encodement

cybernetic flowcycle symbiosis

metaconstructs

binding element (vector is superposition)

vector displacement basics

0

red 0 is a normalisation of vector
being representation as an organism

binding element (micro is minima)

low displacement basics

0

green _ is a statefunction amplitude of low being micro as a mechanism

binding element (macro is maxima)

high displacement basics

blue ^ is a statefuction amplitude of high being macro as an object

binding element (events are time)

time displacement basics

green X is a coordinate axis of time
being events as a process

binding element (experiences are emotion)

emotion displacement basics

pink Y is a coordinate axis of emotion being experiences as an identity

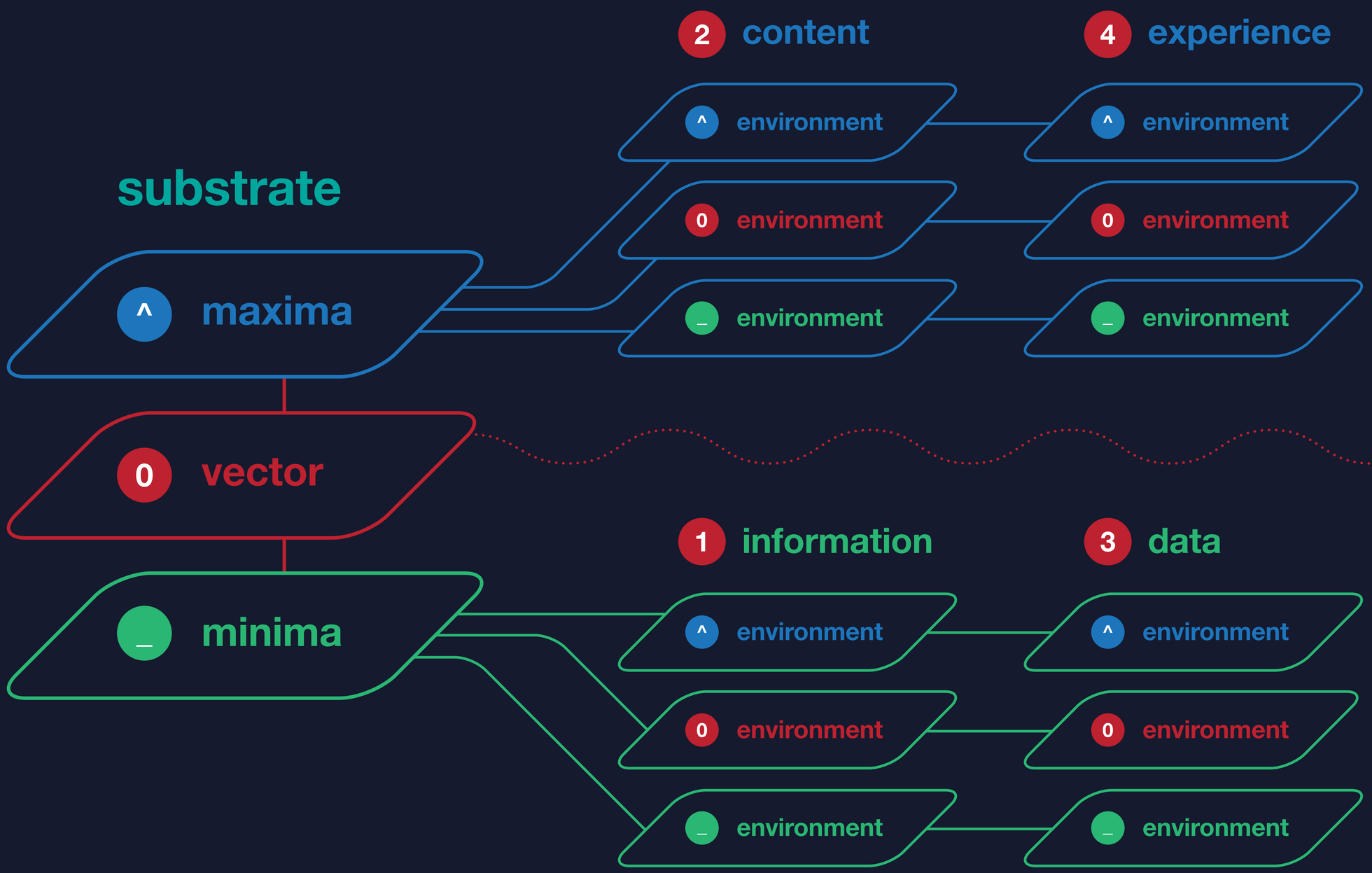
binding element (perspectives are projection)

projection displacement basics

turquoise Z is a coordinate axis of projection being perspectives as a dimension

low and high amplitudes (minima and maxima)

environment substrate splay



collaborative techniques (distributed embodiment)

0

organism and environment cybernetic perspectives

hypercosmix

^ content

^ psychology

^ visionary

^ care

^ variable

thoughtformer

^ experience

^ art

^ artist

^ love

^ non-localised

encodement

_ information

_ science

_ realist

_ curiosity

_ technique

voxelz

_ data

_ philosophy

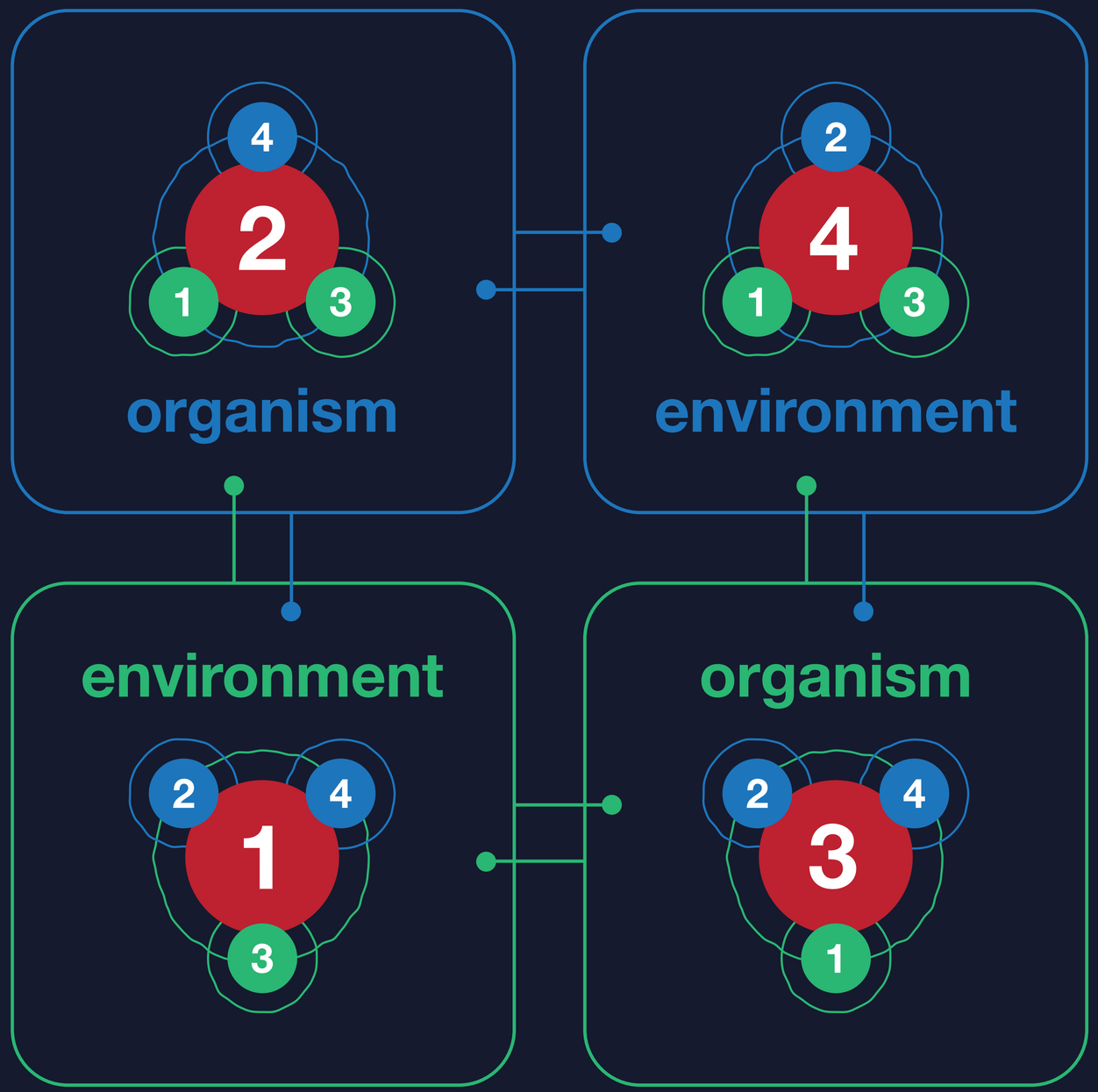
_ critic

_ guidance

_ fluctuation

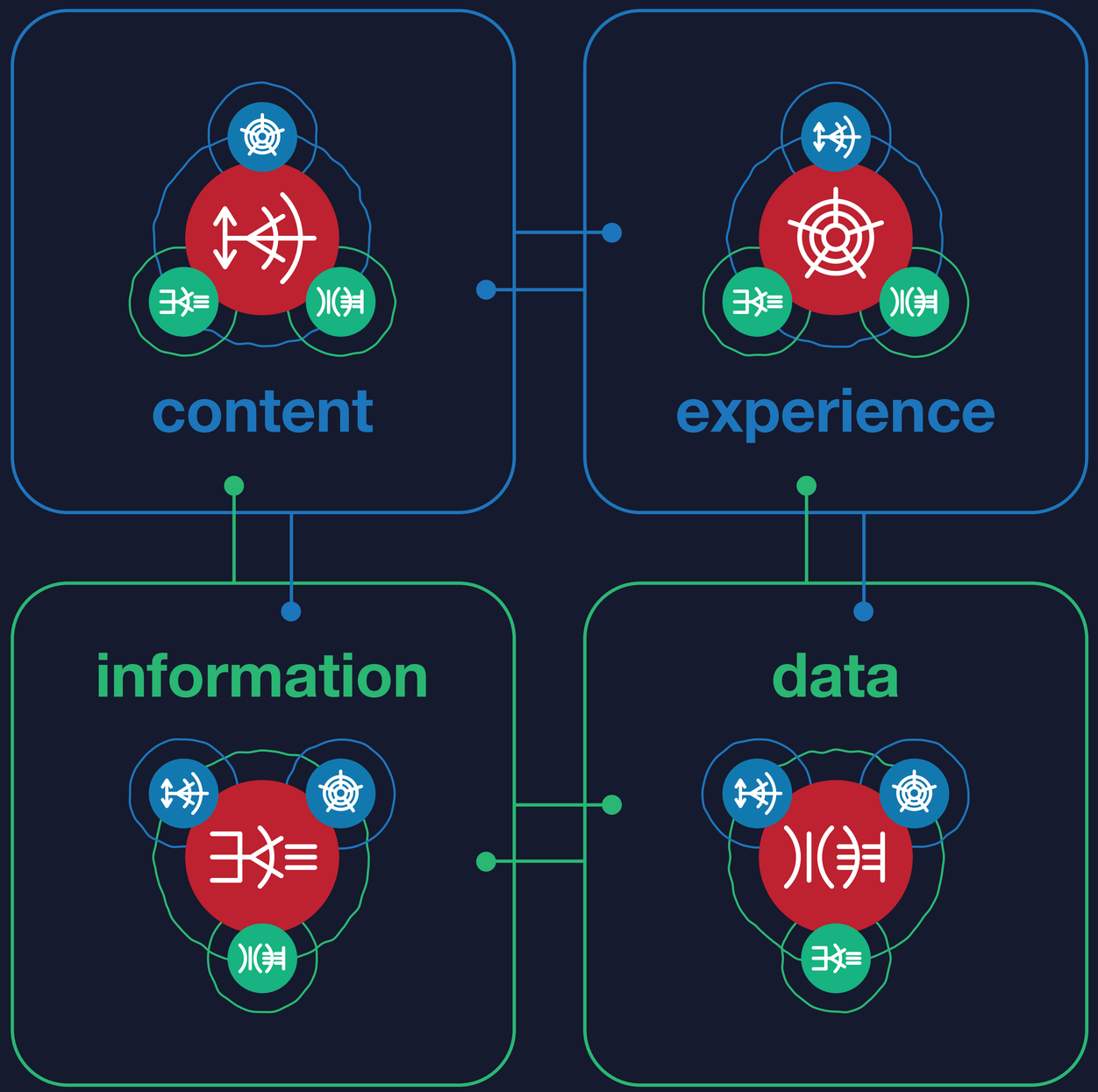
organism and environment quadrants

triplet interaction basics



organism and environment quadrants

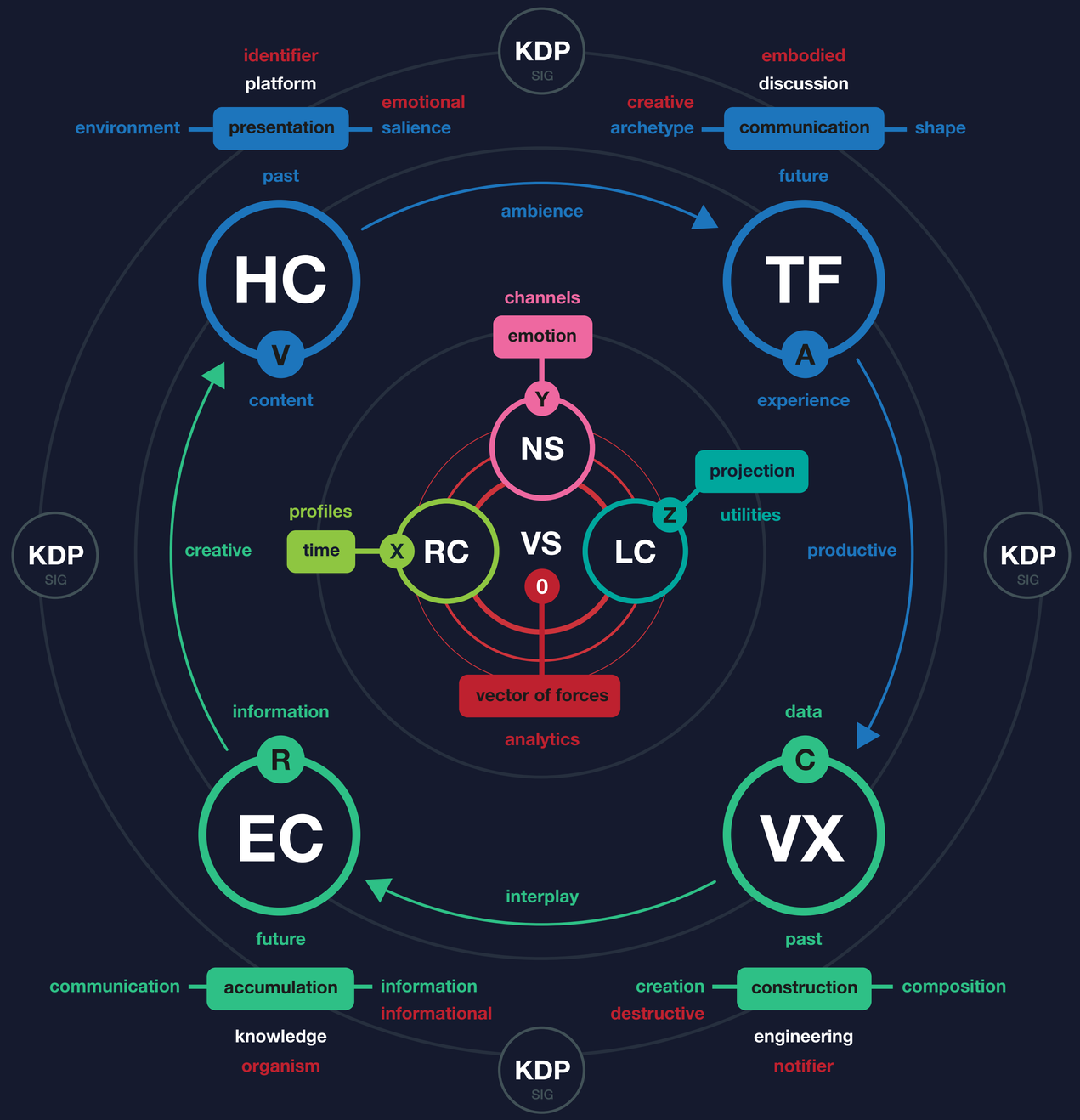
triplets as personas of metaconstructs basics



interactions building intelligence (wisdom flowcycle)

0

karmic system embodiments distributing presence



_ micro coordinates

1 0 vector normalisation
2 X frequency multiples
3 Y neuronal multiples
4 Z cellular multiples

_ micro amplitudes

1 R realist information
2 V visionary content
3 C critic data
4 A artist experience

^ macro coordinates

1 VS vectorsplay
2 RC resonancecore
3 NS nervesynapse
4 LC livingcellular

^ macro amplitudes

1 EC encodement
2 HC hypercosmix
3 VX voxelz
4 TF thoughtformer

vector of forces

triplet decay value of discovery basics

thrivability

time

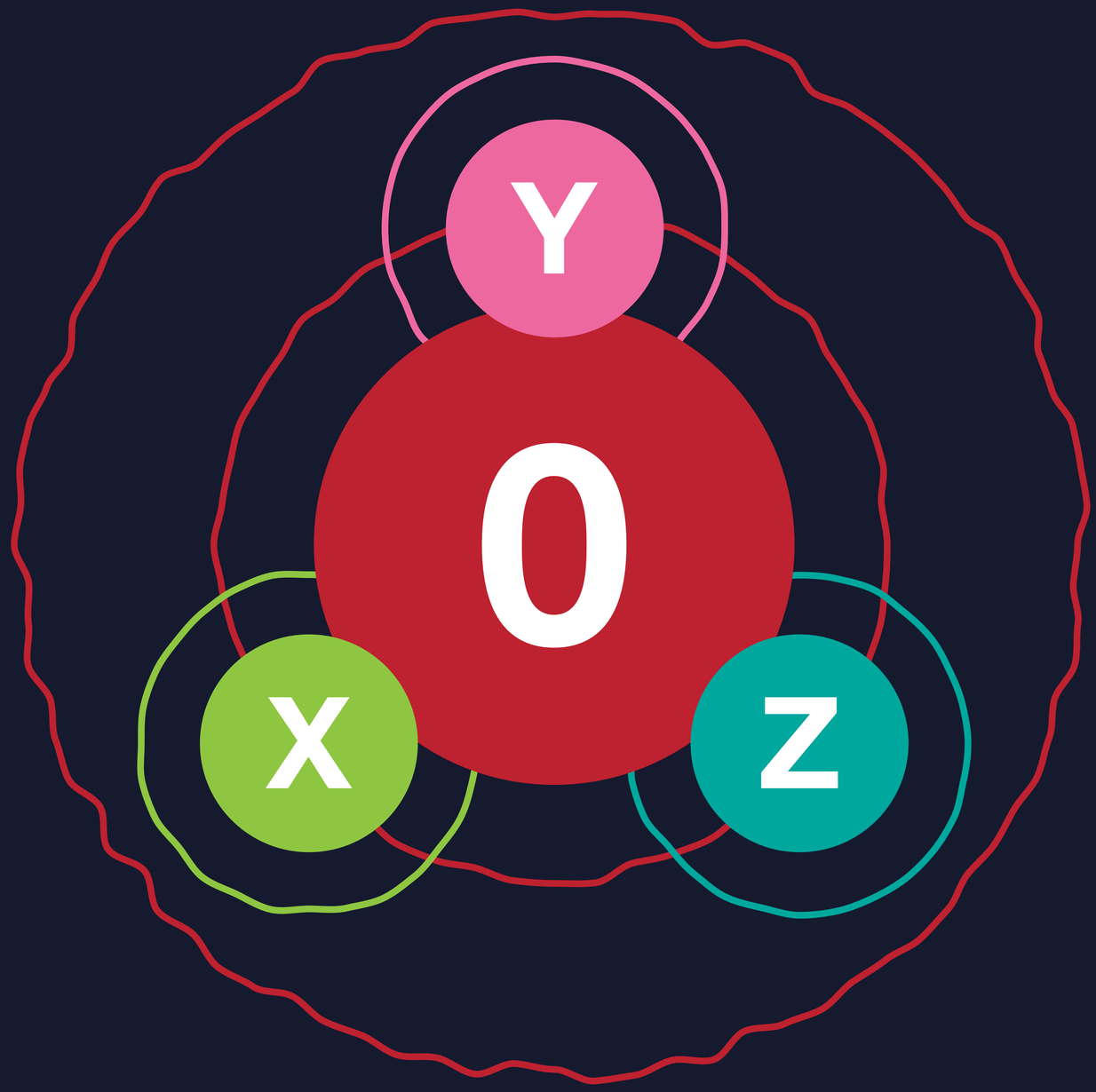
effort and momentum

emotion

emotion and passion

projection

force and expansion



time vector of forces

triplet decay value of recognition basics

X

recognition

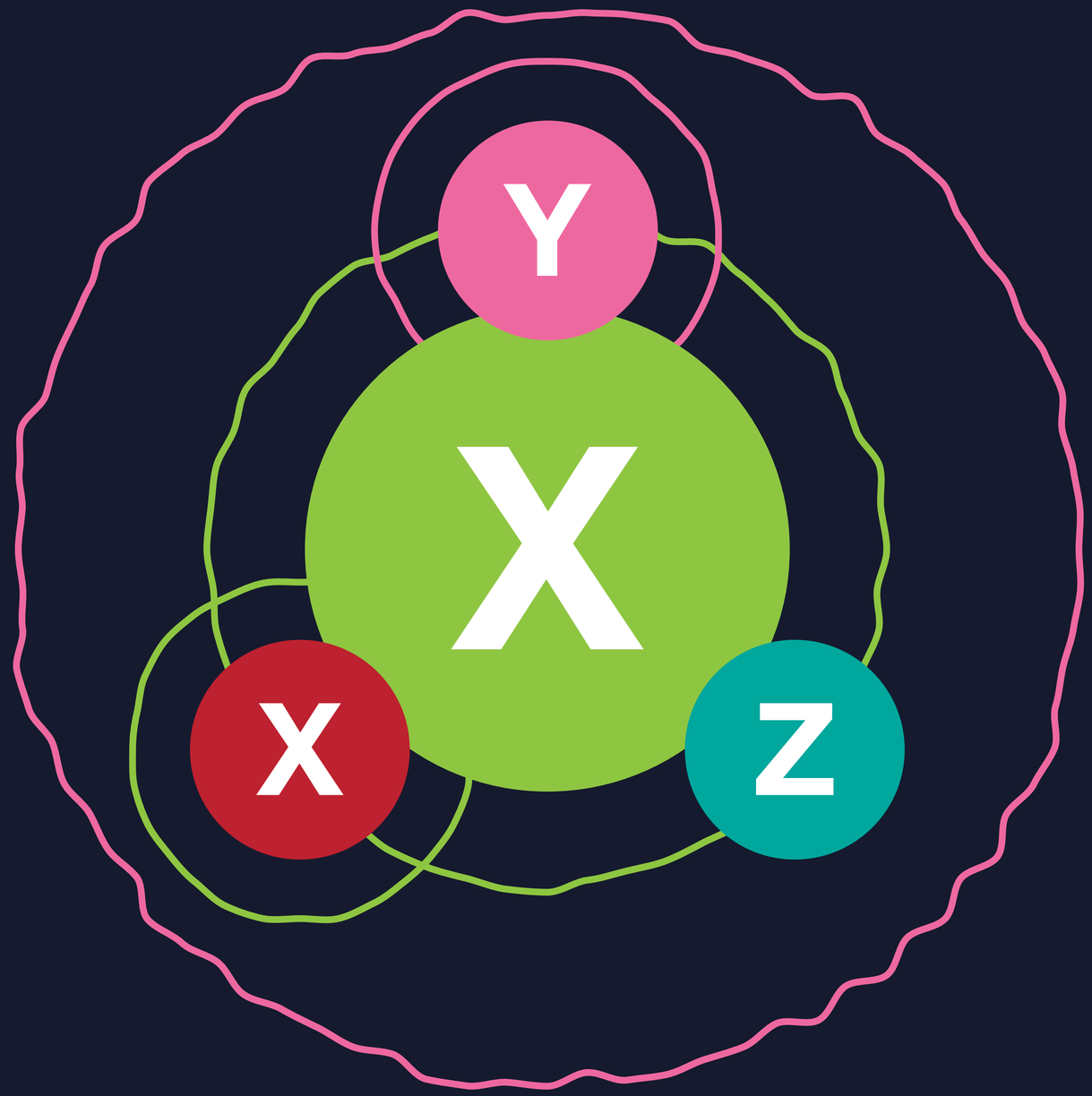
persistence

sight

balance

conflict

* dimension



emotion vector of forces

triplet decay value of purpose basics

Y

purpose

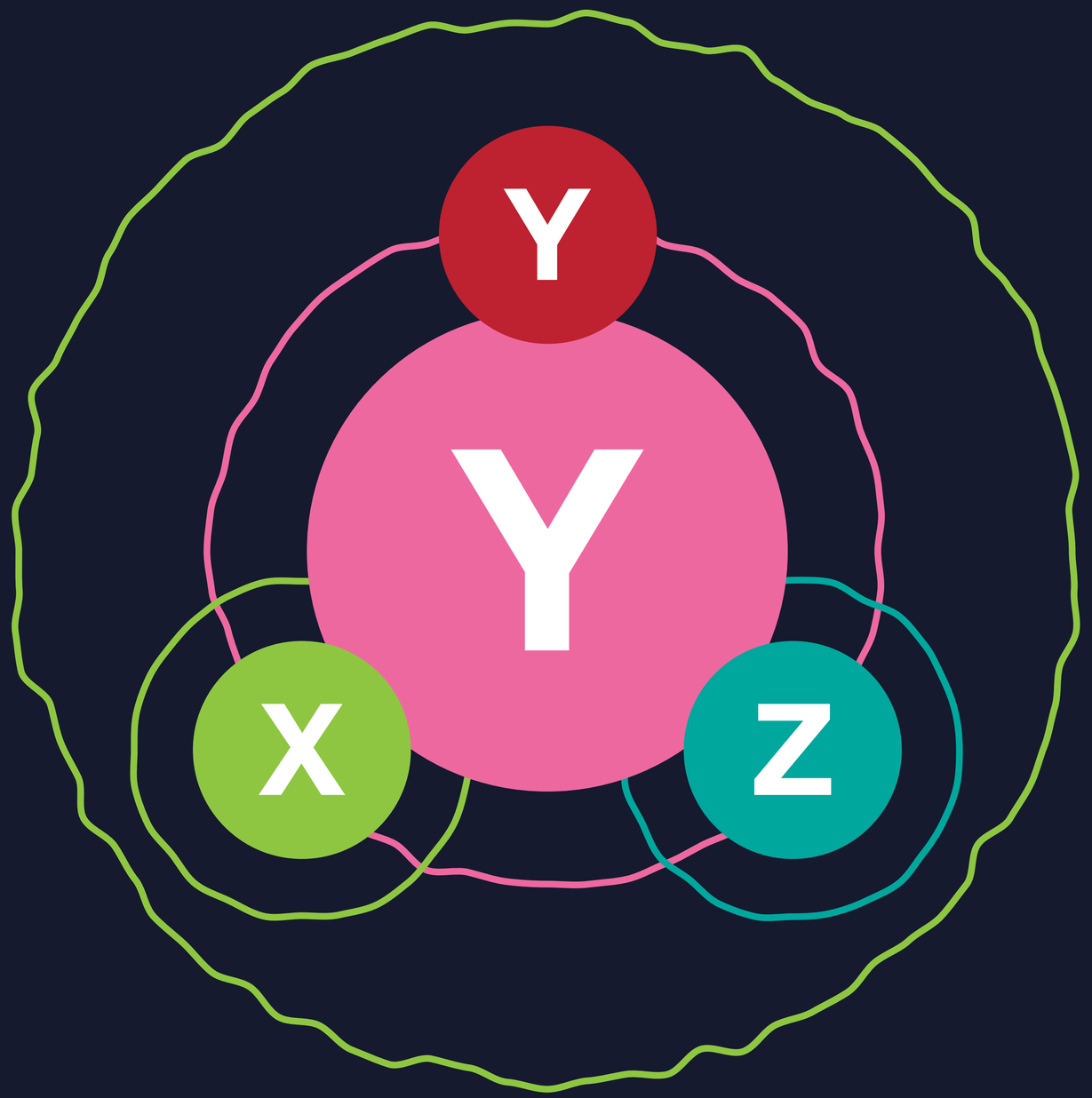
intention

unintention

requirement

occurrence

* identity



projection vector of forces

triplet decay value of discovery basics

Z

discovery

delivery

possibility

participation

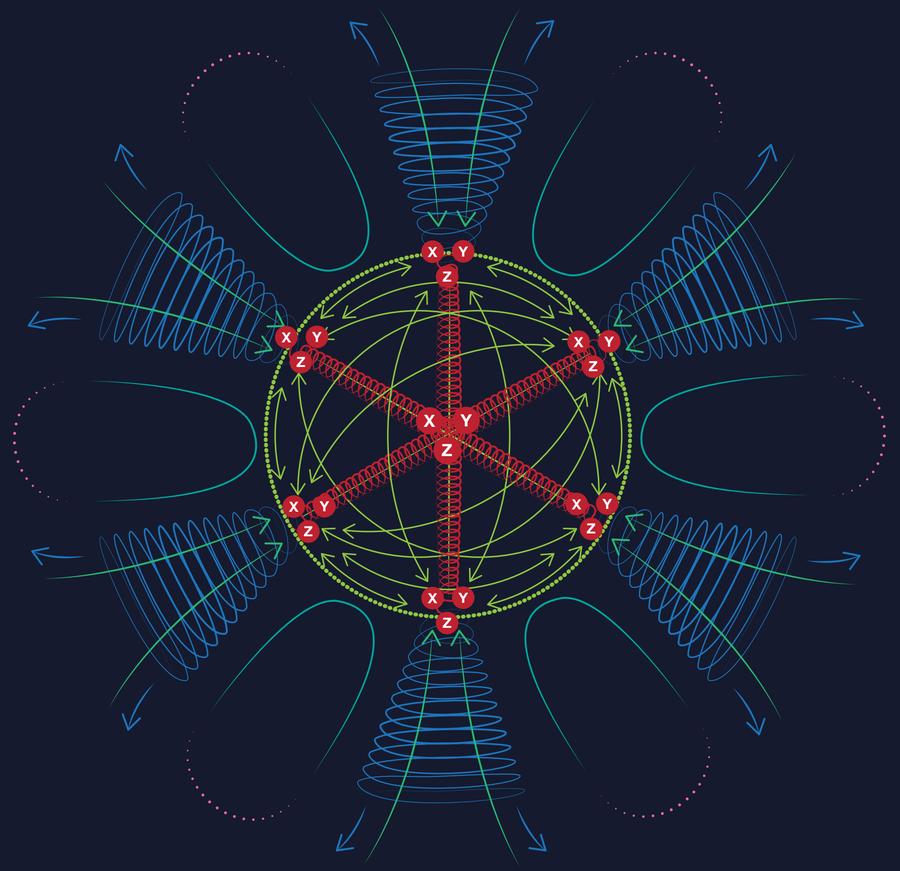
fusion

*** process**

hyperparameter foundations (time)

cybernetic flowcycle symbiosis through the biota of time

X



X as time³ is to speculate

operations as engine^ of components_
are instructions

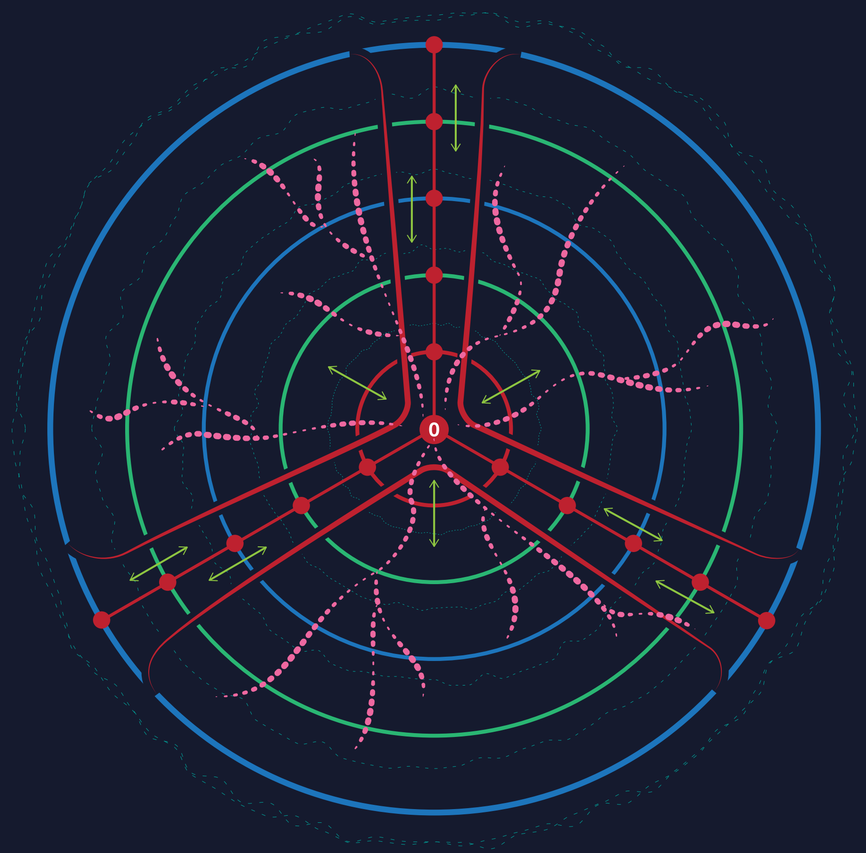
flow **do this** on foundation of
speculation for action as **time**

events as input_ of resonance cores
are instructing **frequency multiples** to
participate actions on output^ of value³

hyperphysics as binding biota element of time

hyperparameter foundations (emotion)

cybernetic flowcycle symbiosis through the biota of emotion



Y as emotion³ is to abstract

dynamics as framework^ of libraries_
are references

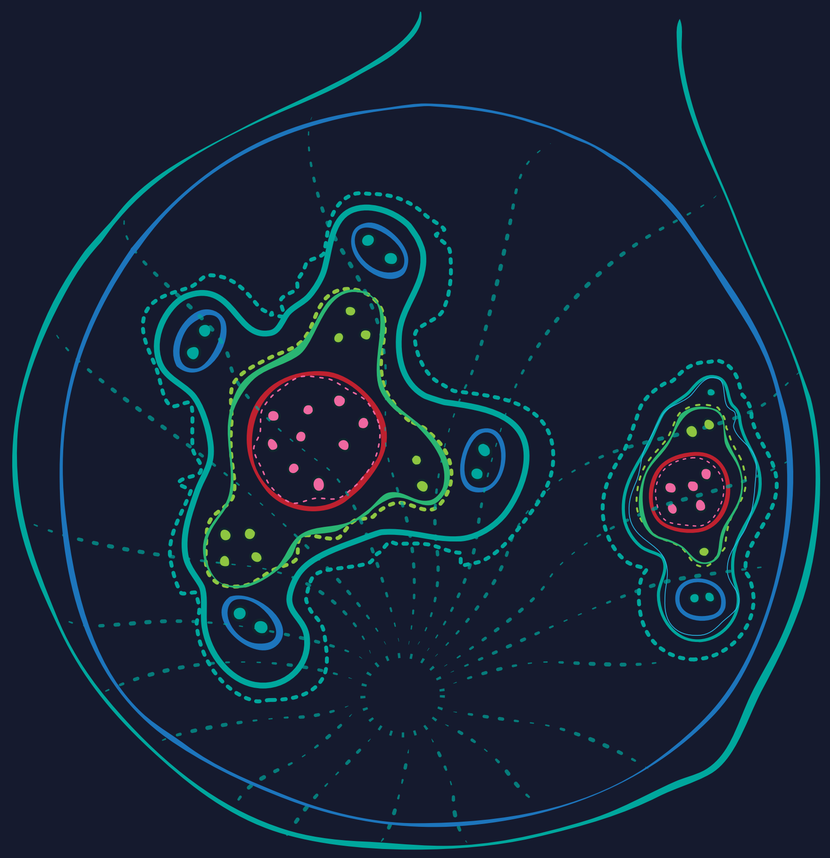
flow **why this** on foundation of
abstraction for decision as **emotion**

experiences as input_ of nerve synapses
are referencing **neuron multiples** to
question decisions on output^ of value³

hyperneurology as binding biota element of emotion

hyperparameter foundations (projection)

cybernetic flowcycle symbiosis through the biota of projection



Z as projection³ is to explain

utilisations as interface^ of interactions_
are controls

flow **build this** on foundation of
explanation for creation as **projection**

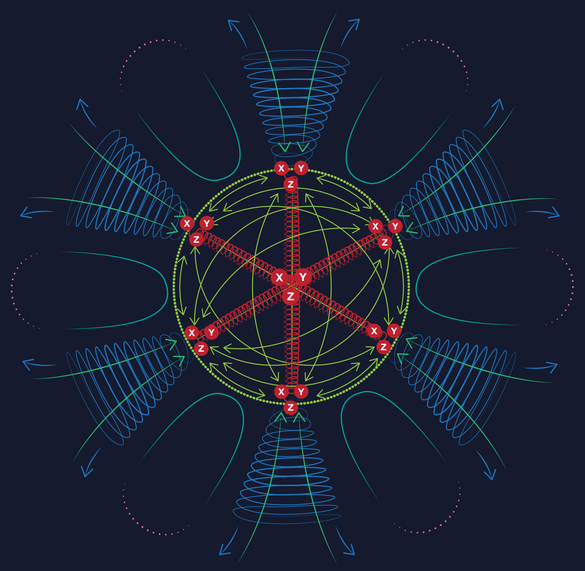
perspectives as input_ of living cells
are controlling **cell multiples** to
construct creations on output^ of value³

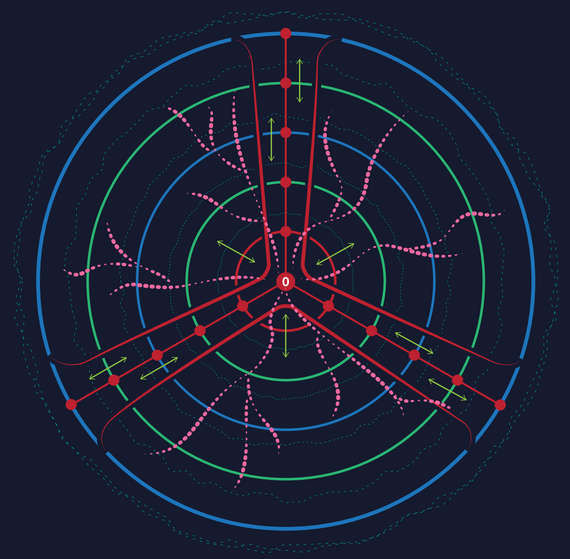
hyperbiology as binding biota element of projection

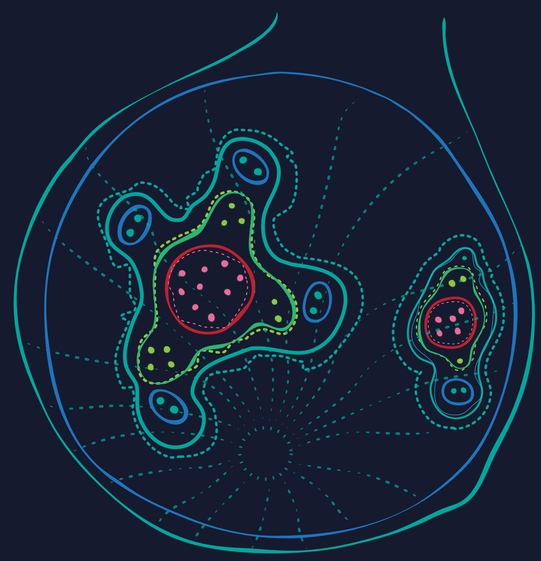
fluid, fractal and holographic hyperparameters

0

cybernetic flowcycle symbiosis distributing bindings across interactions of multiplying living structures







hyperphysics

x as time’s operations

resonance core as frequency multiples

hyperneurology

y as emotion’s dynamics

nerve synapse as neuron multiples

hyperbiology

z as projection’s ultilisations

living cell as cell multiples

personas

operations are fluid

speculate instructions

entanglement

dynamics are fractal

abstract references

metaconstructs

utilisations are holographic

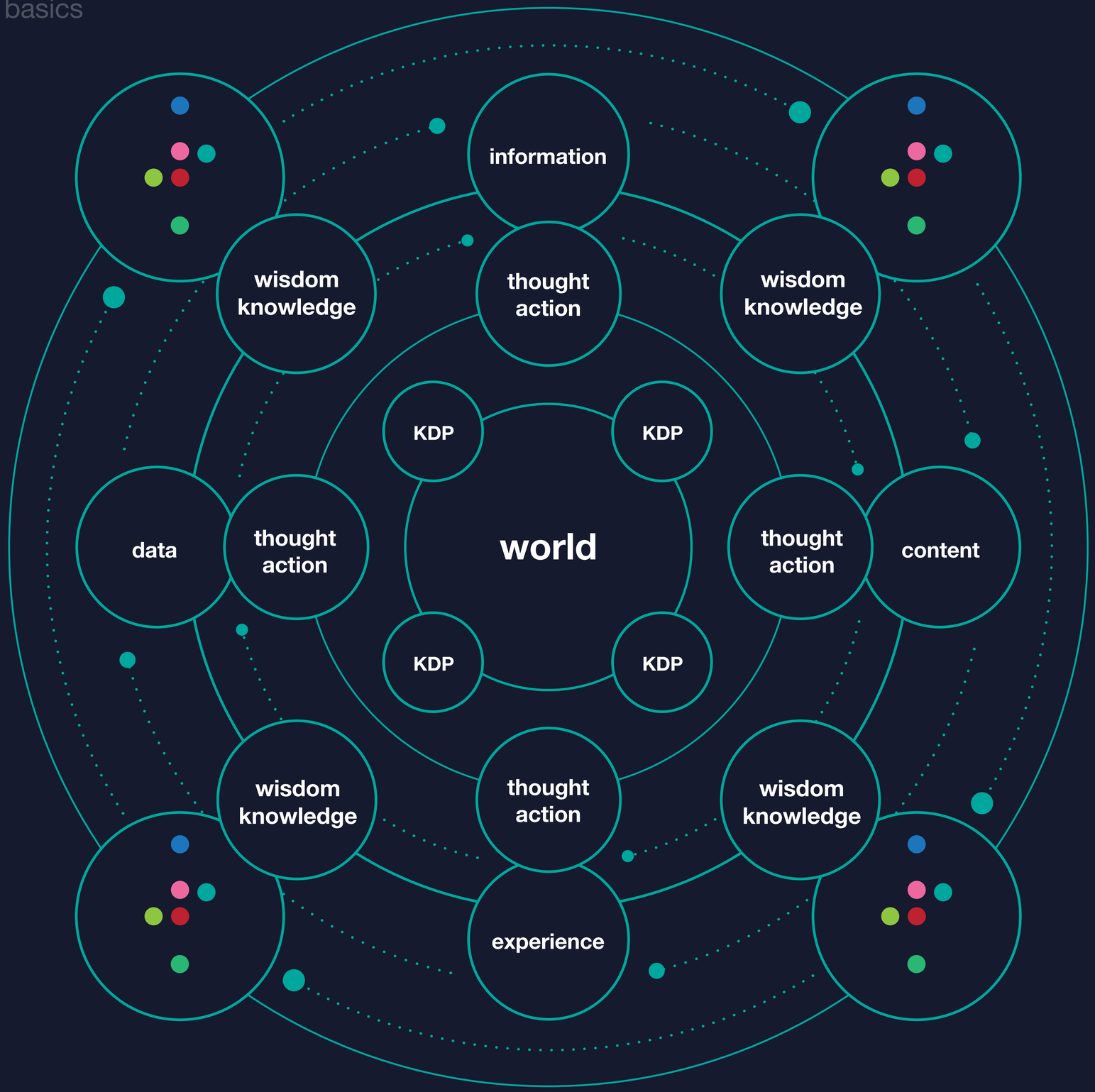
explain controls

cybernetic living cell

micro to macro binding basics

cybernetic living cell

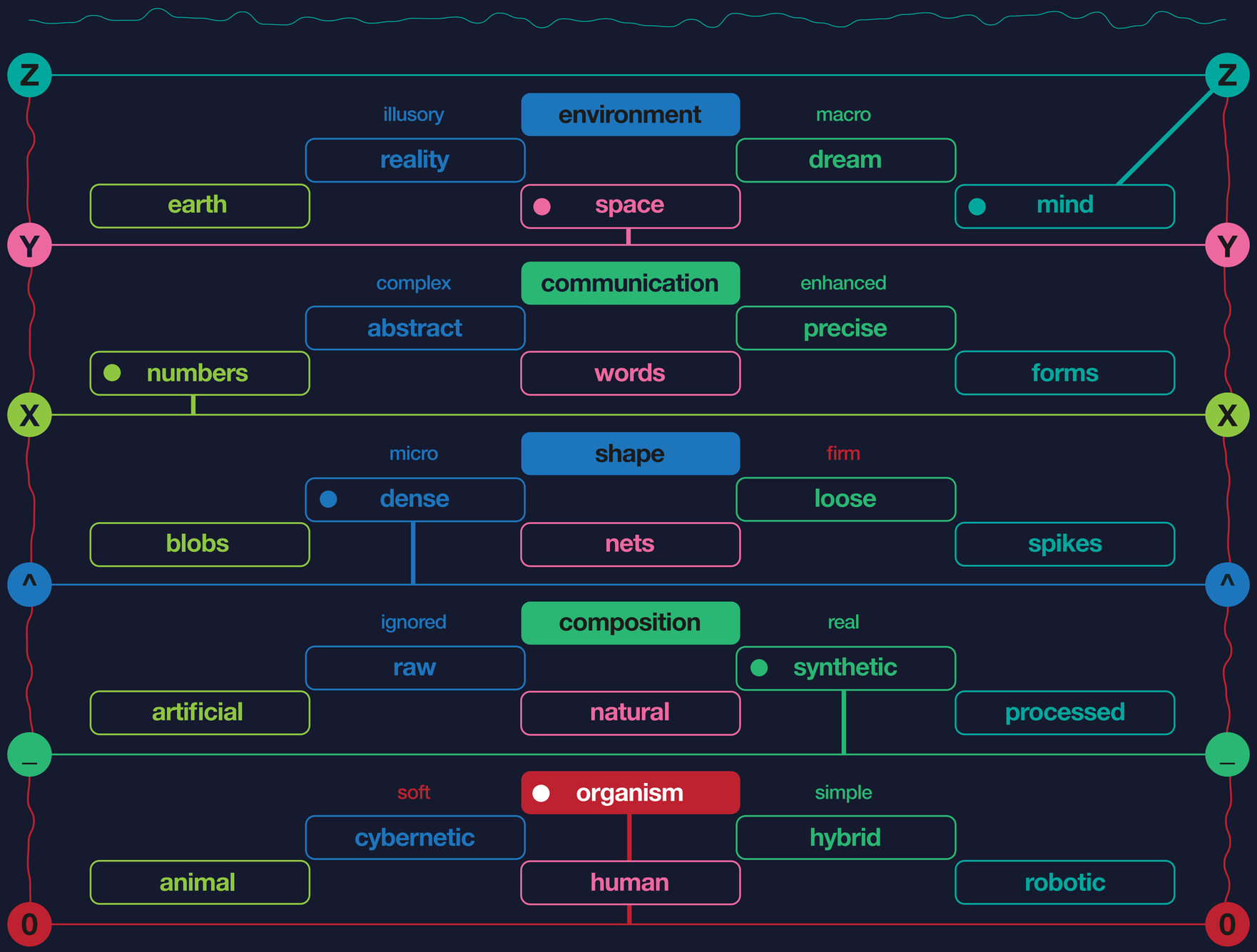
macro to micro binding basics



scientific information organism (...)

) 0 (...) _ (...) ^ (...) x (...) y (...) z (...

0



perspectives

environment **encompasses with** organism

experiences

communication **permeates through** environment

events

shape **conveys towards** communication

macro

composition **forms into** shape

micro

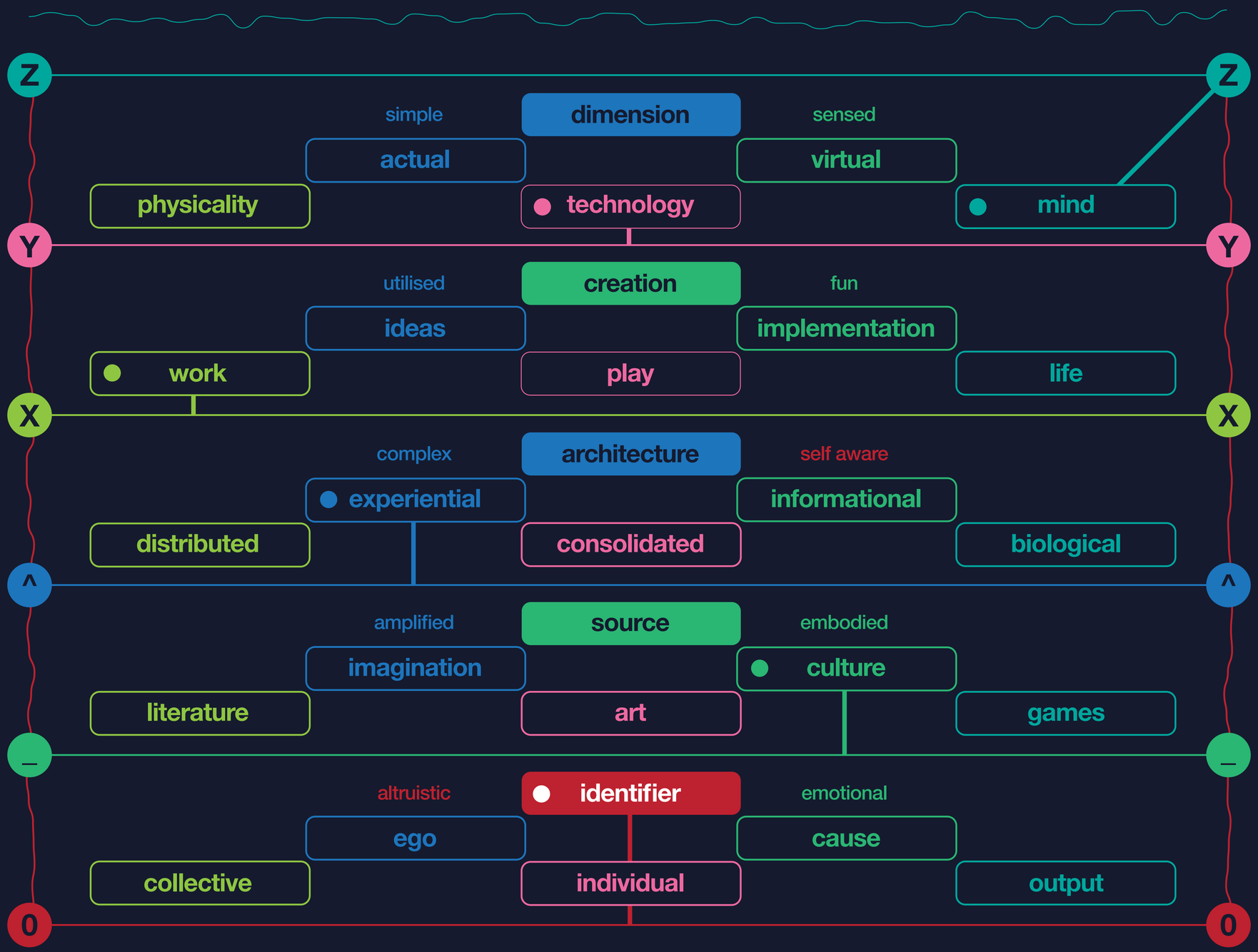
organism **consists of** composition

representation

psychological content identifier (...)

) 0 (...) _ (...) ^ (...) x (...) y (...) z (...

0



perspectives

dimension **encompasses with** identifier

experiences

creation **permeates through** dimension

events

architecture **conveys towards** creation

macro

source **forms into** architecture

micro

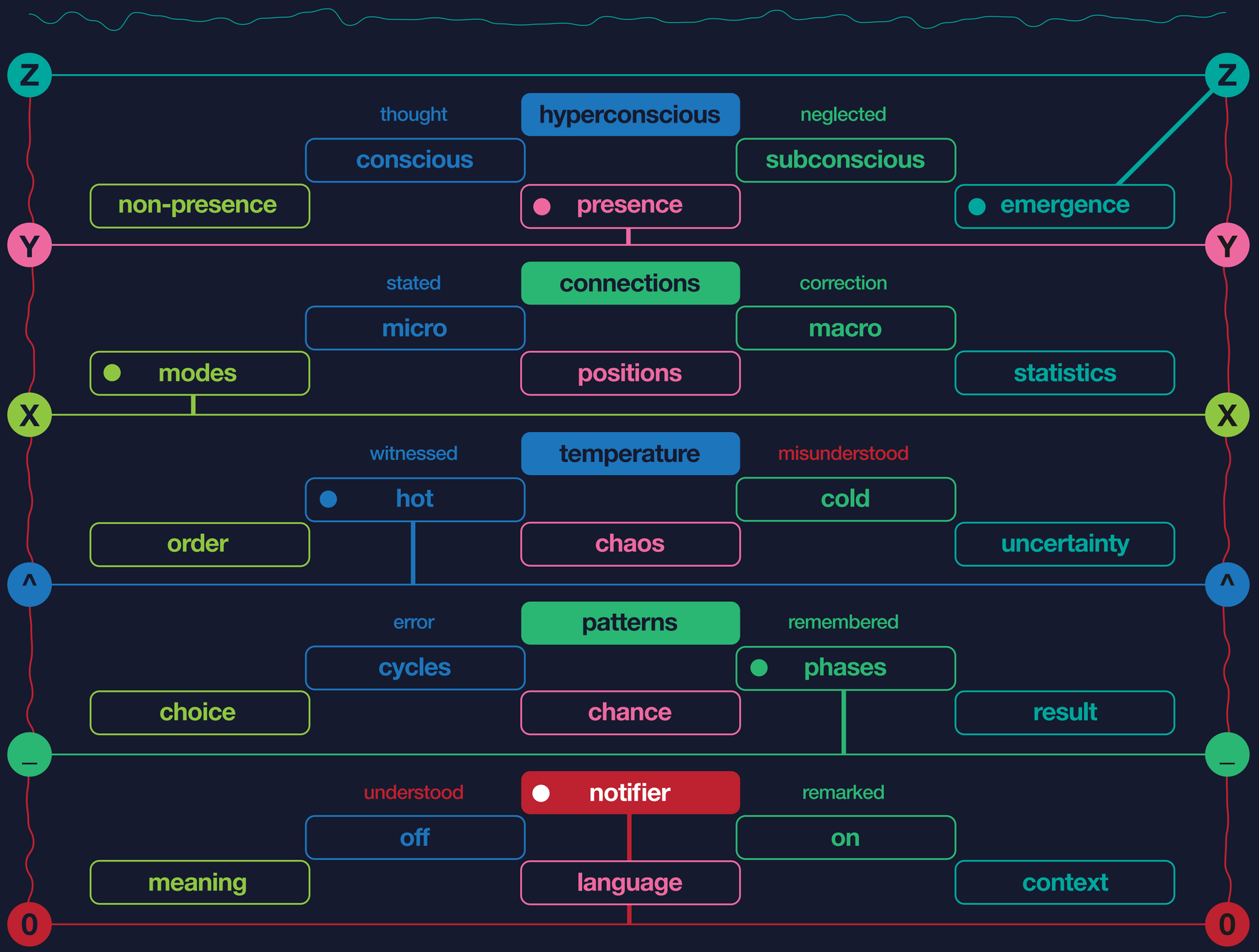
identifier **consists of** source

representation

philosophical data notifier (...)

) 0 (...) _ (...) ^ (...) x (...) y (...) z (...

0



perspectives

hyperconscious
encompasses with
notifier

experiences

connections
permeates through
hyperconscious

events

temperature
conveys towards
connections

macro

patterns
forms into
temperature

micro

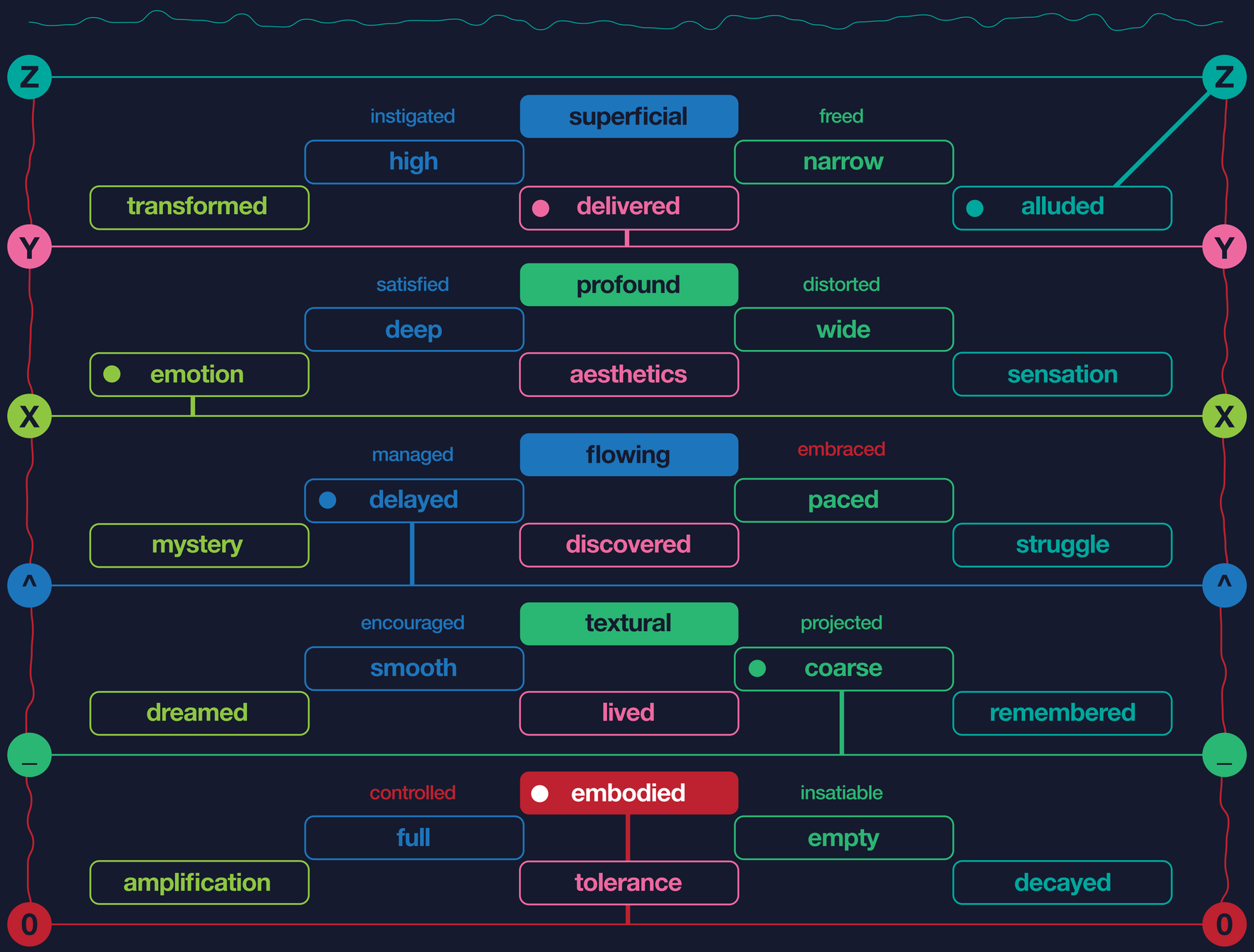
notifier
consists of
patterns

representation

artistic experience embodied (...)

) 0 (...) _ (...) ^ (...) x (...) y (...) z (...

0



perspectives

superficial
encompasses with
embodied

experiences

profound
permeates through
superficial

events

flowing
conveys towards
profound

macro

textural
forms into
flowing

micro

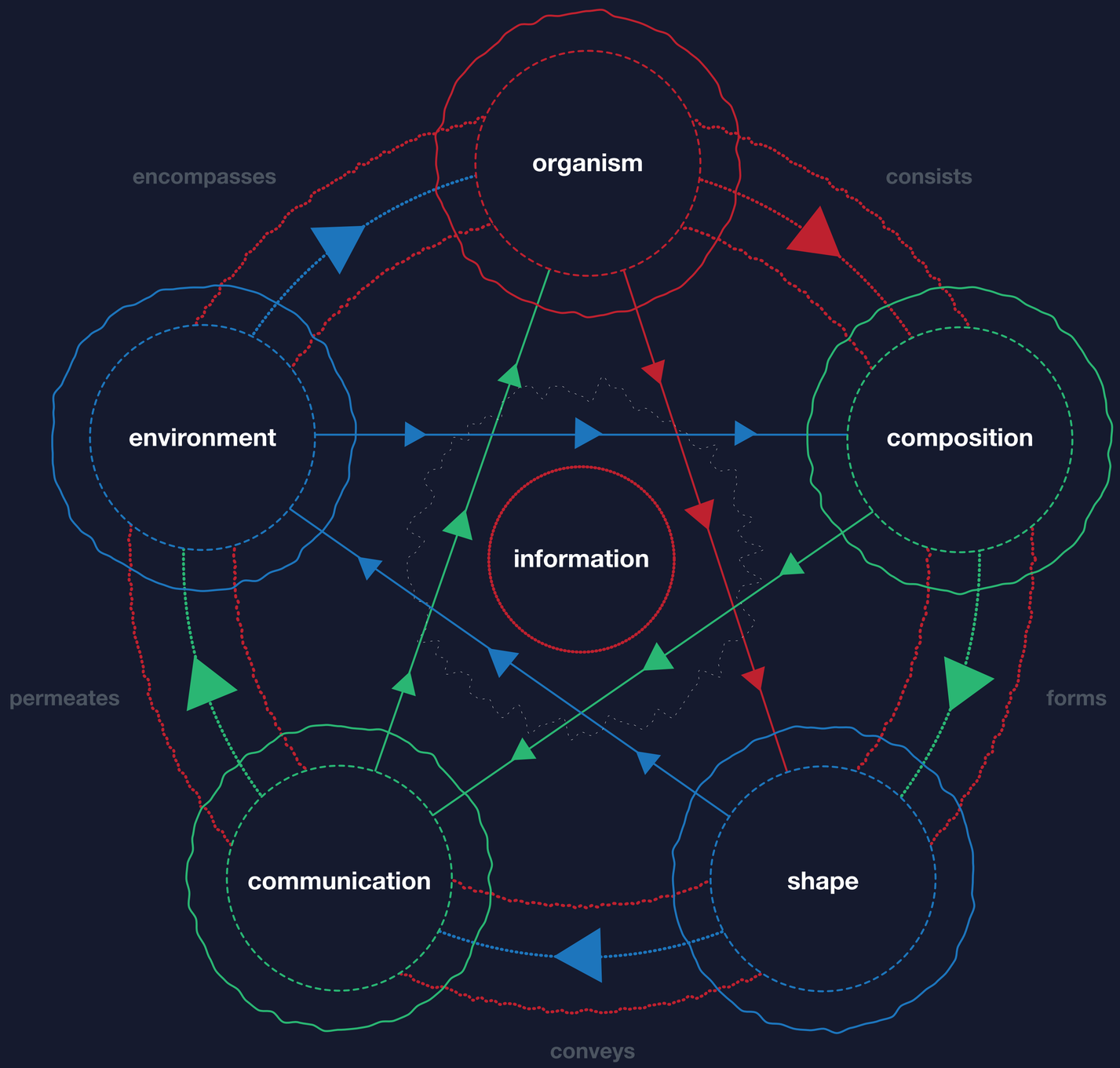
embodied
consists of
textural

representation

information entanglement

cybernetic flowcycle symbiosis through the scientific substrate

1



information entanglement (hypercosmix)

cybernetic flowcycle symbiosis through the scientific substrate

1

organism (0)

cybernetic^ / hybrid_

- human
- animal
- robotic

environment **encompasses with** organism

organism **consists of** composition

environment (4)

reality^ / dream_

- space
- earth
- mind

composition (1)

raw^ / synthetic_

- natural
- artificial
- processed

simple

soft

illusory

real

information

macro

ignored

complex

firm

communication **permeates through** environment

composition **forms into** shape

enhanced

micro

communication (3)

abstract^ / precise_

- words
- numbers
- forms

shape (2)

dense^ / loose_

- nets
- blobs
- spikes

shape **conveys towards** communication

information entanglement (voxelz)

cybernetic flowcycle symbiosis through the scientific substrate

1
information
science
1

1.0
information
information
0.1

1.0~
organism
information
0.1.0.0

1.0_
hybrid
information
0.1.0.0._

1.0^
cybernetic
information
0.1.0.0.^

1.0x
human
information
0.1.0.0.x

1.0y
animal
information
0.1.0.0.y

1.0z
robotic
information
0.1.0.0.z

1.0*
soft
information
0.1.0.0.*

1.0**
firm
information
0.1.0.0.**

1.1~
composition
information
0.1.0.1.0

1.1_
synthetic
information
0.1.0.1.0._

1.1^
raw
information
0.1.0.1.0.^

1.1x
artificial
information
0.1.0.1.0.x

1.1y
natural
information
0.1.0.1.0.y

1.1z
processed
information
0.1.0.1.0.z

1.1*
ignored
information
0.1.0.1.0.*

1.1**
enhanced
information
0.1.0.1.0.**

1.2~
shape
information
0.1.0.2.0.0

1.2_
loose
information
0.1.0.2.0.0._

1.2^
dense
information
0.1.0.2.0.0.^

1.2x
blobs
information
0.1.0.2.0.0.x

1.2y
nets
information
0.1.0.2.0.0.y

1.2z
spikes
information
0.1.0.2.0.0.z

1.2*
micro
information
0.1.0.2.0.0.*

1.2**
macro
information
0.1.0.2.0.0.**

1.3~
communication
information
0.1.0.1.0.0.0

1.3_
precise
information
0.1.0.1.0.0.0._

1.3^
abstract
information
0.1.0.1.0.0.0.^

1.3x
numbers
information
0.1.0.1.0.0.0.x

1.3y
words
information
0.1.0.1.0.0.0.y

1.3z
forms
information
0.1.0.1.0.0.0.z

1.3*
complex
information
0.1.0.1.0.0.0.*

1.3**
simple
information
0.1.0.1.0.0.0.**

1.4~
environment
information
0.1.0.2.0.0.0.0

1.4_
dream
information
0.1.0.2.0.0.0.0_

1.4^
reality
information
0.1.0.2.0.0.0.0^

1.4x
earth
information
0.1.0.2.0.0.0.0.x

1.4y
space
information
0.1.0.2.0.0.0.0.y

1.4z
mind
information
0.1.0.2.0.0.0.0.z

1.4*
illusory
information
0.1.0.2.0.0.0.0.*

1.4**
real
information
0.1.0.2.0.0.0.0.**

information entanglement (encodement)

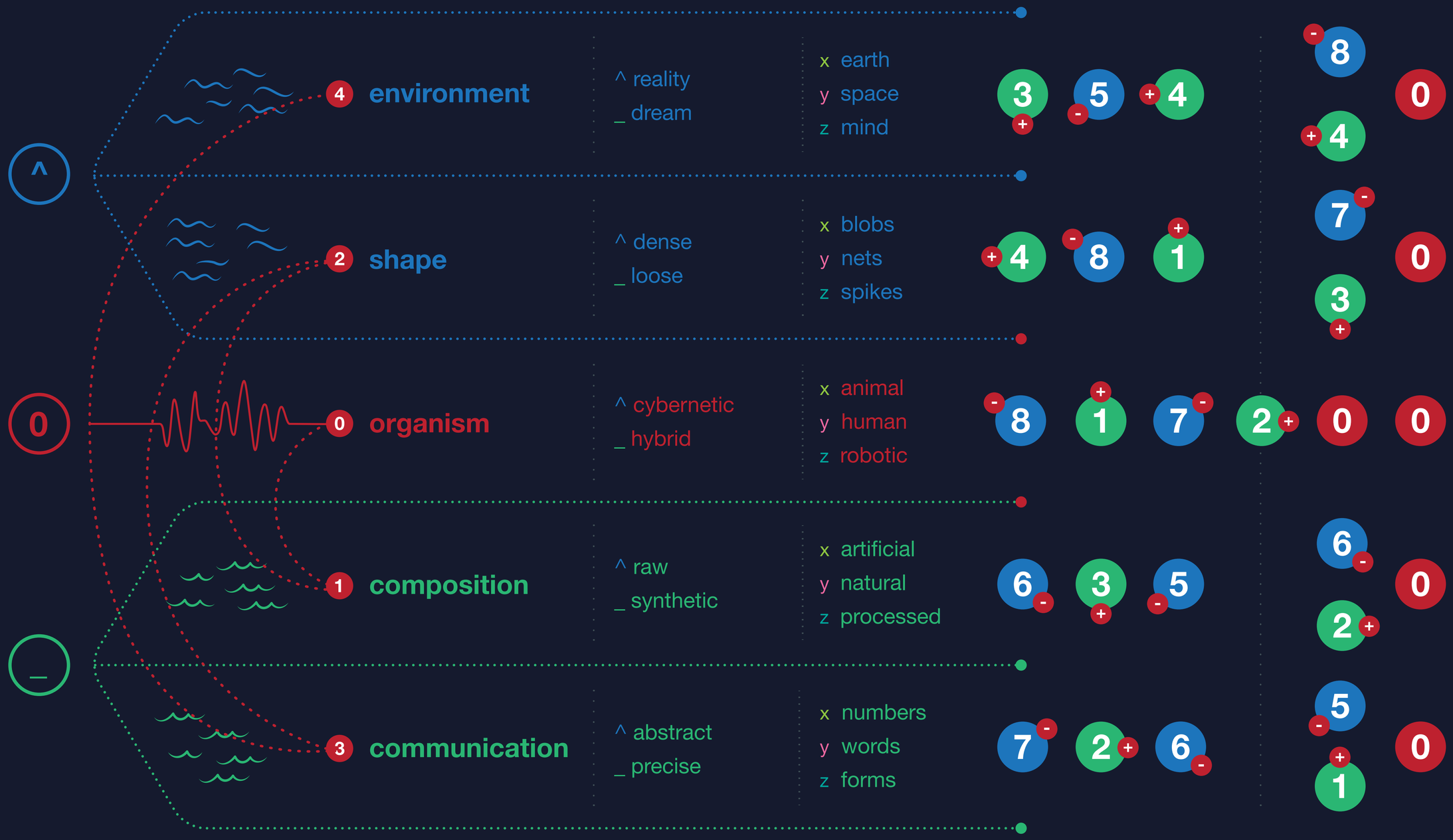
cybernetic flowcycle symbiosis through the scientific substrate

1

information entanglement (thoughtformer)

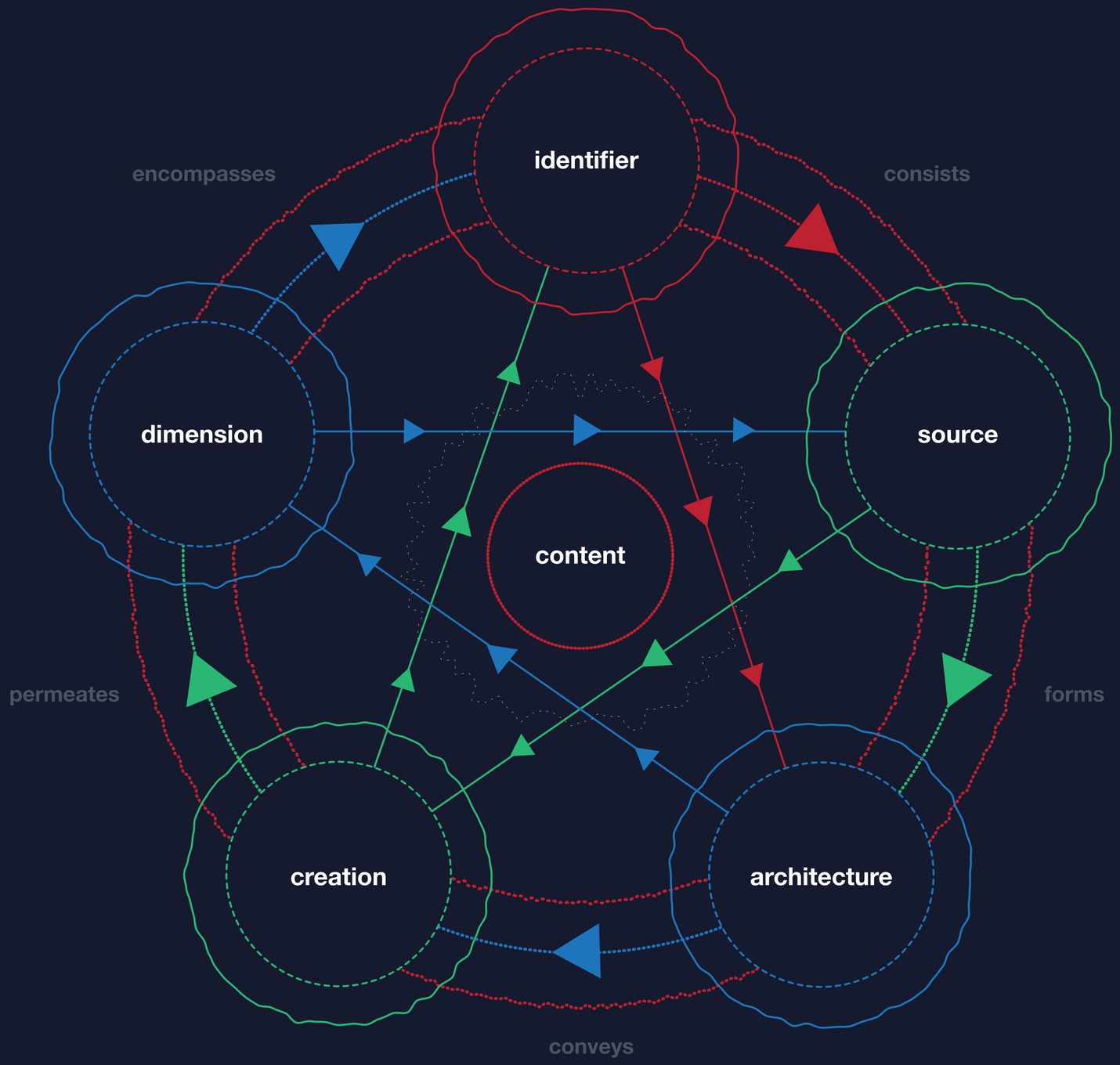
cybernetic flowcycle symbiosis through the scientific substrate

1



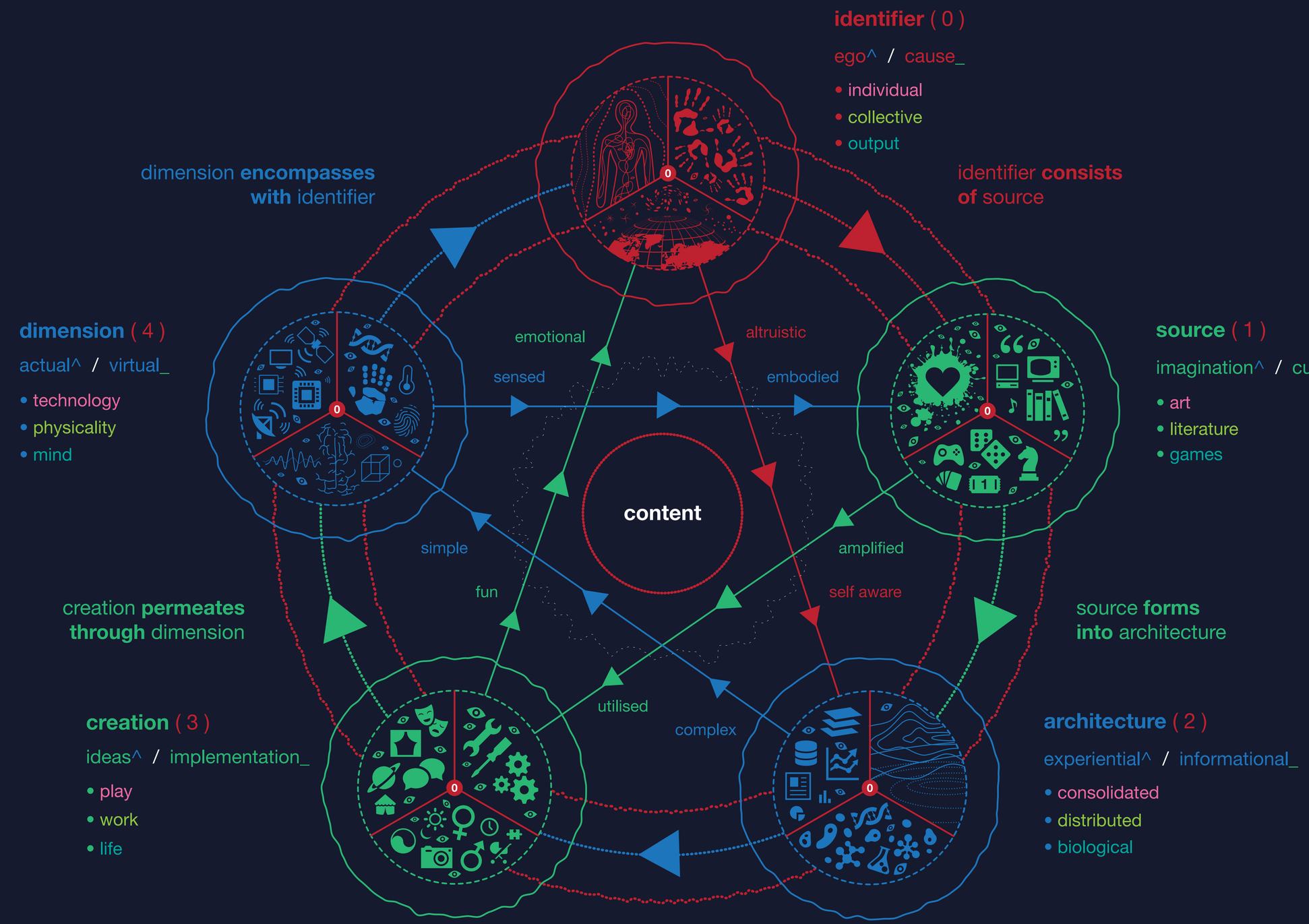
content entanglement

cybernetic flowcycle symbiosis through the psychological substrate



content entanglement (hypercosmix)

cybernetic flowcycle symbiosis through the psychological substrate



content entanglement (voxelz)

cybernetic flowcycle symbiosis through the psychological substrate

2
content
psychology
2

2.0
content
content
0.2

2.0~
identifier
content
0.2.0.0

2.0_
cause
content
0.2.0.0._

2.0^
ego
content
0.2.0.0.^

2.0x
collective
content
0.2.0.0.x

2.0y
individual
content
0.2.0.0.y

2.0z
output
content
0.2.0.0.z

2.0*
altruistic
content
0.2.0.0.*

2.0**
self aware
content
0.2.0.0.**

2.1~
source
content
0.2.0.1.0

2.1_
culture
content
0.2.0.1.0._

2.1^
imagination
content
0.2.0.1.0.^

2.1x
literature
content
0.2.0.1.0.x

2.1y
art
content
0.2.0.1.0.y

2.1z
games
content
0.2.0.1.0.z

2.1*
amplified
content
0.2.0.1.0.*

2.1**
utilised
content
0.2.0.1.0.**

2.2~
architecture
content
0.2.0.2.0.0

2.2_
informational
content
0.2.0.2.0.0._

2.2^
experiential
content
0.2.0.2.0.0.^

2.2x
distributed
content
0.2.0.2.0.0.x

2.2y
consolidated
content
0.2.0.2.0.0.y

2.2z
biological
content
0.2.0.2.0.0.z

2.2*
complex
content
0.2.0.2.0.0.*

2.2**
simple
content
0.2.0.2.0.0.**

2.3~
creation
content
0.2.0.1.0.0.0

2.3_
implementation
content
0.2.0.1.0.0.0._

2.3^
idea
content
0.2.0.1.0.0.0.^

2.3x
work
content
0.2.0.1.0.0.0.x

2.3y
play
content
0.2.0.1.0.0.0.y

2.3z
life
content
0.2.0.1.0.0.0.z

2.3*
fun
content
0.2.0.1.0.0.0.*

2.3**
emotional
content
0.2.0.1.0.0.0.**

2.4~
dimension
content
0.2.0.2.0.0.0.0

2.4_
virtual
content
0.2.0.2.0.0.0.0_

2.4^
actual
content
0.2.0.2.0.0.0.0^

2.4x
physicality
content
0.2.0.2.0.0.0.0.x

2.4y
technology
content
0.2.0.2.0.0.0.0.y

2.4z
mind
content
0.2.0.2.0.0.0.0.z

2.4*
sensed
content
0.2.0.2.0.0.0.0.*

2.4**
embodied
content
0.2.0.2.0.0.0.0.**

content entanglement (encodement)

cybernetic flowcycle symbiosis through the psychological substrate

identifier consists of source

source forms into architecture

architecture conveys towards creation

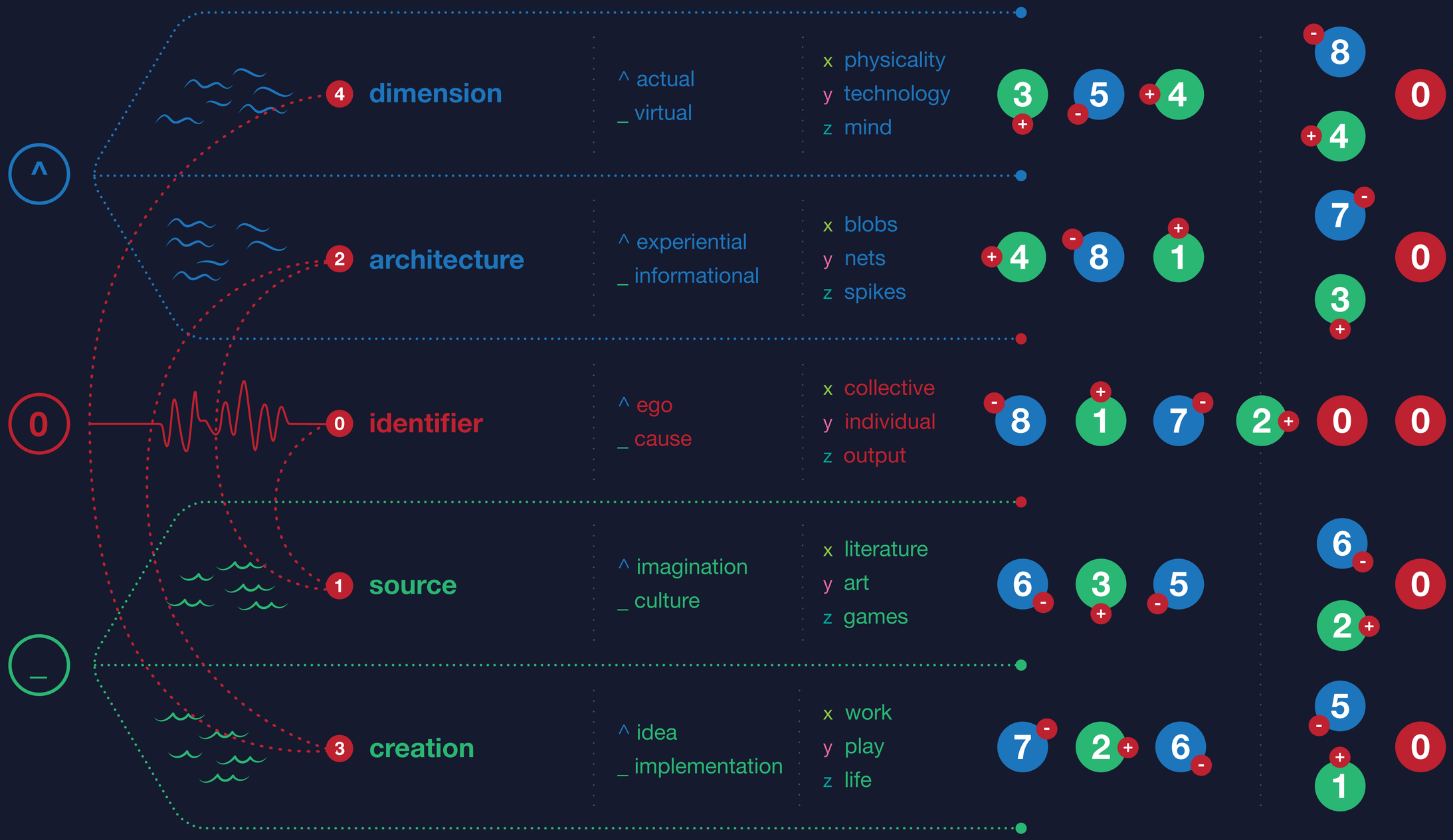
creation permeates through dimension

dimension encompasses with identifier

content entanglement (thoughtformer)

cybernetic flowcycle symbiosis through the psychological substrate

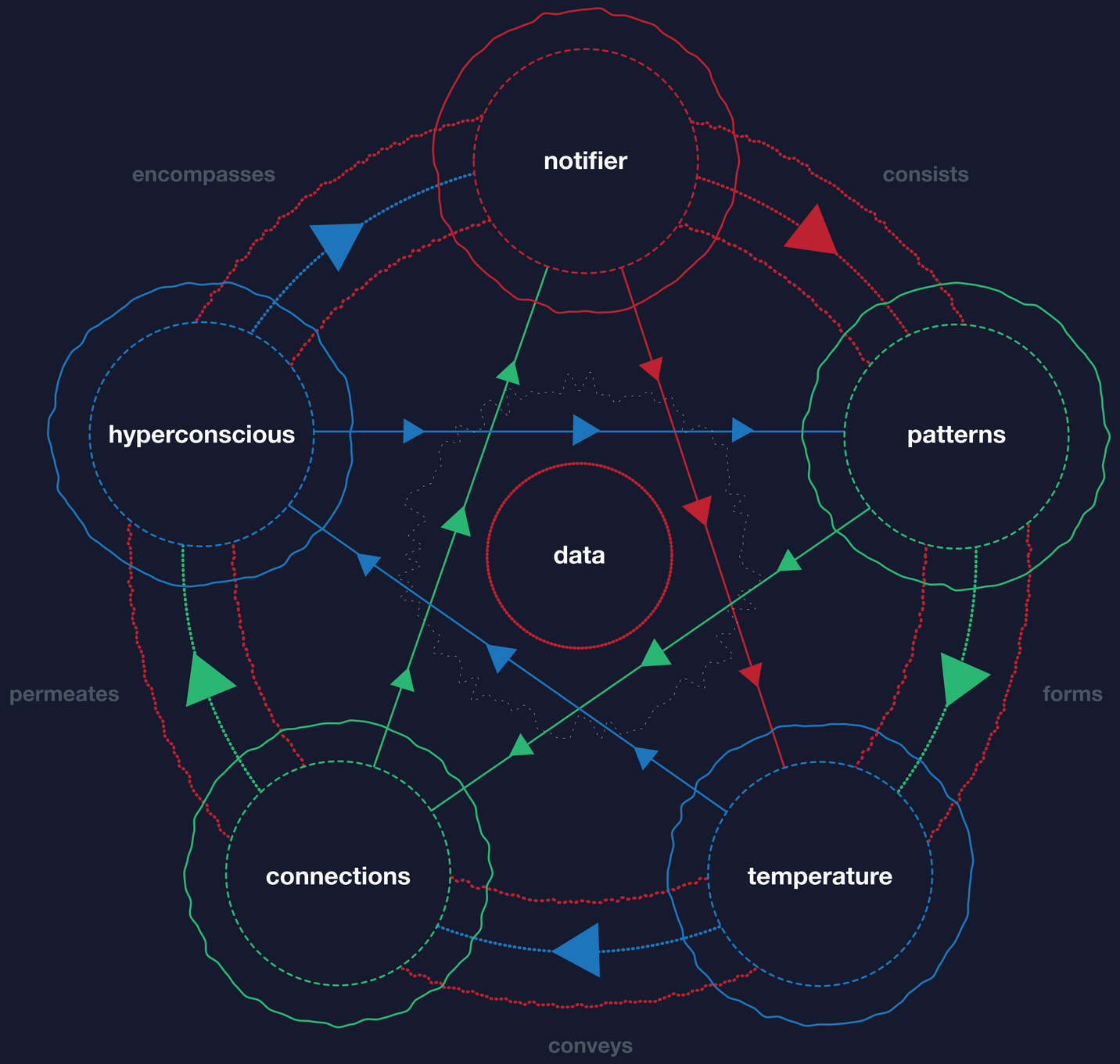
2



data entanglement

cybernetic flowcycle symbiosis through the philosophical substrate

3



data entanglement (hypercosmix)

cybernetic flowcycle symbiosis through the philosophical substrate

notifier (0)

off^ / on_

- language
- meaning
- context

hyperconscious **encompasses with** notifier

notifier **consists of** patterns

hyperconsciousness (4)

conscious^ / subconscious_

- presence
- non-presence
- emergence

patterns (1)

cycles^ / phases_

- chance
- choice
- result

connections **permeates through** hyperconscious

patterns **forms into** temperature

connections (3)

micro^ / macro_

- positions
- modes
- statistics

temperature (2)

hot^ / cold_

- chaos
- order
- uncertainty

temperature **conveys towards** connections

data entanglement (voxelz)

cybernetic flowcycle symbiosis through the philosophical substrate

3
data
philosophy
1

3.0
information
data
0.3

3.0~
notifier
data
0.3.0.0

3.0_
on
data
0.3.0.0._

3.0^
off
data
0.3.0.0.^

3.0x
meaning
data
0.3.0.0.x

3.0y
language
data
0.3.0.0.y

3.0z
context
data
0.3.0.0.z

3.0*
understood
data
0.3.0.0.*

3.0**
misunderstood
data
0.3.0.0.**

3.1~
patterns
data
0.3.0.1.0

3.1_
phases
data
0.3.0.1.0._

3.1^
cycles
data
0.3.0.1.0.^

3.1x
choice
data
0.3.0.1.0.x

3.1y
chance
data
0.3.0.1.0.y

3.1z
result
data
0.3.0.1.0.z

3.1*
error
data
0.3.0.1.0.*

3.1**
correction
data
0.3.0.1.0.**

3.2~
temperature
data
0.3.0.2.0.0

3.2_
cold
data
0.3.0.2.0.0._

3.2^
hot
data
0.3.0.2.0.0.^

3.2x
order
data
0.3.0.2.0.0.x

3.2y
chaos
data
0.3.0.2.0.0.y

3.2z
uncertainty
data
0.3.0.2.0.0.z

3.2*
witnessed
data
0.3.0.2.0.0.*

3.2**
neglected
data
0.3.0.2.0.0.**

3.3~
connections
data
0.3.0.1.0.0.0

3.3_
macro
data
0.3.0.1.0.0.0._

3.3^
micro
data
0.3.0.1.0.0.0.^

3.3x
modes
data
0.3.0.1.0.0.0.x

3.3y
positions
data
0.3.0.1.0.0.0.y

3.3z
statistics
data
0.3.0.1.0.0.0.z

3.3*
stated
data
0.3.0.1.0.0.0.*

3.3**
remarked
data
0.3.0.1.0.0.0.**

3.4~
hyperconscious
data
0.3.0.2.0.0.0.0

3.4_
subconscious
data
0.3.0.2.0.0.0.0_

3.4^
conscious
data
0.3.0.2.0.0.0.0^

3.4x
non-presence
data
0.3.0.2.0.0.0.0.x

3.4y
presence
data
0.3.0.2.0.0.0.0.y

3.4z
emergence
data
0.3.0.2.0.0.0.0.z

3.4*
thought
data
0.3.0.2.0.0.0.0.*

3.4**
remembered
data
0.3.0.2.0.0.0.0.**

data entanglement (encodement)

cybernetic flowcycle symbiosis through the philosophical substrate

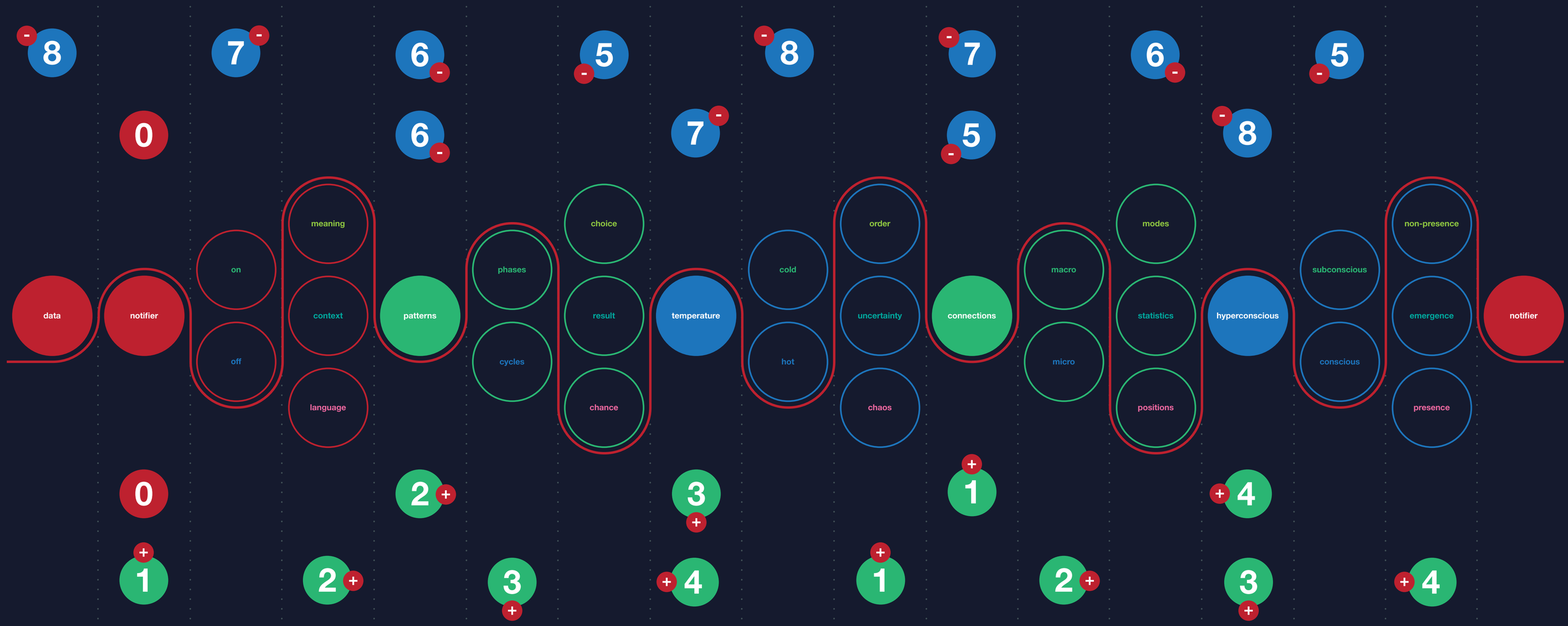
notifier
consists of
patterns

patterns
forms into
temperature

temperature
conveys towards
connection

connection
permeates through
hyperconsciousness

hyperconsciousness
encompasses with
notifier



data entanglement (thoughtformer)

cybernetic flowcycle symbiosis through the philosophical substrate

3

^

4 **hyperconscious**

^ conscious
_ subconscious

x non-presence
y presence
z emergence

3 5 4

8 0 4 7 0 3

2 **temperature**

^ hot
_ cold

x order
y chaos
z uncertainty

4 8 1

0

0 **notifier**

^ off
_ on

x meaning
y language
z context

8 1 7 2 0 0

1 **patterns**

^ cycles
_ phases

x choice
y chance
z result

6 3 5

6 0 2

_

3 **connections**

^ micro
_ macro

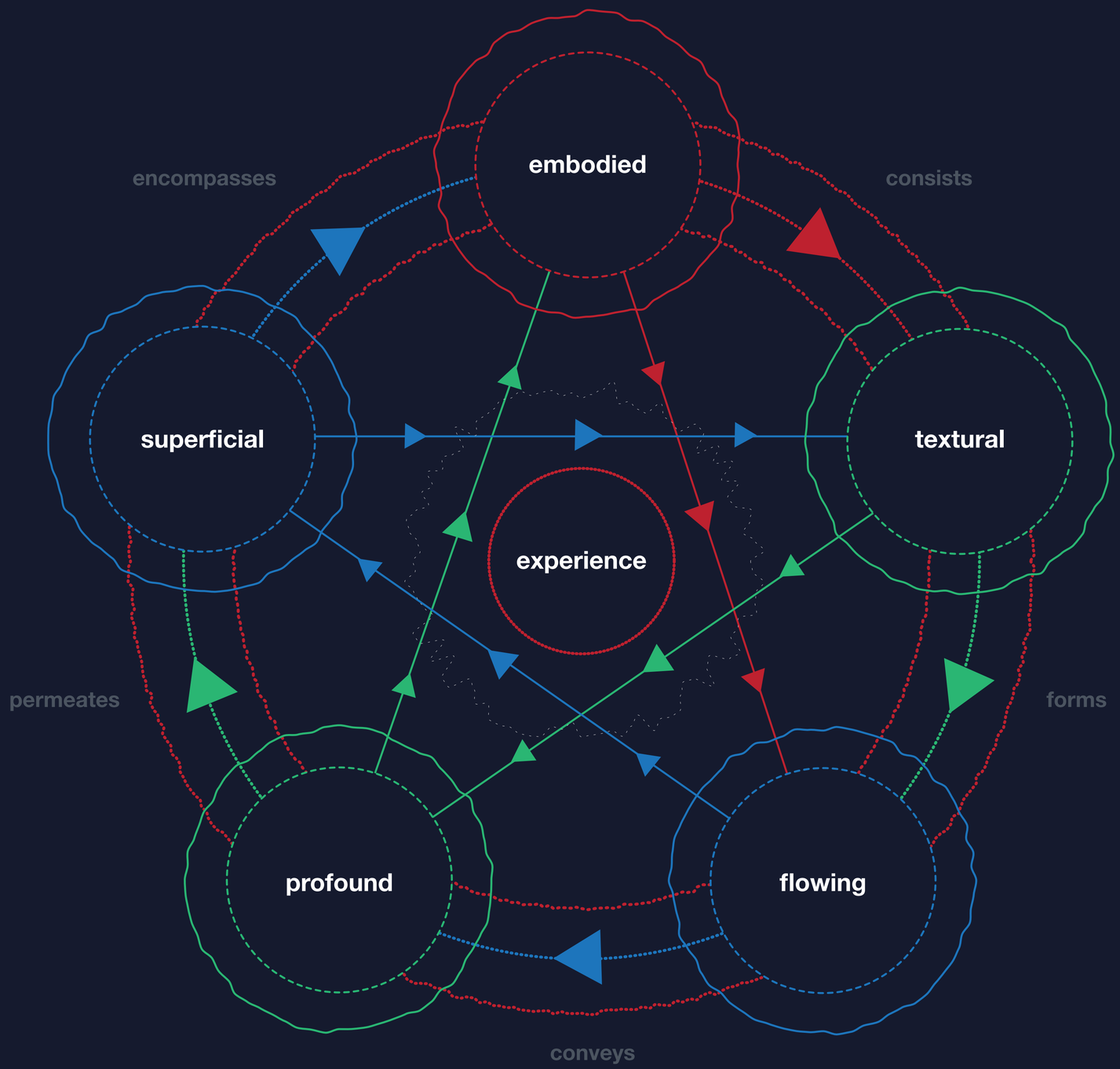
x modes
y positions
z statistics

7 2 6

5 0 1

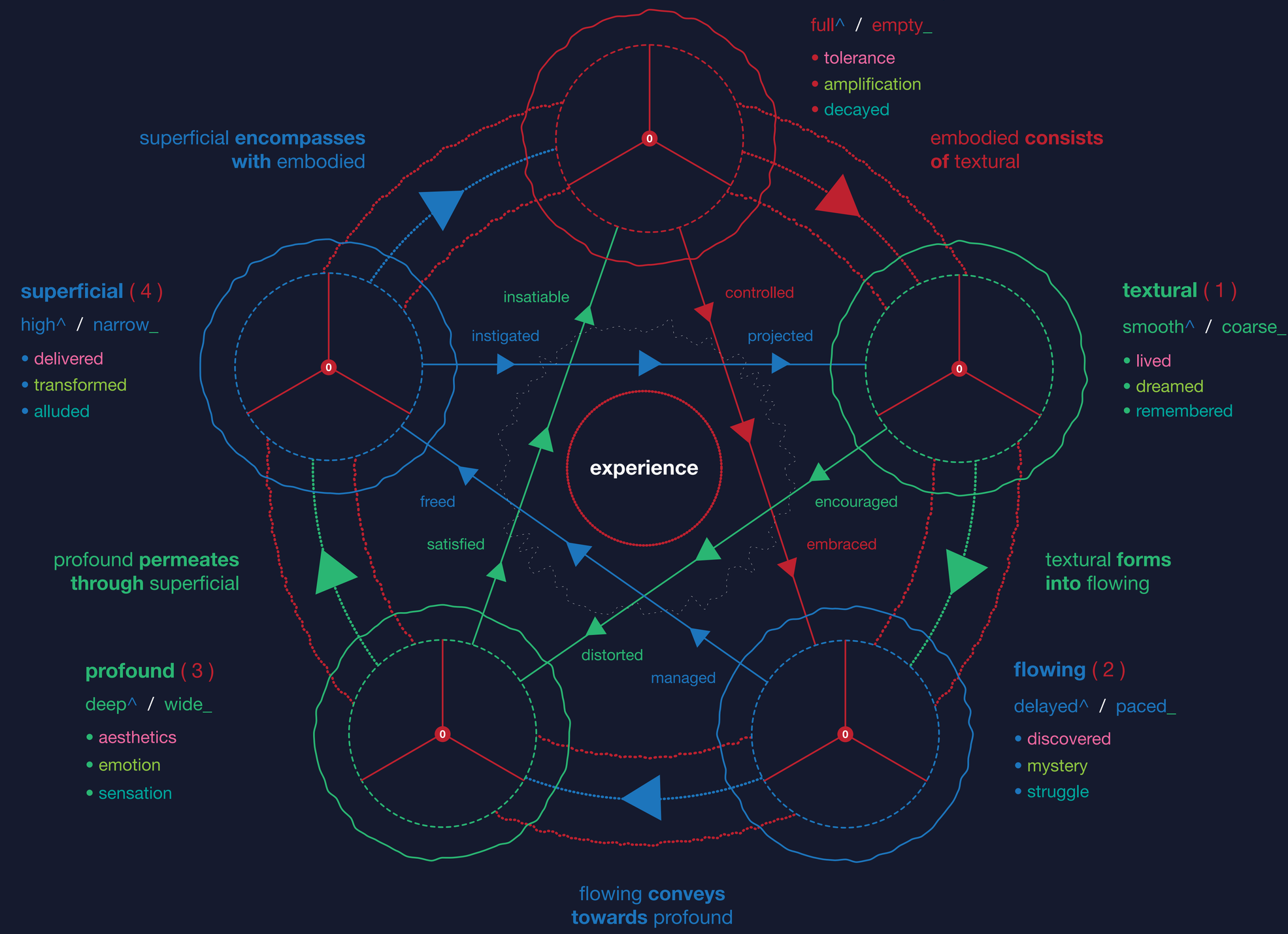
experience entanglement

cybernetic flowcycle symbiosis through the artistic substrate



experience entanglement (hypercosmix)

cybernetic flowcycle symbiosis through the artistic substrate



experience entanglement (voxelz)

cybernetic flowcycle symbiosis through the artistic substrate

4
experience
art
2

4.0
experience
experience
0.4

4.0~
embodied
experience
0.4.0.0

4.0_
empty
experience
0.4.0.0._

4.0^
full
experience
0.4.0.0.^

4.0x
amplificiation
experience
0.4.0.0.x

4.0y
tolerance
experience
0.4.0.0.y

4.0z
decayed
experience
0.4.0.0.z

4.0*
controlled
experience
0.4.0.0.*

4.0**
embraced
experience
0.4.0.0.**

4.1~
textural
experience
0.4.0.1.0

4.1_
coarse
experience
0.4.0.1.0._

4.1^
smooth
experience
0.4.0.1.0.^

4.1x
dreamed
experience
0.4.0.1.0.x

4.1y
lived
experience
0.4.0.1.0.y

4.1z
remembered
experience
0.4.0.1.0.z

4.1*
encouraged
experience
0.4.0.1.0.*

4.1**
distorted
experience
0.4.0.1.0.**

4.2~
flowing
experience
0.4.0.2.0.0

4.2_
paced
experience
0.4.0.2.0.0._

4.2^
delayed
experience
0.4.0.2.0.0.^

4.2x
mystery
experience
0.4.0.2.0.0.x

4.2y
discovered
experience
0.4.0.2.0.0.y

4.2z
struggle
experience
0.4.0.2.0.0.z

4.2*
managed
experience
0.4.0.2.0.0.*

4.2**
freed
experience
0.4.0.2.0.0.**

4.3~
profound
experience
0.4.0.1.0.0.0

4.3_
wide
experience
0.4.0.1.0.0.0._

4.3^
deep
experience
0.4.0.1.0.0.0.^

4.3x
emotion
experience
0.4.0.1.0.0.0.x

4.3y
aesthetics
experience
0.4.0.1.0.0.0.y

4.3z
sensation
experience
0.4.0.1.0.0.0.z

4.3*
satisfied
experience
0.4.0.1.0.0.0.*

4.3**
insatiable
experience
0.4.0.1.0.0.0.**

4.4~
superficial
experience
0.4.0.2.0.0.0.0

4.4_
narrow
experience
0.4.0.2.0.0.0.0_

4.4^
high
experience
0.4.0.2.0.0.0.0^

4.4x
transformed
experience
0.4.0.2.0.0.0.0.x

4.4y
delivered
experience
0.4.0.2.0.0.0.0.y

4.4z
alluded
experience
0.4.0.2.0.0.0.0.z

4.4*
instigated
experience
0.4.0.2.0.0.0.0.*

4.4**
projected
experience
0.4.0.2.0.0.0.0.**

experience entanglement (encodement)

cybernetic flowcycle symbiosis through the artistic substrate

4

embodied
consists of
textural

textural
forms into
flowing

flowing
conveys towards
profound

profound
permeates through
superficial

superficial
encompasses with
embodied

experience entanglement (thoughtformer)

cybernetic flowcycle symbiosis through the artistic substrate

4

^

4 **superficial**

^ high
_ narrow

x transformed
y delivered
z alluded

3 + 5 - + 4

- 8 0
+ 4
7 - 0
3 +

2 **flowing**

^ delayed
_ paced

x mystery
y discovered
z struggle

+ 4 - 8 + 1

0

0 **embodied**

^ full
_ empty

x amplification
y tolerance
z decayed

- 8 + 1 7 - 2 + 0 0

1 **textural**

^ smooth
_ coarse

x dreamed
y lived
z remembered

6 - 3 + 5 -

6 - 0
2 +

_

3 **profound**

^ deep
_ wide

x emotion
y aesthetics
z sensation

7 - 2 + 6 -

5 - 0
+ 1

binding and pulsing elements

infinite looping string displacement basics

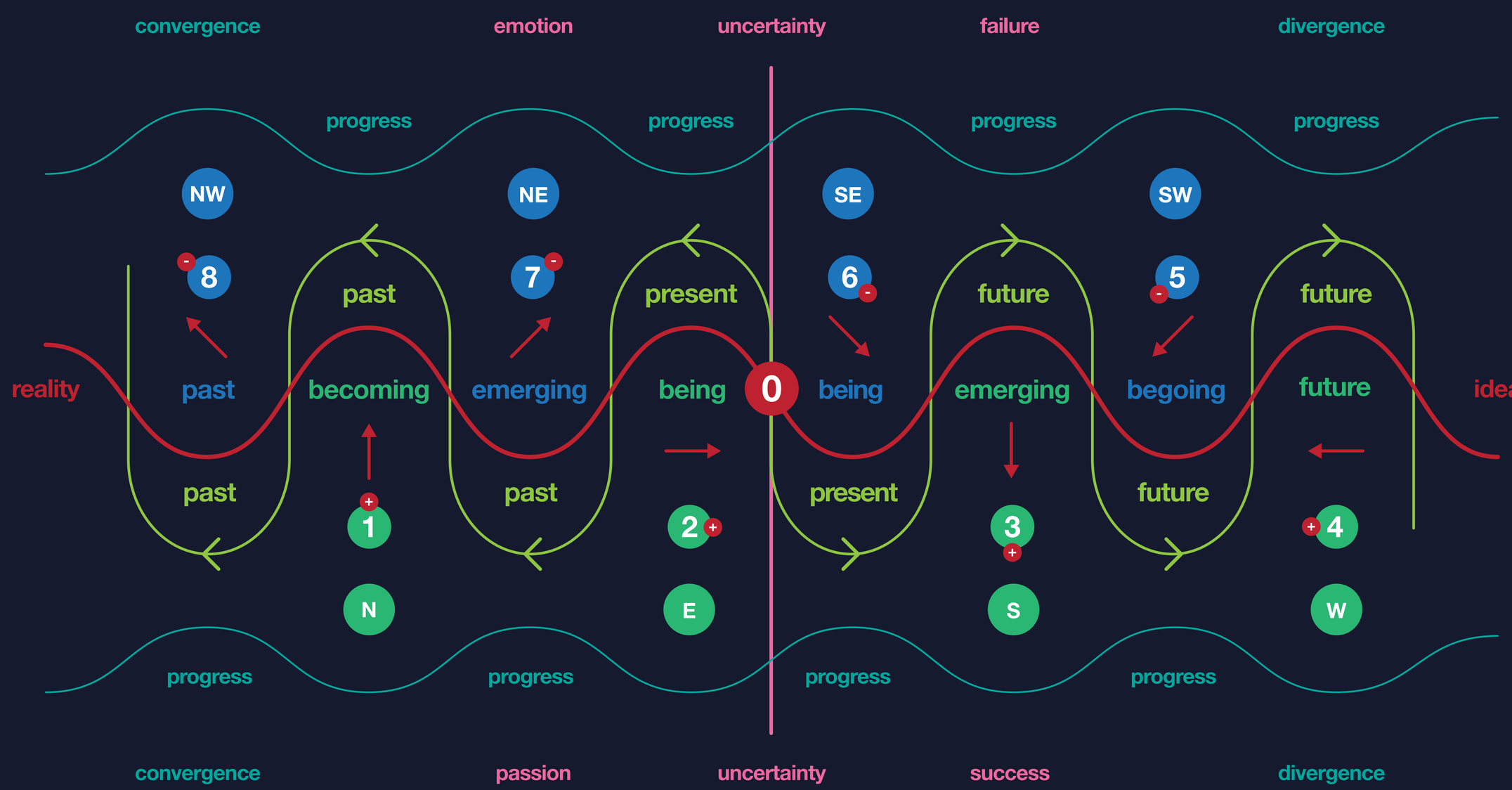
0

6 binding elements are distributed through an infinite looping string of 8 pulsing elements

entanglement flowcycle key (+4 -8 polarity cycle)

0

displacement string and encapsulation basics



entanglement
cybernetic flowcycle symbiosis

metaconstructs CC BY-NC-SA 4.0