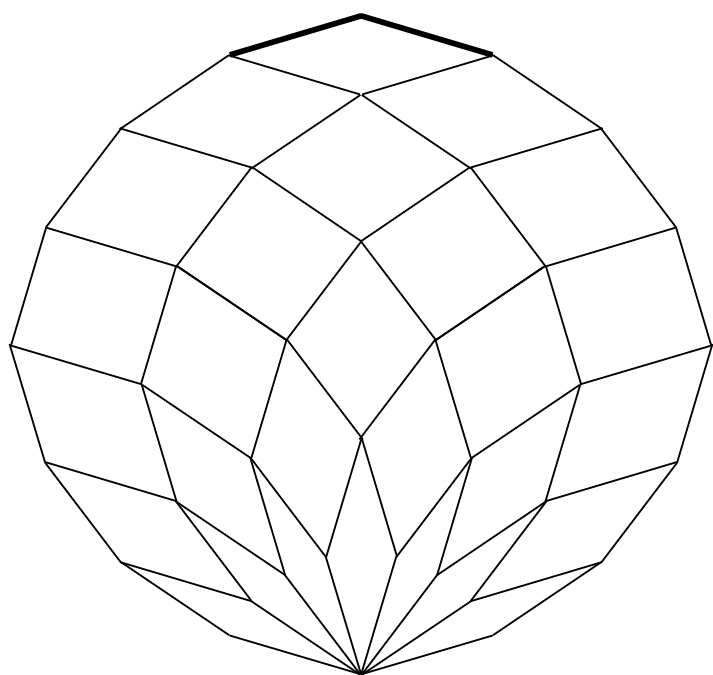
Tiger Farm Press



Tiger Farm Press

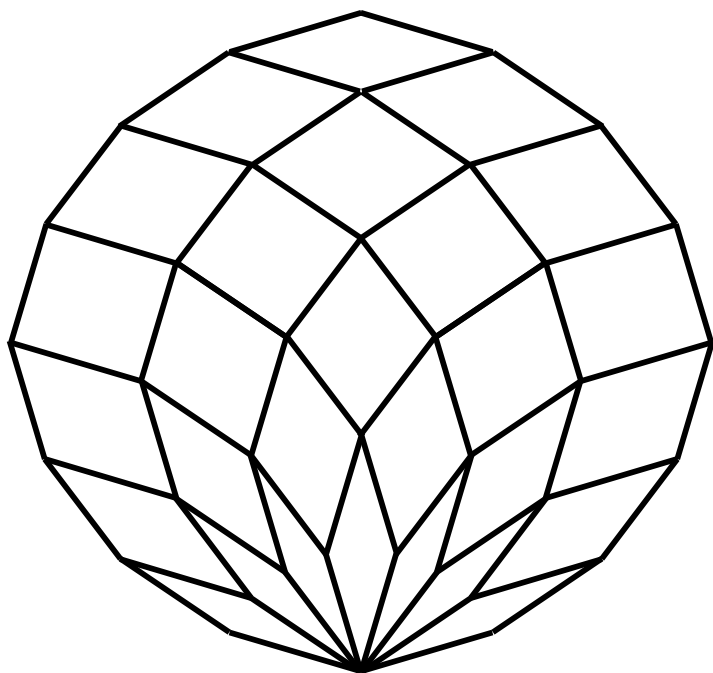


Tiger Farm Press



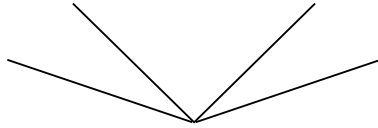
8D Cube

Only 2 more dimensions to String Theory's 10 dimensions.

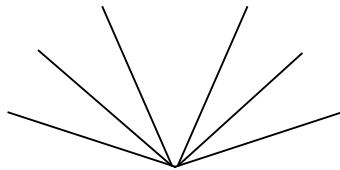


Here is the sequence of dimensional
base line segments up to String
Theory's 10D spacetime world.

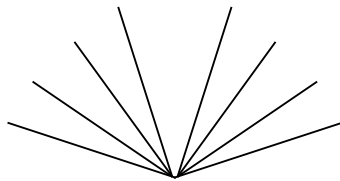
4D



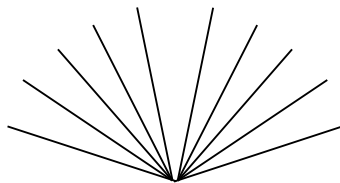
6D



8D



10D



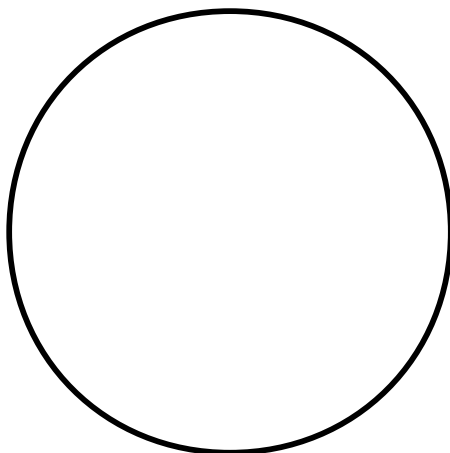
You can do it, draw a String Theory 10
dimensional cube.

Advanced IQ Question

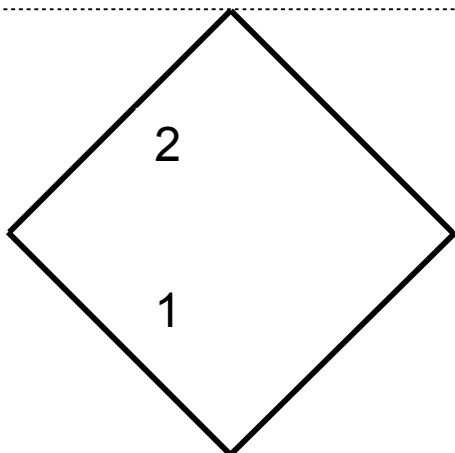
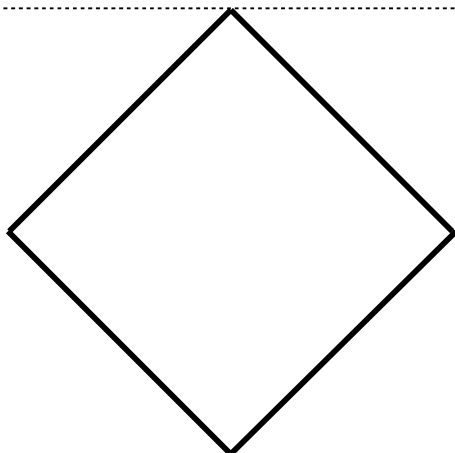
Now that you've graduated to the dimensions of String Theory, can you describe the diagram below?

Actually, you would have to be a fucking genius. Then again, maybe you are. After all, you do know how to draw an Einstein cube.

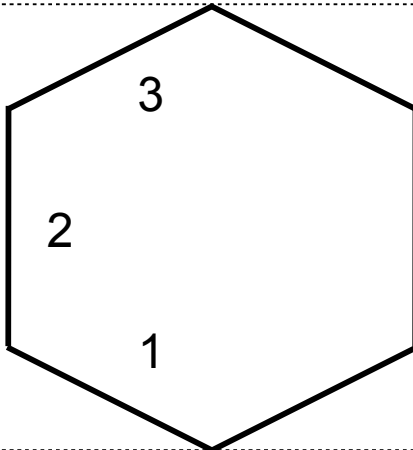
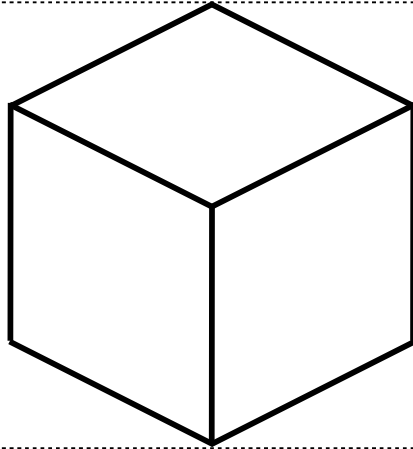
In the following pages is the geometric inductive proof.



Here is a square, which is a 2D cube.

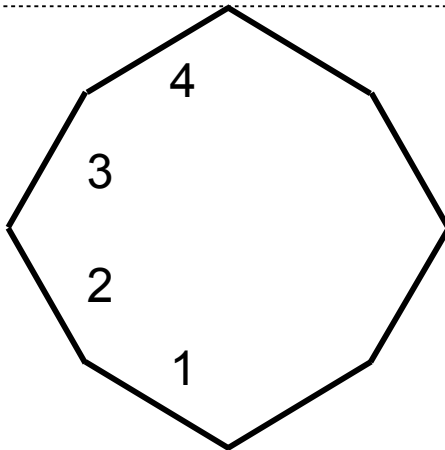
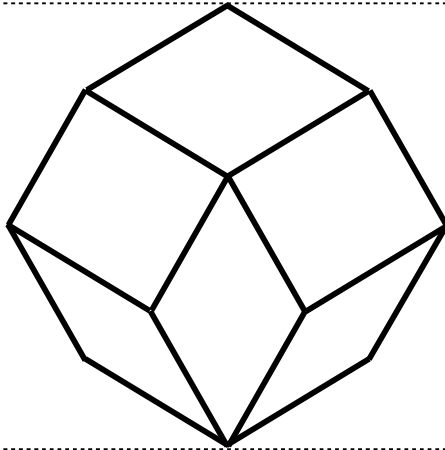


A 3D cube and the outline of the 3D cube.



A 4D cube and its outline.

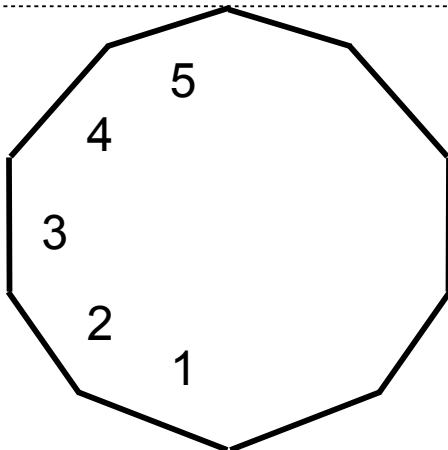
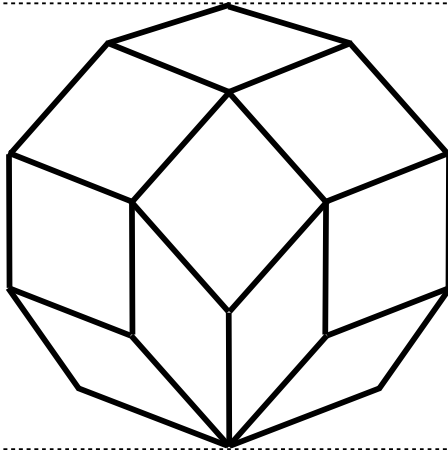
Note, all the diagrams in this sequence have the same height.



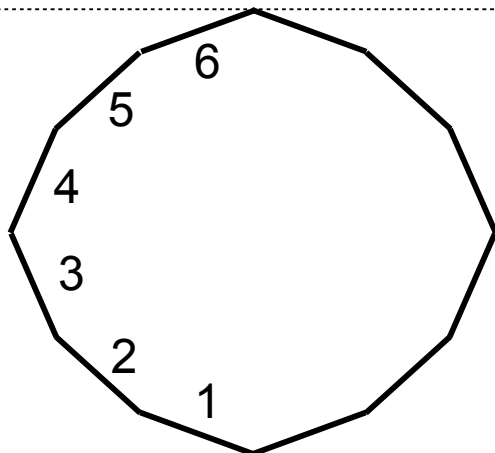
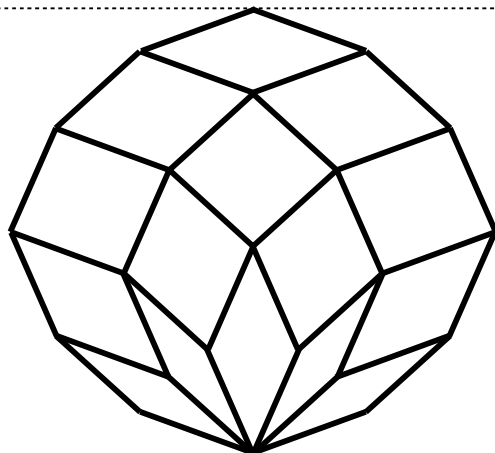
Tiger Farm Press

A 5D cube and its outline.

Do you see the pattern?

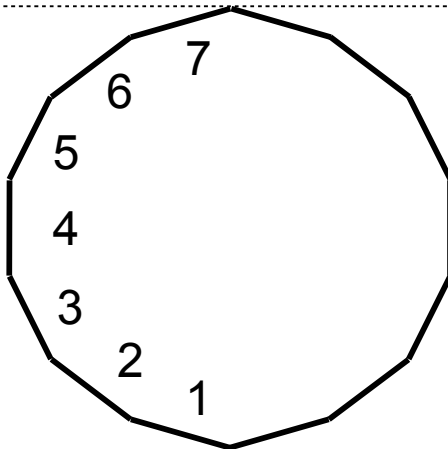
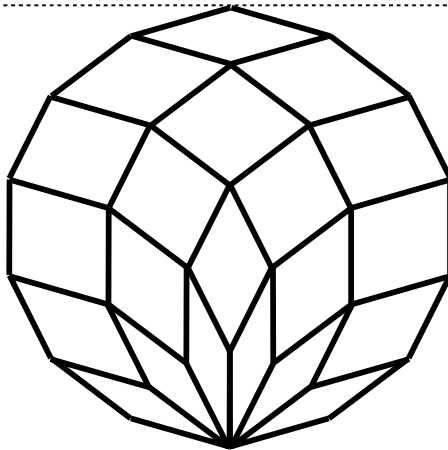


A 6D cube and its outline.



A 7D cube and its outline.

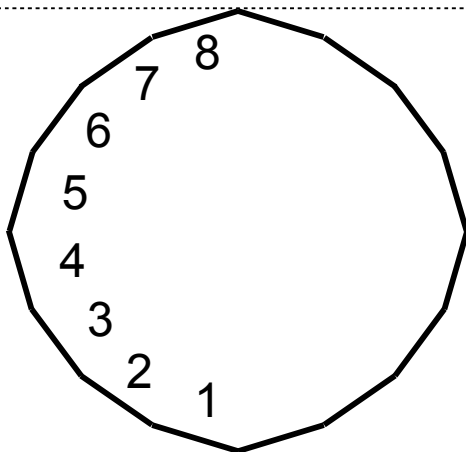
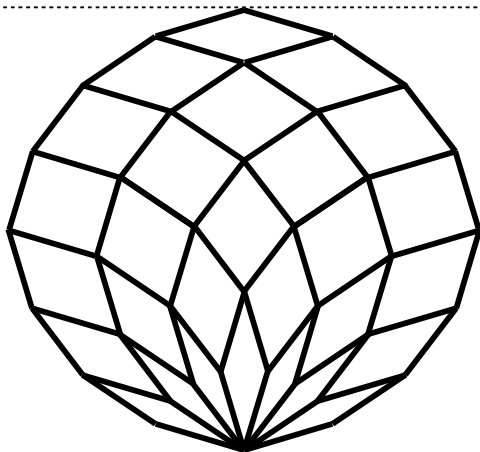
As dimensions increase,
the line segments get shorter.



Tiger Farm Press

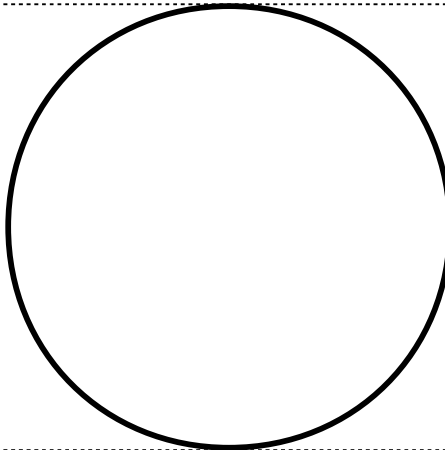
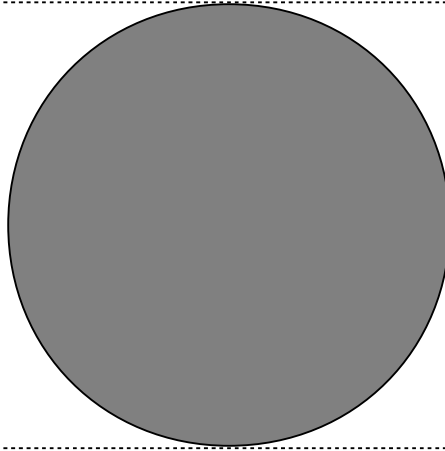
A 8D cube and its outline.

The number of connection points and lines within the outline, are increasing.



A many-D cube and its outline.

When the dimensional line length is less than a pixel, the cube looks like a sphere and its outline, a circle.



In Summary



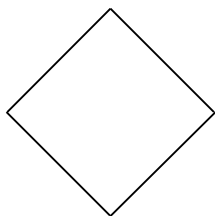
Tiger Farm Press

From my 3D world, I looked for a pattern to higher dimensions.

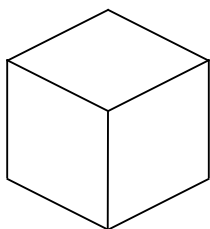
1D



2D

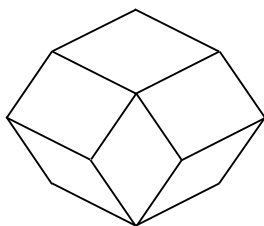


3D



Einstein added another dimension for me to use, time.

4D



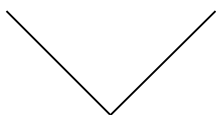
3D space + 1D time = 4D spacetime

The pattern can be found in the dimensional base lines.

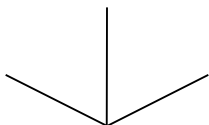
1D



2D



3D



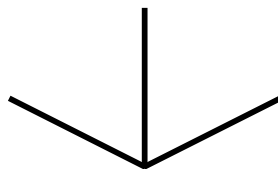
It takes imagination to jump from 3 to 4.
From odd to even, split the 1 (|)
into 2 (∨). (Riley's idea)

4D

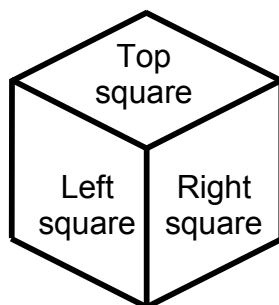


When drawing cubes of higher dimensions, the properties of a cube should be maintained.

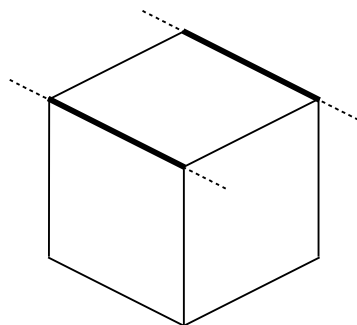
- + The number of base dimensional lines, equals the number of dimensions.



- + All sides of a cube are square.



- + Each of a cube's square sides, have opposite and parallel sides.

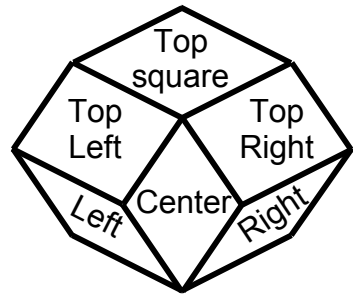


The 3D cube properties are retained in the 4D cube.

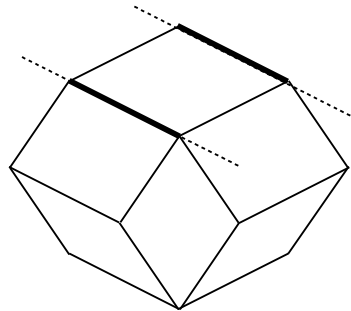
- + The number of base dimensional lines, equals the number of dimensions.



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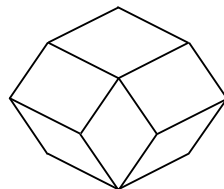
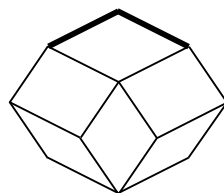
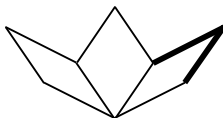
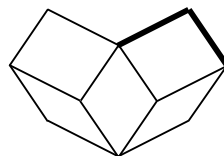
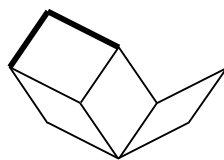
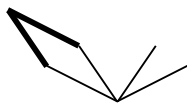


To Draw Hypercubes:

1. Draw the dimensional base lines.



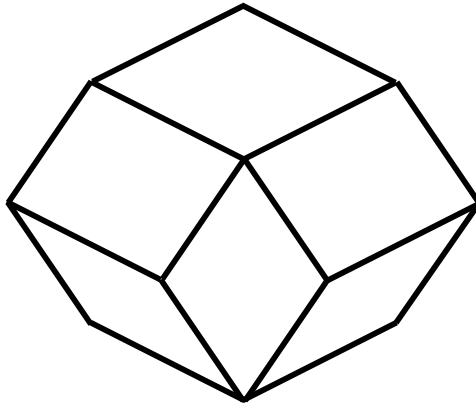
2. Draw the square sides on top.



Einstein's Hypercube

It has been 100 years since Einstein presented the world with his vision of 4 dimensional spacetime.

And now you know how to draw an Einstein hypercube.



It cannot be simpler.
It's as simple as can be,
And still be a hypercube.
It's an Einstein hypercube.

However, the Earth is Not Flat.

Thinking that 3D space is all there is, is like thinking the earth is flat. We know better than that.

Thinking that 4D spacetime is all there is, is like thinking the planets and the sun rotate around the earth. We know better than that, too.

Knowing better, I needed a pattern to higher dimensions.

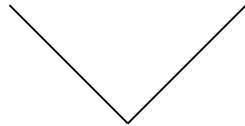


And so, I found the sequential pattern of dimensional base line segments to the higher dimensions.

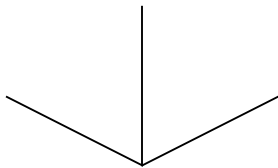
1D



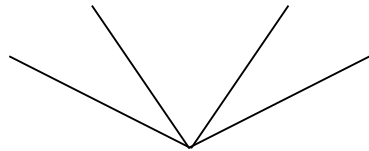
2D



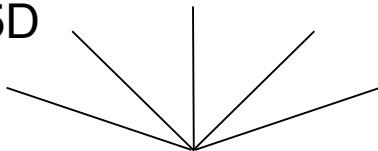
3D



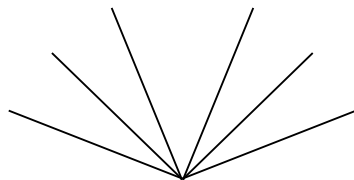
4D



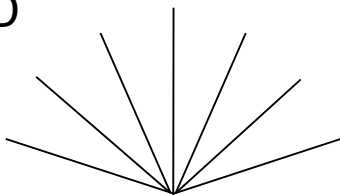
5D



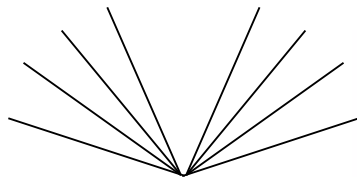
6D



7D



8D

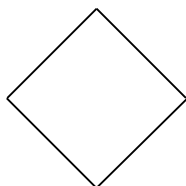


Given the base lines, it's simply a matter of drawing the square sides to draw cubes of higher dimensions.

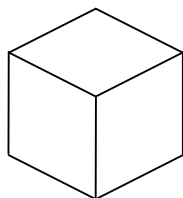
1D



2D



3D



4D



5D



6D



7D



8D

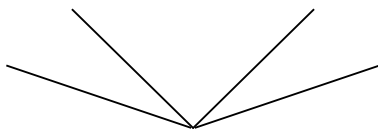




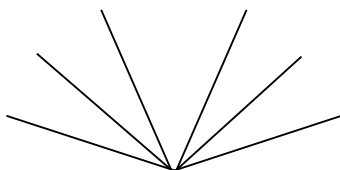
Tiger Farm Press

It was elementary to extend the sequence to String Theory's 10 dimensional spacetime world.

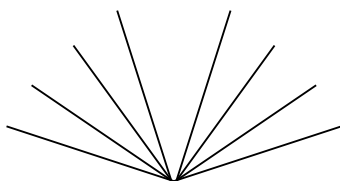
4D



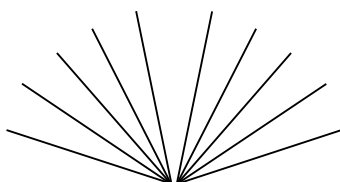
6D



8D

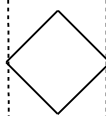
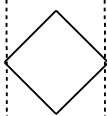


10D

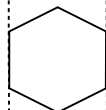
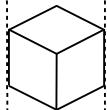


These sequences, from squares to sphere and circle, summaries the sequential pattern from our world to the universe of many dimensions.

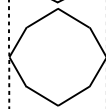
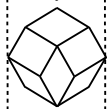
2D



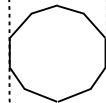
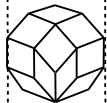
3D



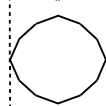
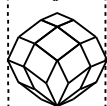
4D



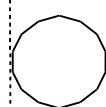
5D



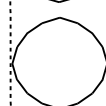
6D



7D



8D

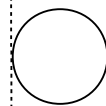
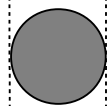


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...

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Many-D



Our Many Dimensional Universe

Thinking the earth is the center of our solar system, is like thinking our 3D world is the center of our multiple dimensional universe.

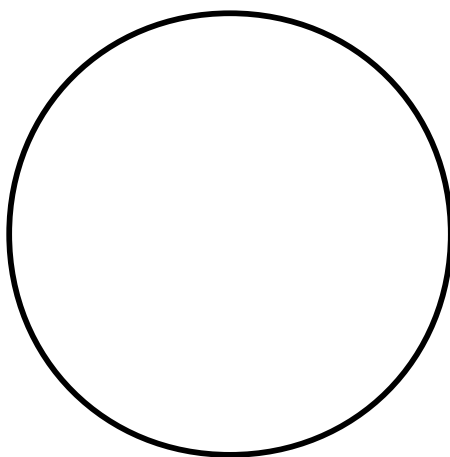
People were amazed, and shocked, when they realized our earth was not the center of our solar system.

People should be just as amazed to realize that our 3D space is not the center of our multi-dimensional universe.

Stick that in your hobbit pipe and smoke it.

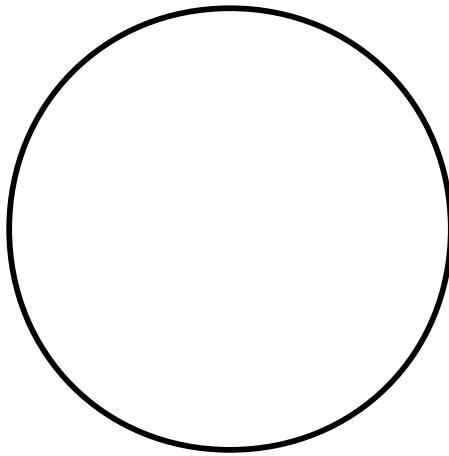


And so, what's this?



Did you say, “*A hypercube outline?*”

You got it, Sherlock.



Tiger Farm Press

And remember, our
dimensions are not the
center of our universe.

We just like to think they
are :-)

