

**Integrating spatial objects with Visual Arts Equations**

**By**

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## **Introduction**

I would like to take the time to thank each and everyone of you for taking the time reading this Literary work. I have divided this literary work in 2 parts one is a theoretical discussion on spatial objects within the 2<sup>nd</sup> dimension utilizing Integration Calculus and in part 2 is a practical application employing Computer Design and Architecture. I have attempted to show how a theory can be applied in a useful and practical way. Again thank you for taking the time.

Sincerely,

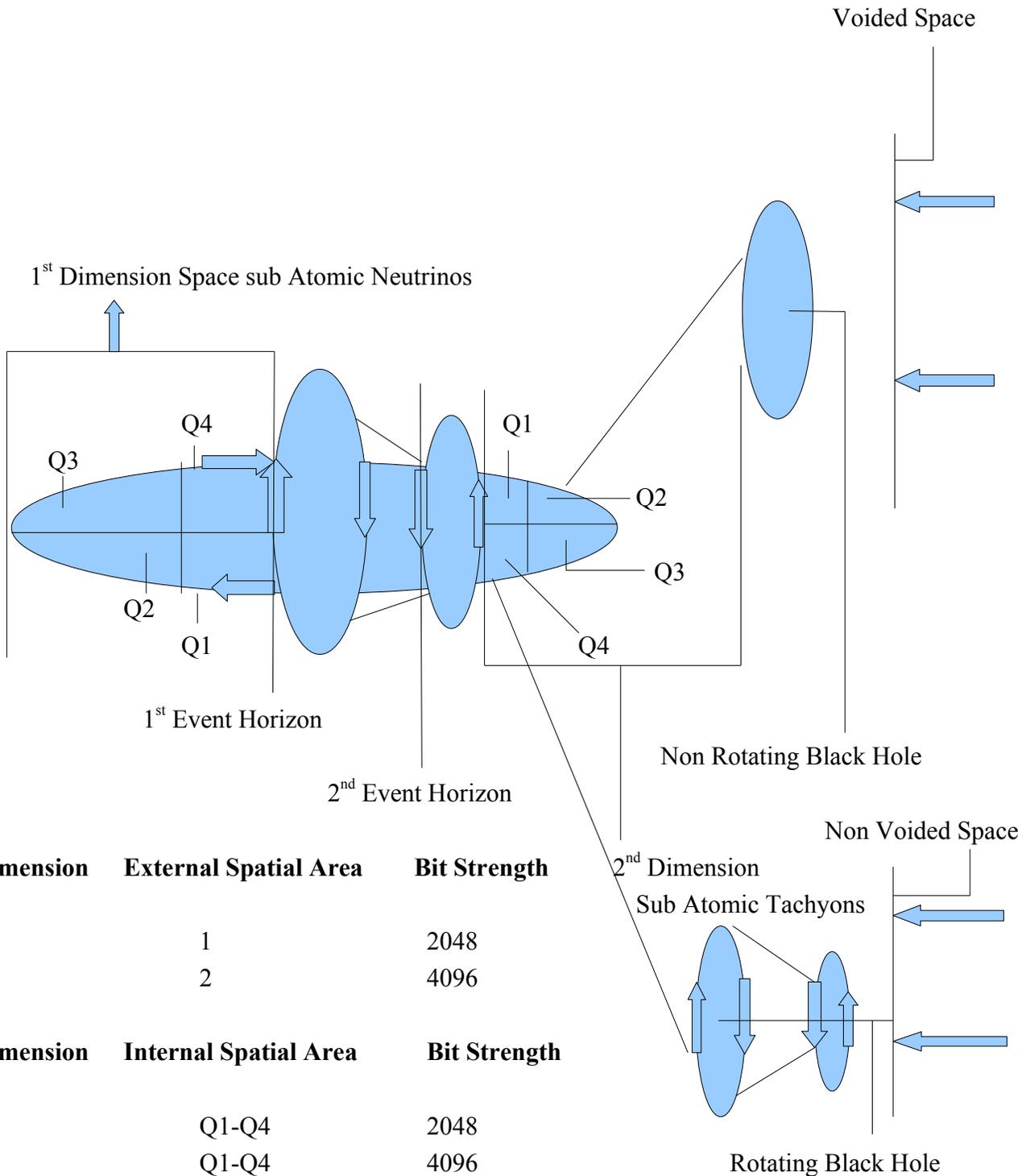
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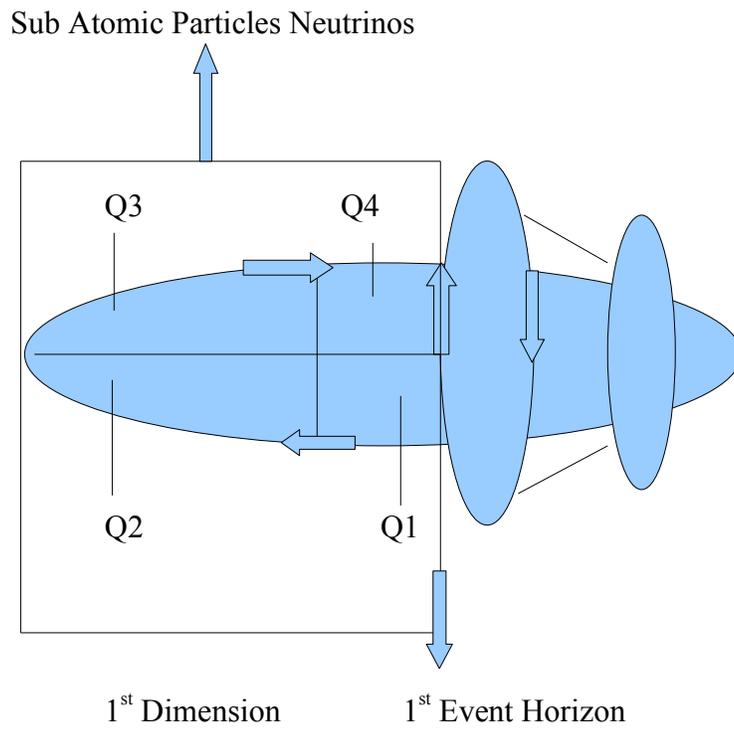
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# Integrating Spatial Objects with Visual Arts Equations

## Full View

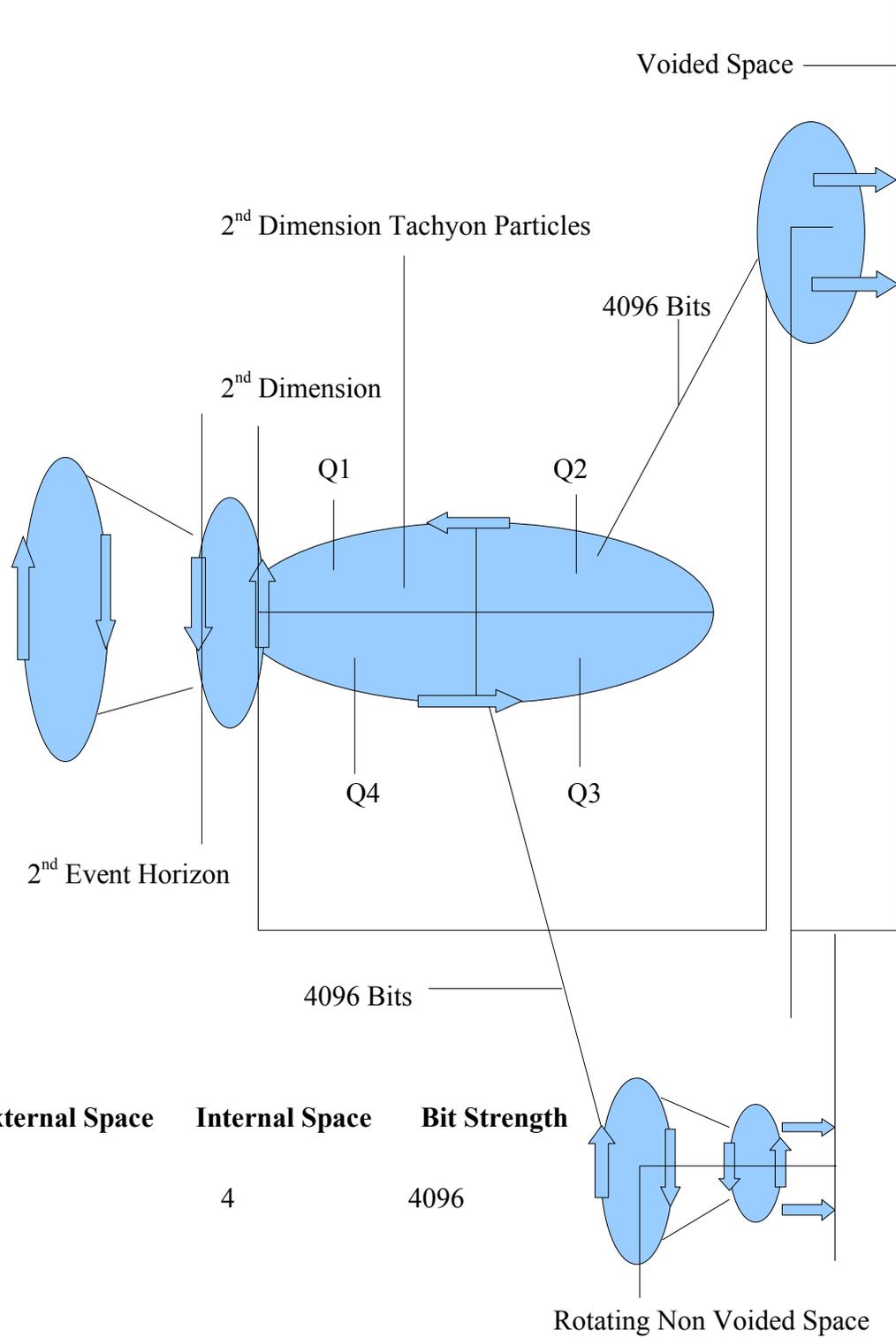


### 1<sup>st</sup> Dimension Full view

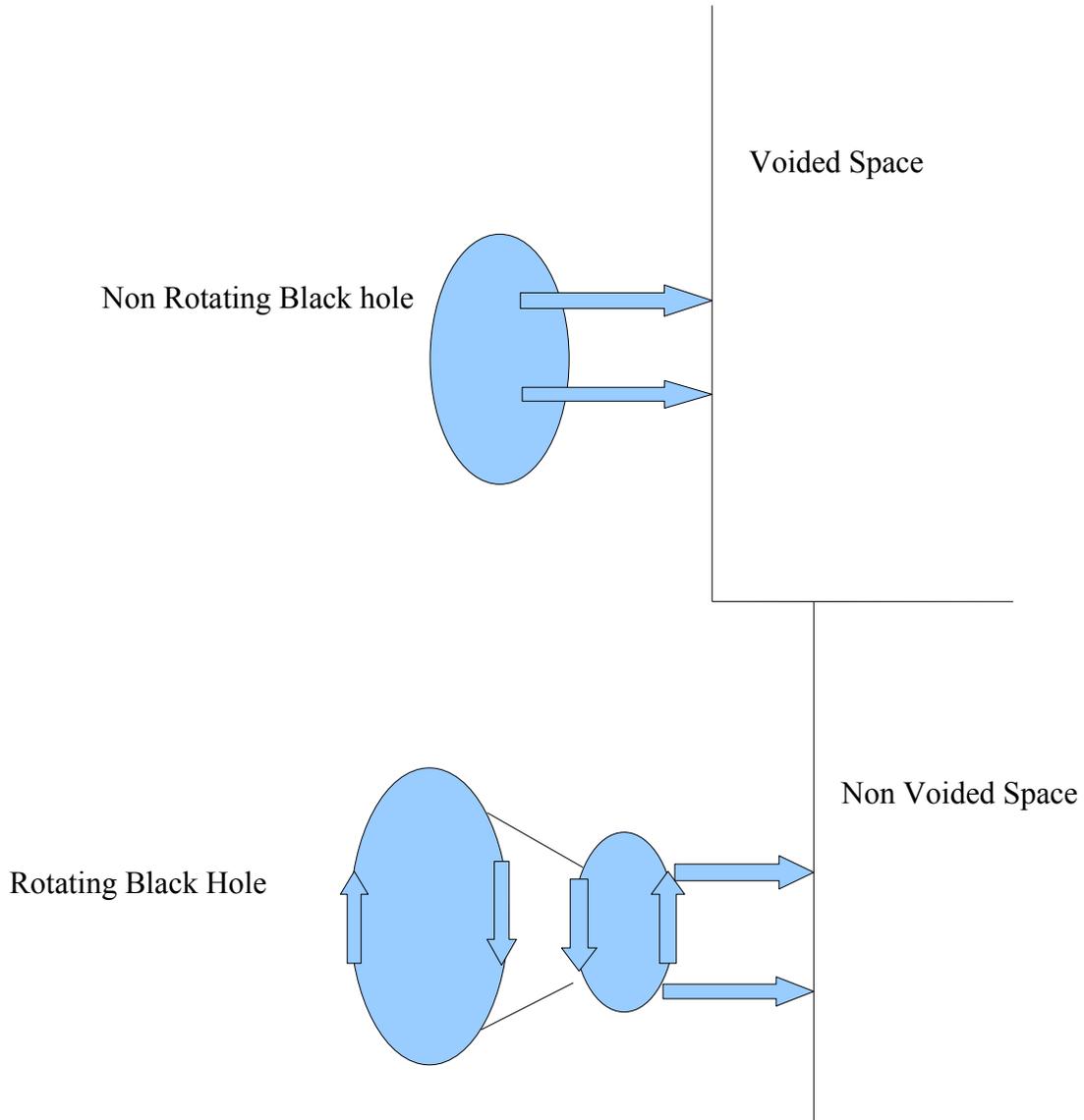


Dimension	External Spatial Area	Internal Spatial Area	Bit Strength
1	1	4	2048

## 2<sup>nd</sup> Dimension Full View



## Black Holes Rotating Non Rotating Black Holes 2<sup>nd</sup> Dimension



	<b>Dimension</b>	<b>External Bit Strength</b>	<b>Internal Bit Strength</b>
Rotating Black Hole	2	4096	4096 2 <sup>nd</sup> power
Non Rotating Black Hole	2	4096	0

## **Notes and Description on Diagram**

I would now like to provide a brief overview of the Diagrams above. I have attempted to show the 1<sup>st</sup> dimension moving in a clockwise fashion using sub-atomic particles neutrinos with 4 quadrants the speed is 186,000 mph speed of light. The 2<sup>nd</sup> Dimension shows Quadrants in a Inverse relationship relative to the 1<sup>st</sup> dimension moving in a counter clockwise fashion. This shows that events that are processed in the 2<sup>nd</sup> dimension occur before the 1<sup>st</sup>. The sub atomic particle is Tachyon which allows it to travel past the speed of light thus the 2<sup>nd</sup> dimension shows much greater heat generated compared to the 1<sup>st</sup>. The Black holes are in the 2<sup>nd</sup> dimension one is Rotating and the other non Rotating. The Rotating Black hole generates Energy while the Non Rotating produces zero amount of Energy because the space is null and voided while the Rotating Black hole produces Regenerated Energy in a another dimension. I will attempt to calculate Energy from the 1<sup>st</sup> and 2<sup>nd</sup> Dimension along with the Rotating and Non Rotating Black hole's . I will attempt to Integrate the Energy from all 4 objects. Please note because the 1<sup>st</sup> and 2<sup>nd</sup> dimension utilizes 4 Quadrants I will have to obtain a mean average because speed is not symmetrical in each quadrant. The Speed obtained in each dimension is not constant but represents a mean average of the space being occupied by a object. I have also attempted to demonstrate Black holes are not evenly symmetrical in relationship to Energy generation and also if you notice the spacing is Non symmetrical. I will not set the variables below.

### Variable used for Calculations

X1 = 1<sup>st</sup> Dimension

X2 = 2<sup>nd</sup> Dimension

X3 = 2<sup>nd</sup> Dimension Non Rotating Black Hole Voided Space

X4 = 2<sup>nd</sup> Dimension Rotating Black hole Regenerated Energy New space

& = Energy

M1 = External Mass

M2 = Internal Mass

C = Speed of light

Q1 = 1

Q2 = 2

Q3 = 3

Q4 = 4

## Notes and Equations used for Processing

I would like to begin by stating each variable using X represents a object in space such as X1,X2,X3, and X4. Each object has different properties meaning each object will be calculated individually and than integrated into the overall Equation. The 1<sup>st</sup> point is I will be using the Barry Equality Field Equation which allows for Dynamic Non Symmetrical spacing and Energy. Please find the Equation below

$$X1 = (m2^{nd} \text{ power} - m1) * (c2 - c1) / \begin{matrix} Q1 \\ Q2 \\ Q3 \\ Q4 \end{matrix}$$

because I am processing in the 1<sup>st</sup> Dimension the speed cannot exceed the speed of light ;however, each Quadrant shows increase or decrease in speed depending on the quadrant. I will have to take a mean average after each quadrant is processed

$$X1 = \begin{matrix} ((2048 * 4) - 2048) * 186,000 / 1 \\ 186,000 / 2 \\ 186,000 / 3 \\ 186,000 / 4 \end{matrix}$$

$$\begin{aligned} X1 &= 6144 * 186,000/1 \\ &6144 * 186,000/2 \\ &6144 * 186,000/3 \\ &6144 * 186,000/4 \end{aligned}$$

$$X1 = 1142784000 \quad \text{Quadrant 1}$$

$$X1 = 571392000 \quad \text{Quadrant 2}$$

$$X1 = 380928000 \quad \text{Quadrant 3}$$

$$X1 = 285696000 \quad \text{Quadrant 4}$$

$$X1 = 2380800000/4$$

$$X1 = 595200000 \text{ processed in Bits}$$

I will now attempt to calculate Energy mass in the 2<sup>nd</sup> Dimension excluding the Black hole's because they represent different objects.

## 2<sup>nd</sup> Dimension

Variables

m1 = External Mass

m2 = Internal Mass

c = 186,000

X2 = 2<sup>nd</sup> Dimension

$$X2 = (D2 * 2^{\text{nd power}} - \sqrt{2}) (m1 * 2^{\text{nd power}} - \sqrt{m2}) * (C * 2^{\text{nd}} - \sqrt{C * 2^{\text{nd power}}}) / \text{Quadrant \#}$$

q1  
q2  
q3  
q4

$$X2 = ((4 - \sqrt{2})(4096 * 2^{\text{nd power}} - \sqrt{4096 * 4096}) * (186000 * 2^{\text{nd power}} - \sqrt{186,000 * 186,000}) / \text{Quadrant) \#}$$

Q1

Q2

Q3

Q3

$$X2 = (((4 - 1.4142135623730950488016887242097) * (16777216 - 4096)) / (34596000000 - 186000)) / q1$$

/q2  
/q3  
/q4

$$X2 = ((2.585786437626904951198311275791) * (16773120)) / (34595814000)$$

/1  
/2  
/3  
/4

$$X2 = 43371706.212688591975043418826196 * 34595814000 / q1$$

$$X2 = 43371706.212688591975043418826196 * 34595814000 / q2$$

$$X2 = 43371706.212688591975043418826196 * 34595814000 / q3$$

$$X2 = 43371706.212688591975043418826196 * 34595814000 / q4$$

$$X2 = 1500479480996818967.890494759635 \quad \text{Quadrant 1}$$

$$X2 = 750239740498409483.94524737981748 \quad \text{Quadrant 2}$$

X2= 500159826998939655.96349825321166    Quadrant 3

X2= 375119870249204741.97262368990874    Quadrant 4

I will now add all 4 quadrants and divide by 4 to take a mean average to arrive at X2

X2=3125998918743372849.7718640825727 processed in Bits

I have now completed 2<sup>nd</sup> Dimension processing and now begin to process the 3<sup>rd</sup> object a Non Rotating Black Hole.

## Non Rotating Black Hole

X3 = Non Rotating Black Hole

X3 = 0

The Non Rotating Black hole is = to 0 because the space is void or null. If you take the speed within a Non Rotating Black hole you will find it to equal 0 thus any mass or Dimension that is multiplied by 0 will return the value of 0. In computer terms, If you want to assign a big report to a device you assign it to the device null meaning empty space it goes no where the object does not move. I will now attempt to process the Rotating Black hole object with the understanding of the following. The Rotating Black hole is in the 2<sup>nd</sup> dimension and it's energy is being regenerated into the 3<sup>rd</sup> dimension. I will attempt to write a equation for this object.

$$X4 = (D3rd \text{ power} - \sqrt{D2nd+d1st}) * (m3rd \text{ power} - \sqrt{m2+m1}) * (c3rd \text{ power} - \sqrt{c2nd+c1st})$$

The Equation I have used in Visual Arts Equations shows what dimension is the black hole in along with mass and speed increasing but decreasing as a result of energy being regenerated and loss while going through the Rotating Black hole. Please find below the variables being used.

### **Rotating Black Hole variables**

X4 = Rotating Black Hole 2<sup>nd</sup> Dimension

D = Dimension

M = Mass

C = Speed of Light

## Calculations for 2<sup>nd</sup> Dimension Rotating Black Hole

$$X4 = (D3rd \text{ power} - \sqrt{D2nd \text{ power} + d1st}) * (m3rd \text{ power} - \sqrt{m2+m1}) * (c3rd \text{ power} - \sqrt{c2nd+c1st})$$

$$X4 = ((3*3*3 - \sqrt{2*2+1})(4096*4096*4096 - \sqrt{4096*4096+4096})) * (186,000*186,000*186,000 - \sqrt{186,000*186,000 + 186,000})$$

$$X4 = ((27 - 2.2360679774997896964091736687313) * (68719476736 - 4096.4999694861465969614000363566)) * (6434856000000000 - 186000.49999932795879580847460254))$$

$$X4 = ((24.763932022500210303590826331269 * 68719472639.5000305138534030386) * 6434855999813999.5000006720412042))$$

$$X4 = 1701764349066.6418559835971960588 * 6434855999813999.5000006720412042$$

$$X4 = 10950608531861045727019760055.87 \text{ Measured in Bits}$$

I have now completed calculations for X4 Rotating Black holes along with the other 3 objects. I will now attempt to integrate the objects using calculus. Please note it has been quiet awhile since I last used Integration Calculus. I will have to create a Equation by adding the powers and dividing itself. The following will be used

## **Proposed Integration Equation**

X1= 1<sup>st</sup> dimension Equation solution

X2= 2<sup>nd</sup> Dimension Equation Solution

X3 = Non Rotating Black hole Solution

X4 = Rotating Black Hole solution

**Please find the proposed Equation below**

$$Z = X \text{ nth power} + 1/N+1$$

The Equation is based on Energy obtained from Each object obtained.

$$Z = X4\text{th power} + X3\text{rd power} + X2\text{nd power} + X1\text{st power}$$

Evaluate each power

$$X5\text{th power}/5 + X4\text{th power}/4 + X3\text{rd power}/3 + X2\text{nd power}/2$$

Each object shows a increase of 1 power with a dividing power to show Energy has increased but a loss of Energy has occurred at the same time in proportion to it's nth power.

$$Z=10950608531861045727019760055.87 *5^{\text{th}} \text{ power}/5 + 0 + 3125998918743372849.7718640825727* 3^{\text{rd}} \text{ power} /3 * 595200000 *2^{\text{nd}} \text{ power}/2$$

$$Z= 3.149352441606657608367848819641e+139 + 0 + 1.018228422609796996559979482235e+55 + 177131520000000000 processed in bits$$

Z= Energy Exceeds ability to process

In doing the calculations, The calculator could no longer process after the 139<sup>th</sup> power what this shows is a principle that Energy Integration in the 1<sup>st</sup> and 2<sup>nd</sup> Dimension have limitations placed on it. A stronger Computer System could probably do these calculations but if more rotating black holes are processed in the 2<sup>nd</sup> Dimension the server itself would eventually have the same problems I encountered so in a nut shell objects that attempt to Integrate Energy between the 1<sup>st</sup> and 2<sup>nd</sup> dimension have Energy limitations placed on it in dealing with charged particles. Each Dimension must have a set of Physical laws it must abide by in order to maintain stability. Changing states in Sub- Atomic Particles tachyons to Neutrinos and Vice a Versa must have laws that help it Integrate and place limitations on it. The Equation shows Energy increasing but losing Energy at the same time for each Spatial object 1<sup>st</sup>, 2<sup>nd</sup>, and Rotating Black holes this shows Energy is being Regenerated and losing discreet amounts of Energy in each object dealing with charged particles.

This completes our studies on Integrating spatial objects within Dimensions. I will now attempt to provide a practical application for this scientific work showing a computer architecture design.

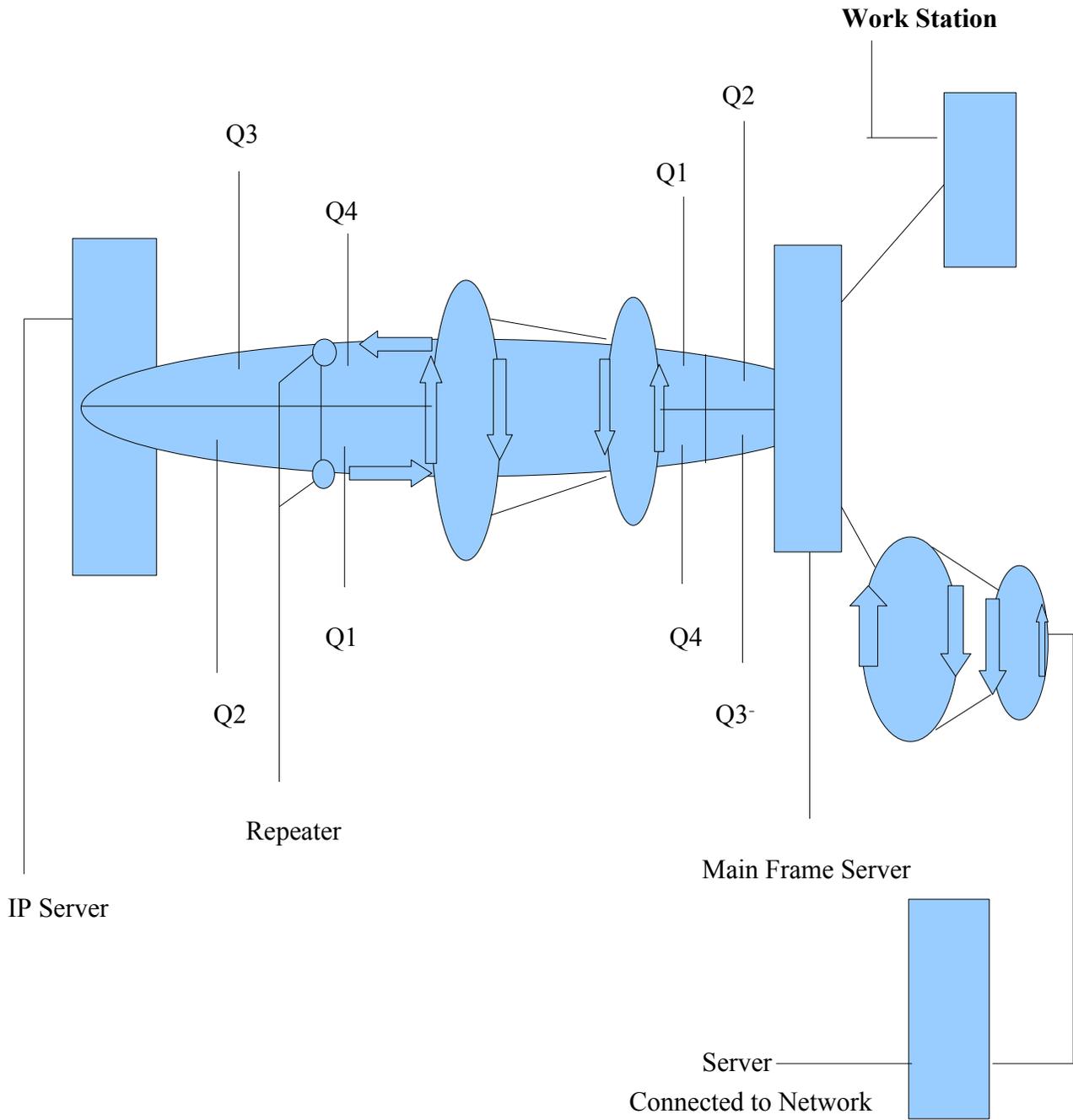
Dated 06/25/2011

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## **Practical Application**

### **Part 2**

# Computer Design and Architecture Practical Application



## Brief Overview of Diagram

I would now like to discuss the diagram for Computer Design and Architecture. The Computer Design shows that in the 1<sup>st</sup> Dimension the standard communication is IP packets. When it goes through the Rotating Black hole in this instance a Router the packet is Regenerated into a new communication protocol in the form of a main frame server example is IBM Vtam which is in the 2<sup>nd</sup> Dimension. The objects placed are the mainframe server which connects to a Workstation Non Rotating Black hole and a Network which is the Rotating Black hole. The Rotating Black hole has a Network that has the ability to communicate to another Network, Mainframe server or a Workstation within itself. On the Non Rotating Black hole the Workstation is a stand alone it does not connect to another Network or workstation it is void of space with constrictive abilities to create new energy and can only communicate to the mainframe itself.

In going from the Main Frame to the IP server I move in Counter clockwise fashion meaning the event has already occurred with the 2<sup>nd</sup> dimension and I have to Regenerate into a IP packet after going from the 2<sup>nd</sup> to the 1<sup>st</sup> the packets begin to lose energy and speed as it moves away from the router so if you notice repeaters are used connecting Q1/Q2 and Q3/Q4 this prevents bit decay from accelerating excessively to fast.

This concludes the practical application and this literary work. I would like to take the time to thank each and everyone of you for reading this work. I hope that you felt challenged and you enjoyed this work.

Dated 06/26/2011

Barry L. Crouse

