



# University of Quantum Dynamics Foundation

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## The Virtual Reality By Heart Coherence Team

Is the world we live in the ultimate reality? Is it reality at all? This piece will examine these concepts, and the possibility that what we see around us is not what we would define as “real”, but something quite different.

First, how do we define reality? For the med student, it is all impulses experienced on the surface of the brain, and our sensory apparatus tells us what is real: if we can see it, feel it, taste it, smell it, then it becomes real. It is the equivalent of a computer sensing the outside world through a modem, accessing data streams outside of itself. Does the computer see a real world this way? For that matter, can we?

For those who study metaphysics, and have taken hallucinogenic substances such as iboga, this question also becomes paramount. These individuals see a different reality through plant preparations that contain DMT, or di-methyl tryptamine, also called the “spirit molecule”. They see a vision of reality stripped free of all filters, and a horrifying one at that, with shifting energy patterns that the normal physical eye does not see. This might have something to do with a photographic project that took place not too long ago, where it was decided that it was possible to perform the photographic coup of the century, and capture an electron in flight around the nucleus. This is assuming the old billiard ball model of the atom, which was really thrown out since Ernst Rutherford’s day. What they saw both shocked as well as horrified them, for they did not see an electron, but a BEC (Bose-Einstein Condensate) gradient. For the electron had not collapsed its probability wave into a “brick-like” quantum state of a particle. It was still a wave. Why is this important? Quantum mechanics states that it is in the act of observation that the wave collapses into a quantum state, condensing all the probabilities into one hard little ball, or particle. But this did not happen. In fact, at  $10^{-18}$  of a second, it was many, many orders of magnitude above  $10^{-42}$  to  $10^{-33}$  of a second—actually  $10^{15}$  times as much.

The implications of this phenomenally huge number is truly mind-boggling! This means that reality, or what we perceive as reality, is really plastic in nature. The argument of the materialists is that mind over matter is impossible, because you cannot change matter when it is in its concrete quantum state. But now we see that matter remains in its probabilistic state  $10^{15}$  times longer than it’s supposed to, and it can be altered in this state, similar to tinkering with the timing of an engine whilst it is still running. With the engine shut off, it is dead and static, similar to the particle state. But while it is still in a probabilistic wave state, all kinds of mischief can be done to it to alter its behavior. Just a tiny signal that can build over this vast stretch of time that it occupies as a probabilistic wave can change it completely. So now transmutation is possible, and real alchemy. This was a harsh blow to the materialists, and they simply buried this experiment and admonished others to do the same. To their shame, many complied. The gatekeepers of this artificial reality do not like their domain to be questioned, which we will address shortly.



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## The Legend of the Djinn

There is the legend of a race that came before humanity called the Djinn. They were very powerful, in that they discovered how the universe really works. Then the gatekeepers decided to cast them into another universe, or reality for the pride of discovering this secret. This is in the old Biblical parable “Pride cometh before the fall”. It is also about the Tower of Babel that reached up to heaven and into the abode of the gods. All of these tales have something in common—discovering a secret that “the gods” did not want their minions to have—the ability to mold this plastic reality into what they will. But what if the Djinn discovered that we live in an artificial construct, and it was possible to alter the code before the construct “rezzed up” to its final physical form? I believe that magic (or magick) is nothing more than just this: the direct manipulation of the code that makes up the engine that forms physical reality. It happens at a fantastically high rate, but just a few years ago the present-day VR programs would have been impossible on computers as slow as they were.

We went from the information engine of Charles Babbage to silicon in less than a century. From a mechanical clockwork contraption to solid state crystals. Now they’re talking about quantum computing, but still using physical systems to accomplish this. But what if the computer were buried into the substructure that forms reality itself? Then it runs the program within the embedded code in the vacuum, and is not directly visible to us at all. What we see is the construct—the output of the program, and the code is not directly seen. However, it can still be manipulated. The vast differential between what quantum reality is supposed to be in the time domain and the long dwell time of the probability wave is an indication that this is indeed the engine that shapes physical reality. This is the refresh rate of the construct, as it would take time to process the code.

The other part of the legend of the Djinn was that they discovered something that endangered the existence of the physical universe, and that’s why they were booted. But the question is this: Dangerous to whom? The gatekeepers—MIB or whatever, are keen to clamp down on any new technology. Are we getting close to where the Djinn were? Are they afraid that humanity is going to repeat history? Another thing to consider is this: every new technology is usually also weaponized. What if the Djinn discovered a code-breaker for the universe to crash the construct? One push of the button and POOF goes the universe. I think we are getting close to the real reason for the exile of the Djinn. Martin Jones, in a paper titled, “Quantum Entanglement in Time” proposed that the die Broglie matter waves propagate through time by the use of quantum entanglement, thereby causing the matter waves to transfer characteristics forward in time. This is similar to the way the MPEG 2 data compression protocol works by repeating self-similar characteristics. I think this is a piece of the engine for the construct. It would be a way for the construct to conserve memory and keep the refresh rate at a decent speed.

After publishing the paper, he has been harassed by different individuals through gang stalking, in a particularly nasty MIB-type operation.

I took a walk in the woods, and looked around, marveling at the possibility of a truly virtual reality. I thought about different data compression protocols, and the first thing that came to mind was fractal compression. It was information dense, and represented the data as equations rather than just patterns. In fact, once it is compressed, there is no recognizable pattern at all—just an equation



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set to describe it. This might be similar to phenomena we see in the vacuum energetics. A “leak” in these equations, similar to a data leak, would be responsible for the Rupert Sheldrake morphic resonance. It would propagate instantaneously throughout the vacuum plenum, and when conditions of self-similarity presented itself, it would then manifest. I watched ants moving, and also noted their patterns were fractal. If some instinctive actions were propagating through morphic resonance, would instinct behave the same way as the matter wave compression protocols? It was an interesting reverie. Another point was that, to conserve memory space and optimize speed, it would be a good idea to compress structures that were fractal to begin with. I looked at the ferns, and fractal patterns of clouds, and realized that this was also probably true. It is why nature is absolutely loaded with fractals, becoming an intrinsic feature of our biology as well.

### **It’s a Miracle!**

All of this is fine and good, but what other evidence is there? Well, in a true “reality” there would be no violations of physical laws—absolutely none—without exception. Materialists try to ignore the odd things that happen, and others truly revel in them, such as the late Charles Fort. He was the author of several books on oddities, and others followed in his footsteps. There is also a Fortean Society based on his work. Really the bottom line is that if we were actually in a virtual reality, then glitches in the program running behind the scenes as embedded routines in the vacuum would be possible—and thus we would see rains of frogs, locusts, and other things that should not be there. These are coding errors. What other things would we see?

We would see time discontinuities as well. The faster an object traveled, the longer it would take for rendering, and the slower the passage of time for that object. Relativity anyone? There are those who would deny that the effect exists at all, and ignore all the evidence to date—but frame dragging from a programmer’s perspective looks an awful lot like rendering lag. As I mentioned before, magick would be the direct manipulation of the code before the construct is formed. In a “real” reality, magick would not be possible. Neither would psychotronics or radionics—but both of these have been proven to work. Once again, the materialists deny the existence of both and ignore all evidence to the contrary.

In VR programs such as Second Life or IMVU, the operator participates in the Avatar’s actions, initiating responses and deciding on movements and such. It is extremely primitive compared to what we see around us, but it is also very young. In a film called “The Thirteenth Floor”, the protagonist discovers a resonance going on between the VR program and what he thinks is real life, which turns out to be not so real after all (spoilers!). In our world, VR has been around for 20 or more years, and has been quite possibly the slowest technology to develop considering the major boost in processing speed. I believe that the gatekeepers know that there will be a major clash between a high level VR and what we perceive as the real world if this occurs, and is throwing a deliberate roadblock to prevent this realization from occurring. But getting back to the main point of discussion, the operator in the VR represents consciousness itself, the spirit, and the avatar the body. There is empirical evidence to the effect that the consciousness can exist separate from the body similar to the operator and avatar. Once again in a “real” reality, this would not be possible, and the



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consciousness is welded inseparably into the body. If the body dies, the consciousness goes with it...and that is it...oblivion! But we have empirical evidence of near death experiences that show that it can indeed exist separate from the physical body (avatar) and this lends credence to the theory. Also, we have people who can do astral projection and remote viewing, sending their consciousness to a different locale from where their physical body exists. This is tantamount to a disconnection between the operator and the avatar.

Why are we so hung up on bodies and superficial appearances? In VR, the real us is never seen. We can be dumpy, bloated with dark circles under our eyes, but like in the portrait of Doran Gray, our avatar's appearance is always whatever we want it to be, and the life span of the operator can be independent of the avatar, going from avatar to avatar. Reincarnation anyone?

This goes way beyond makeup, or prosthetic appliances, as that is not needed. The avatar can be diametrically opposite to how we really appear—which is something that psychics note when they view the aura surrounding the physical body. One can have an innocent look with an angelic expression and carry a black monstrous aura—or the opposite can be true. It is truly ironic that the spiritual sages of both past as well as present tell us not to focus on the physical, but the gatekeepers who run the show keep us preoccupied with appearances. Therefore we focus on the construct instead of the actual issues that lie behind the scenes. This is a very important point, as it keeps us diverted away from looking at the man behind the curtain, or the hand that moves the ball into another cup. Stage magicians use this all the time to do their tricks, and only a small fraction of the public can see what is really going on. Similar diversions are situational, and involve either a life of pain and bondage or hedonism that keeps us from looking beyond. However, sometimes too much boredom leads to deep thought, and the realization that there is something seriously wrong with reality, and the world that we see is not the world that actually exists. We start looking beyond the bounds of something which are not to be passed. There was a quote in “The Matrix” that goes something like this:

*“In the beginning, we made a perfect world. But no one would believe it, and we lost entire ‘crops’. Afterwards, we settled on the world you see now.”*

We have fragmentary legends of the Garden of Eden, and how Adam and Eve were cast out after eating the apple, the symbol of the knowledge of good and evil. But theologians, at least some of them, think that it represents not just a couple but an entire race that discovered something they were not supposed to, and were cast out of their home, their reality...perhaps a neighboring dimension? This brings to mind the legend of the Djinn again, and all of these legends tend to weave together at some point with intersections and commonalities.

So what other things would we expect with a virtual reality? Well, for one, program glitches would take place, where the ‘programmed’ laws weren’t quite right. Since we’re talking about a mind-bogglingly massive distributed program, it would be robust enough that parts of it could locally crash while the neighboring code remained unaffected. This would cause time glitches, where the sequence became nonlinear. Does this sound familiar? Like the Bermuda Triangle? To be sure, there are other places on the planet, and in the universe, which have this effect as well. The program should be self-correcting at some point, but there is no way of telling where the limit is that would



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kick in the 'de-bugger'. I should imagine that a severe scrambling of physical laws would tend to do this, and there is a debate about the existence of naked singularities that would fit the bill nicely. If these are transient phenomena, it would confirm the theory, as would natural wormholes that tend to come and go.

## **The Ascension Factor**

Now let's consider really advanced civilizations that discover this, and do not decide to weaponize that knowledge and threaten the destruction of the virtual reality. What would that society look like? We have sci-fi scenarios of different worlds that have been written, one most notably by yours truly in a previous article called "Meanwhile, Back in the Future", and the "Revisited" version as well. In a nutshell, it would totally change society. Now, this is bad news for those who exist behind the scenes to extract the energy or creativity of the avatars. What we would be looking at are two distinct classes of entities, or more: One class are what we call operators, and they go from avatar to avatar stuck in what is called the wheel of incarnation. Another class is the watchers, and they manifest avatars on demand. We might call them angels. There are also the agents for those that monitor and tweak the code as it may need maintenance from time to time. Those we might also call the archangels. And then there is the Architect, the Mason's name for God, who designed the self-replicating code embedded into the vacuum, and can pull the plug on any sentient species that threatens all of existence. Evidently this can also be a proactive move as well from the past legends.

## **Ascension Level One**

So getting to the right point can be rather tricky. You don't want to piss off the architect, or garner attention. You can manifest physical reality without threatening to crash the code that creates the construct. You also do not want to mess too much with the continuity of the timeline, or the code unravels. So time travel is also problematic. But within these constraints, you can do quite a bit, and at some point the operator can recognize who they really are while existing inside the experience of the avatar. That is what the students of metaphysics would call enlightenment, and it is the first step.

## **Ascension Level Two**

The next one is realizing that the operator can alter the code in a wise and non-threatening way that does not affect others negatively. This would be also called White Magick. By the way, reading the "Akashic Records" would be the direct reading of the code separately from the construct, which means all of existence is embedded as fractal compression algorithms in the vacuum. Ever wonder why the base energy of the vacuum is  $10^{93}$  ergs per cubic centimeter? You can either store information in matter, or *energy*! So all permutations of the timeline are in there, like the ingredients of a good spaghetti sauce. Now you see how much of a threat crashing the code can be—call it the virtual reality virus. It would cause it all to go POOF! Future...past...all parallel timelines—all gone at once!



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## **Ascension Level Three**

The next step would be the awakening of the consciousness of the operator separately from the avatar, and the realization of the difference of the two. I think some of the new agers are calling this the “Higher Self”, but it actually is the self that is separate from the avatar--the truly real you. Since the operator is projected from within the vacuum plenum from where all the code is located, they are swimming in a wash of information, and can manipulate that at will once they realize where they are. Once this stage is reached, reality is tweaked in real time. What we call time lines are altered with great care for a desired result.

## **Ascension Level Four**

The step after that is existing without the avatar, and materializing one at will. None of that mucking about with a physical body that needs constant maintenance. I find it ironic that the avatars that are designed in our rather primitive version of VR do not have this cumbersome complication, and there are no restrooms in any cyber chat rooms. It is because of the rules of this virtual reality, which requires a physical structure with a complex biology that we need this degree of maintenance. In time, the use of avatars will be looked down upon, and projection into this virtual world would become less and less frequent, until finally it is abandoned altogether. What humanity has evolved into will leave the Earth to its new avatar inhabitants. They will become an elder race that only interacts when called upon.

Of course, all of this depends upon the development of a level of technology that gets humanity off of a hamster wheel and gives them enough leisure time to realize this. The gatekeepers know this, and keep them busy doing anything that will keep them distracted long enough to end their lives before this enlightenment happens. So we have a fake economy, history and technology. Those that discover this lie are the most at risk, and the ones that uncover the true depth of the problem face the most immediate danger. As I mentioned in the “Meanwhile...” chapters of the Glimpses book, the only real commodity that could not be replicated is human creativity. That is real. But what do those “outside” need from us, if they need anything at all? Why do we go into virtual worlds? I would imagine the difference between here and where they exist has a stark contrast, like the difference between a beautiful Technicolor vista and grey computer code. The construct, although it may not be real, is at least beautiful for the most part. So this virtual creation is a park, an island of beauty in the midst of a sea of code.

## **The Problem of Free Energy**

Yes, there is a vast amount of energy in the vacuum. But what if it’s used for the storage medium for all the permutations of the reality matrix, including past and future possibilities? That’s not to say that the future is fixed...not at all! But different paths are stored in the plenum, and when others need to be generated, they are performed on demand, and this is stored there as well. So tapping this unbelievably vast sea of energy also taps into the data storage matrix as well. The question is



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what would that do? I imagine that it would limit the absolute maximum of time lines and probabilities that would be expressed. This would be equivalent to lowering the available RAM inside a computer. Doing this for a regular computer does two things: it tends to slow things down, and it limits responses. It is interesting to note that a lot of free energy devices seem to cause a change in the rate of flow of time, and a weight change. The change in the observable time metric makes sense, as it would slow down the rendering in the construct. So what this means is that for those manipulating us on the outside, the use of free energy would cramp their style. It isn't a direct mucking with the code: it merely interferes with their interference, or manipulation...and they definitely do not like that. Therefore, from their perspective free energy is an extreme inconvenience that must be suppressed at all costs. However, at some point somebody in that civilization will wise up and discover what is going on and their game will be up.

For enlightenment and ascension are inevitable.

It can be suppressed but never prevented.