THE FRACTAL MATRIX:

A PARADIGM FOR MULTIDIMENSIONAL REALITY

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PART IV

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Let us examine the relationship between LC (local control) and GC (global control) fractals in methods of creating motion. Firstly, what do we mean by motion?

We have the very familiar Newtonian systems, meaning they obey Newton's laws, which involve force, external pushing and always invoke an opposite force or reaction. They can't be unidirectional, meaning the force acts only in one direction. They form the basis of mechanical, chemical and magnetic systems, such as combustion engines, electric motors, and thrust systems. All these are LC systems that operate in 3D, are non-unidirectional, and are 2-bodied, closed systems.

Let us add here that numerous past inventors have claimed to build mechanical devices which were unidirectional, such as the Dean Drive, Cooke's machine, and devices by Lauritzen, Laithwaite and Tesla, etc. Mainstream science never established whether these systems really worked---they were ignored. These inventions were covered in the author's book *The Secrets of Flying Saucer Propulsion*, now out of print. Science does not recognise: unidirectional, or 1-bodied, or open systems.

We have referred to a spacecraft method in which all the atomic oscillations of the ship are put in phase which regenerates a higher fractal vortex that is matched against cosmic vortices, such as that of the Sun. This is an internal resonance system. The LC and GC function together enabling LC to determine what GC does (the ship is manipulated by LC methods but creates GC for actual propulsion). It is an open, unidirectional, 2 or 1-bodied system (can be called either, depending on the context since the whole system is holistic).

Another system is one that controls nodes. These graviton nodes push objects down onto the Earth's surface (see article on gravity) but can follow space curvature and can be manipulated with scalar waves. In a tornado, these nodes change paths from directly 'down' to, say, being directed upwards under a truck causing it to 'fall' up. It can form an antigravity propulsion system (see article on antigravity, second method given, in which these nodes are directed around a spacecraft and under, creating a continuous vortex that lifts the craft---not *against* gravity since gravity has been directed upwards). This is an LC system but regenerates a GC fractal. This is also LC creating GC to produce motion and is an open, unidirectional, 2>1-bodied system (as above, two reduced to one).

Note that the use of such terms as 'unidirectional', 'bodied', and 'open/closed' is the author's interpretation of these terms and their use. For a system which is unidirectional, 2-bodied, and an open system, 'open' means taking energy from space and is not Newtonian; '2-bodied' means it is, say, pushing against or being pulled towards something, for instance the Sun's vortex, *but* since this is a holistic 4D resonance system it is unidirectional---we don't have to consider opposite reactions.

Finally there is the method of GC only, in which vortex no.1 in Figure 9, Part III is controlling the lower fractals at the LC level.

Let us summarise the above methods:

1) Newtonian - pushing or thrust principle which creates an equal and opposite force such as inertia. LC only; nonharmonic, nonresonant, not holistic; non-unidirectional, 2-bodied, closed systems.

2) Electromagnetic - unlike poles attract and like poles repel. LC only; nonresonant, non-unidirectional, 2-bodied closed systems.

3) 4D to 3D systems (scalar/electromagnetic) - like poles attract and unlike keep apart. Resonant GC/LC systems with LC controlling GC; unidirectional, 2>1-bodied, open system.

4) Graviton node systems - LC of nodes to create GC. Nodes passing through a body will move it without invoking inertia; unidirectional, 2>1-bodied, open system.

5) Source vortex GC systems - in Figure 9 the large vortex has the programme for the positions of the inner vortices; hence parts can be moved around from the GC level. This is a unidirectional, 1-bodied, open system.

Number 5 is the most natural and advanced system. Motion is manifested from an energy pattern or programme in the highest fractal vortex for the system under consideration. This programme is holographic in spacetime. Just as a 3D template shapes a static form, a 4D spacetime template shapes motion in time. In other words, shapes a dynamic form. This dynamic form is holographic both spatially and temporally (see article *The Mechanics of Holographic Control*). We shall come back to this.

This latter method, although the most advanced and entirely GC, can operate with no.3, enabling determinations by LC. Number 5 is clearly 1-bodied but 3 and 4 are not so obvious. In both cases the two bodies become part of one holistic system.

Let us make an analogous comparison between the above five systems of control of motion. Imagine a large flashlight creating a large spotlight on a wall. The flashlight is the GC source. The beam is the vortex and the spotlight on the wall is the object or energy in 3D. In number 1 above, the Newtonian system, one would have to push the spotlight along the plane of the wall. This is a LC two-bodied, closed system. In number 2, electromagnetic systems, one would have to imagine two spotlights on the wall, separate from one another but affecting one another, such as attracting or repelling. This is also a LC two-bodied closed system. In number 3, envisage a smaller spotlight *inside* a larger one. The smaller one will draw towards the centre of the larger one when the oscillations of the 'spotlights' are in resonance. This is a LC and GC one-bodied, open system with control at the local fractals (LC). In number 4 the smaller spotlight is inside the larger one but resonance is not achieved between the two bodies. The analogy is poor in this case but one imagines that the smaller spotlight draws in a pressure of light from the larger light and on one side to move it (for example, the craft is pulling in the graviton nodes to form a vortex around it).This is a LC one-bodied, open system (the craft's vortex is synchronised with space). Finally number 5 is the preferred system with control entirely at the GC fractal and it is a unidirectional, one-bodied open system.

Now we have established this picture of locating information inside whole global-control locations, as a further application of the Fractl Matrix, let us now consider briefly physical mobility of living systems (a book would normally be required to do it justice).

Let us take as an example, arm coordination---see Figure 10. Whereas Figure 9 should cover all applications at the underlying level of energies, as we consider material expression, then we have different forms manifested---such as a tree as opposed to a universe, or a consideration of different

actions (movement of arms).

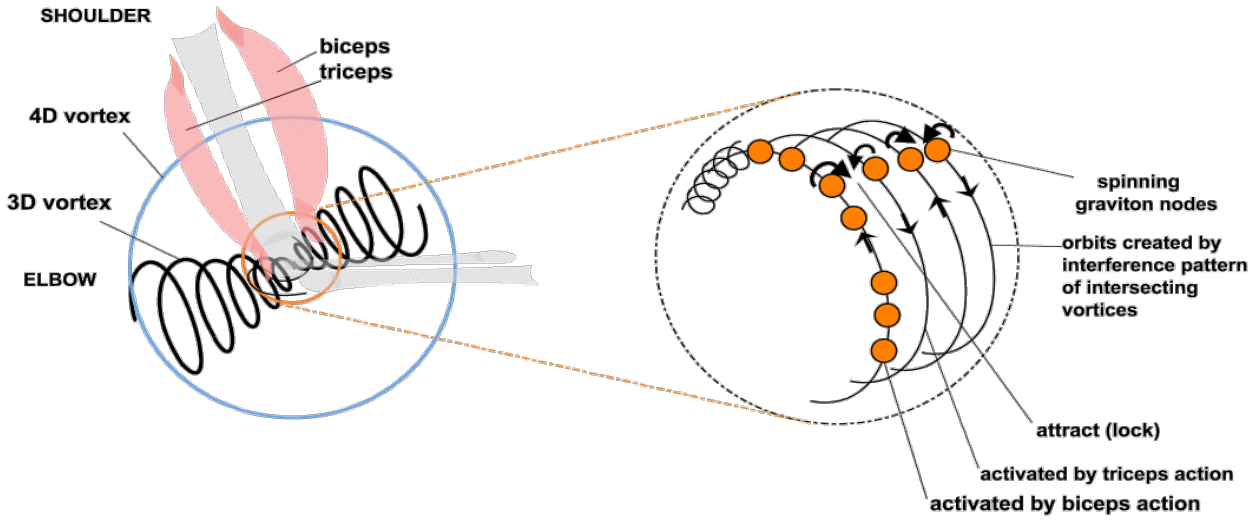

FIGURE 10

Consider activity at the elbow---Figure 10. We will not elaborate on this, in this article, as it involves deeper theoretical considerations and speculations. The double vortex (two horizontal spirals) is a 3D quantum reduction from the 4D spheres (of the general configuration) and now appears similar to diagrams such as in Walter Russell's work and others.

This 3D vortex pair can vary from 4D to 3D. It could be 3.5D to give a partial extra degree of freedom to the elbow joint. However, the elbow tends to move in one plane (3D), whereas the wrist and shoulder have greater maneuverability and might need, say, 3.3D. Any degree of polarisation can be programmed into the system from 4D to 3D. (Realise that 4D systems have one pole only in 3D; 3D systems have two poles.)

Why haven't scientists discovered these energy fields (vortices) that provide the programmes in skills? The answer is easy: 1) scientists have problems understanding scalar waves and they are not easy to detect, 2) current scientific instruments won't detect the higher frequencies, 3) as Einstein said, 'What you can't imagine, you can't discover', 4) the discovery of these energies and their applications is in the category of forbidden science.

Returning to the subject of physical skills, let us take the movement and coordination of both arms---this will of course apply to other creatures, insects, birds, etc. We need something complex and continuous to visualise and therefore choose keyboard technique---the ability to make skillful movements in a space about the keyboard and extending back into the shoulders. Picture this volume of space. This is part of the mind and contains massive amounts of field densities consisting of higher frequency scalar waves and quantum states, standing wave structures, etc. This is a computer system, almost infinitely complex. The muscular system is not remotely sufficient to explain skills---see articles on physical mobility. The muscles provide the basic force for movements but the energy fields store the programmes, enable high coordination to occur and great accuracy in sudden and precise changes of the position coordinates.

Keep in mind the general mechanism and not focus too much on the specifics. Visualise spheres around the joints: small ones around finger joints and getting larger for wrists, elbows, shoulders, then have one

more larger one centrally around the neck and upper spine. These spheres are roughly the peripheries of the vortices we saw in Figure 5---now, however, the advanced vortex explained by Figure 7 must be used.

Returning to Figure 10, we have two interacting 3D vortices (continuously monitored by the 4D vortex encompassing them) creating an activity around the joint. Note that in all the vortex figures, for simplicity, we have not included the secondary vortex of magnetic lines of force created at right angles to the spiral turns (just as a current-carrying wire has lines of force encircling it). Nevertheless here we must add that as the vortex oscillation occurs, these lines of force will intersect, creating a kind of interference pattern with consistent nodes (points of intersection of lines of force), orbiting around the joint area.

Let us digress a moment to say that the presence of energy fields around the joints that govern the programming or skill ability *is* a fact (the author has proof) but there are several theoretical possibilities as to how it works. Here we shall relate a couple of possible methods which are and must be consistent with the principles inherent within the Fractal Matrix.

The atomic model presented in other articles is one in which these secondary lines of force create intersection points or nodes, forming the basic orbital electrons of atoms (similarly planets will also be found to resonate (lock on) to huge nodes orbiting the Sun).

In the elbow joint, the nodes will be circulating in the millions as opposed to the few in the atomic situation. The nodes around the elbow tend to follow the biceps pull in one direction and the triceps pull in the opposite orbits.

Figure 10 shows an application of this control system. The arm joints are utilising method 4 above in which millions of nodes move through the arm, bone and along the line of the muscle---probably triggered by the initial electrochemical effects in the muscle when tensing. Orbits could be produced with alternate clockwise/anticlockwise nodes. Realise that high skills involve instant cancellation of motions and sudden changes of direction with great accuracy---joints must be locked momentarily (see article on impact skills).

These minute nodes in abundance provide an extremely powerful means of starting and stopping (acting a little like disc brakes). If particles of adjacent orbits are rotating and spinning in opposite directions they will resonate and lock together (see Figure 10). Overall control nevertheless comes from the largest vortex (no.1, Figure 9).

Another method (no. 5), more simple and direct than the above, would be one in which the 4D vortices, say, no. 2 shoulder, no. 3 elbow, no. 4 wrist, etc. (Figure 9) home into precise locations in space within the largest vortex or space of movements. This gives a geometric pattern governed by the programme template of the 4D GC vortices, which shape motion in time. The vortices are 'attached' at the joints and their relative positions give the arm-joint coordinates but made possible physically by the muscles, whose tensions are regulated by the same programmes to enable this same geometry to occur. This method is more compatible with the holographic control mechanism given in the article *The Mechanics of Holographic Control,* in which the controlling mechanism not only surrounds the joints spatially but also temporally. For any location of a small vortex---such as a finger--within the whole, each relative local control (LC) vortex is fixed (programmed) relative to the next higher global control (GC) vortex (say, wrist) of which this GC vortex is a relative LC vortex relative to the next higher vortex (say, elbow) and this in turn is positioned relative to the shoulder GC vortex programme. We shall shortly suggest how this geometry occurs.

Applying the spot-light analogy to the arm coordination, imagine the larger spot light being the shoulder joint vortex with a smaller spot light inside this, the elbow vortex, then still smaller for the wrist and fingers respectively. The flash light sources are adjusted relative to one another to create a particular geometry of the spot lights on the wall, corresponding to the desired position of arm joints with the muscles functioning to bring this to practical fruition.

One may see how this method may be used to place cells in precise geometry relative to one another and to the whole in a growing organism. Moreover, this geometry formed from the vortices creates a field effect which is then further emphasised as it links with the joint vortices in physical movement. This creates, in particular, a powerful kinesthetic effect: a sense of feeling where the limb is and its movement. This field geometry can become displaced from the physical limb positions, giving rise to a feeling of where the limb is but may be different from the physical position, as can occur on occasions after an operation. This is called the Phantom Limb Effect in medical science. It is more common when a limb is missing. The person can often still feel the presence of the limb and its movement.

Let us finally take a look at the complex processes involved in a cell or cell nucleus and DNA. To give the unfamiliar reader an example of these amazing processes, consider the production of a protein.

The DNA, which is about six feet long, coiled up inside the nucleus of a cell and containing about three billion base pairs (molecules) for a human, can be pictured like a railway track---each molecule in a pair on opposite sides of the 'sleepers'. The DNA has four base codes repeated along its length in changing order.

The production of a protein, which is a complex compound made up of a chain of amino acids, begins with a polymerase molecule attaching to the DNA strand and moving along like a train on a track. The polymerase envelopes the DNA and as it does so it 'unzips' the track then closes it. While the strands are separated (unzipped) the polymerase copies the code and creates a messenger (m) RNA single strand which trails off. The polymerase accomplishes this at about 65 base pairs per second. The trailing mRNA is now enveloped by a large ribosome complex molecule and awaits the amino acids brought by the transfer (t) RNA molecule. For the tRNA to link to an amino acid it must utilise a catalyst, the enzyme aminoacyl-tRNAsynthetase. The tRNA now carrying the amino acid conveys it to the mRNA strand within the ribosome. Here the tRNA matches its codon (three open molecule bonds) against the open 'sleepers' of the mRNA strand until it finds a 'fit' (or frequency coherence). At this point the tRNA releases the first amino acid into the ribosome to begin the chain of amino acids which is the protein.

This is a staggeringly complex process and takes place so fast. Is it really any more complex though than a concert pianist playing a complex piece of music? But you might respond that the pianist is a whole and intelligent human. Nevertheless the programme for playing the music has to be totally automatic (though monitored by the conscious mind). Thus there is basically little difference in the degree of the problem. A 4D programme template can both 'shape' (organise) the position of particles, or limb joints statically in the *now* and simultaneously preset dynamically the 'shape' of the motion in time. This is the holographic control to which we have referred.

To digress briefly, quantum physics is being developed by some physicists in the direction of a unified field of minute particles or units of consciousness from which everything springs (furthermore, string theories imply that everything consists of tiny vibrations). A further development of this will be that these units are moulded into patterns of energy by means of template-like actions, creating all possible states, physical, mental, emotional and spiritual. Nature's computer system will be found to operate on geometric intelligence---on these template-like formations of consciousness particles (billions of times smaller than subatomic particles). An energy pattern therefore *is* information.

Now the important point here is that just as a 3D template shapes an object or information into a form, a *4D template shapes motion in time*. Motion can thus be holographic. Imagine first a 3D template. The medium 'poured' into it takes on the template format, which is the programmed pattern of energy. Now envisage a 4D template. This contains in effect many 3D templates in time. Suppose we have one hundred 3D templates in the 4D template and each 3D template is staggered in time by 0.1 second, then the 4D template will run for 10 seconds, playing off the individual 3D templates one at a time in 3D time. However, they are all at once in the 4D template. This actually means each 3D template is aiding all other 3D templates within the 4D template. Thus *temporally* any future 3D template not yet manifested supports the present one. And furthermore within each of the 3D templates each element, unit, or bit of information supports and aids all other bits *spatially* in each 3D template. The holographic fractal system functions in space and time.

In Figure 9, vortex no.1 can contain a programme which is whole but is played off in time as the programme is quantum reduced through the lower vortices to our objective time at the LC level. Any number of vortices can be packed into the higher-dimensional configuration in Figure 9. This gives us either of two possible means of motion, though one is a lower form of the other.

With the above number 5 method of motion, which could be called a process, we have a template-like geometric means of positioning particles in space on a continuous basis (which includes moving them). No forces are required! It is entirely GC. This programming operates like the spot light---without the extra manipulations. If, however, the method is of a lower form then we have to introduce the complexities of LC, though operated from the GC level. This means the spot light is still fully providing the programme (no free will to the lower fractals) but the 3D forces are present (useful if one needs to manipulate these at this level). The mechanism of physical mobility just discussed is an example---the lower-level muscles are required for complete operation, selecting the higher-level geometry.

Let us take firstly what is common to both methods. The GC gives a geometric imprint in time. The myriad vortices (Figure 9) automatically position themselves for laying out the template or patterns in time for the correct positioning of particles. The 3D aspect of the programme is constantly reset within the 4D template (as the GC vortex rotates---we know that a holograph has the potential for countless programmes for changing angles). Remember that all particles are vortices, thus these 'descending' vortices from no.1 (GC) can be the very ones which create the particles in the first place. The particles are simply recreated in a new space (a form of teleportation involving minute steps). Again no forces are required at this stage. But we might ask how is this positioning, creating the geometric integrations which are changing in time, achieved?

[This method of how vortices may home into precise positions in 3D was given in the author's experimental psychology dissertation, which may still be available in microfiche in large libraries (U.S), entitled *The Mechanics of Learning: a Holographic, Nonlinear Theory*; also there was a publication of the dissertation in book form.]

We shall describe this method very briefly but which involves extreme difficulties in visualisation. Picture the large vortex spanning the region which has a programme, such as, say, a cell, or the area of space around the arms in executing skills, or the whole universe 'knowing' where every particle is. For this method the source of the spot light is the only control of the spot light. We can imagine the vortices as 2D circles (rather than 4D) for simplicity. Each spiral turn (like a circle) is equivalent to a sine wave. Groups of GC sine waves then rotate around the periphery of the GC vortex. These sine waves are the synthesis (Fourier synthesis) of all the inner vortices or potential vortices. The spiralling-in begins at a particular point on the periphery. If the phase angle of a sine wave is changed relative to this marker (meaning displaced) it will bias the spiral to one side when it precipitates into the centre. Or if two sine

waves are altered in phase angle relative to one another the ensuing spiral-circles will be offset appropriately. Thus precise locations within the whole can be achieved by means of a programme of sine wave integrations around the large vortex periphery with parameters set for phase angles and frequencies.

For the less advanced method, the system just described could create a field pattern around the particles for motion in 3D. The source of the spot light is controlling these fields around particles, but in this case it is not simultaneously creating the particles (is in an out-of-phase condition). From Figure 9 envisage the vortex circles impinging into 3D---any degree of superimposition can be provided. How could they move particles/molecules, etc., that is, at the 3D LC level? As an example, consider the Sun's vortex, which spans the whole solar system. Inside this, imagine a spacecraft which has quantum regenerated its own vortex. If the craft adjusts the frequency of its vortex so that it is in resonance with that of the Sun's, the craft will move rapidly towards the centre of the solar system, the Sun (above the speed of light). If the craft sets the frequencies appropriately out of phase with the Sun, it can hover, move back and forth at any rate depending on the phase angle of the frequencies (relation between the craft frequency and Sun's).

The advanced method operating in the DNA, however, would preset all positions of molecules from the 4D template programme which shapes motion in time. This means it doesn't matter if molecules get in the way of others. The location is set. The direction to the target is always preserved even if the particle moves about randomly. Furthermore, when the molecule arrives at its destination, or is drawn in, such as by the catalyst aminoacyl-tRNAsynthetase when attracting tRNAs, it is locked by means of frequency matching; two frequencies in phase will lock together.

A combination of the above two methods is probably used since, as stated, when a complex molecule has to locate and attach to another, this force of attachment will be achieved by resonance, enabling them to lock together. In addition, electromagnetic signals can be sent out during the processes which can impinge on the sine-wave synthesis of a GC vortex (remember each higher fractal is a GC relative to a lower LC one) and quantum reduce this higher format to release an appropriate signal (Fourier analysis: reducing a complex wave form to its sine-wave components). Thus we have the basis, the mechanisms, and the degree of complexity required to potentially handle the programmes for genetic processes.

Finally let us not forget that consciousness follows these fractal rules (while operating in a universe). Humans have higher fractal levels; not just in a virtual state form of the fractal matrix, but ones developed. Evolution is really exploring probabilities for experiential knowing. The human fractal (LC), in its explorations and missions has strayed far from the next upper fractal---usually referred to as the soul (GC)---the dog's leash has become so long the dog no longer can see the owner who is still attempting to guide it.

[As an extended thought, it will probably eventually be discovered that all motion is non-motion. The appearence of motion could arise as a result of the fact that the particle/object is under a continuous and rapid rate of creation and is thus re-created in a new region of space and does not actually move bodily through space.]

Return to Home Page

PART V