r e c t i f y

Recent AR Stories
(and other embellishments)

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prelude

The Infrastructure of Longing

The definition of longing (craving) is a strong feeling of wanting something to happen or a desire for the unattainable.

Here are four categories of longing with examples:

I. personal: finding a mate

II. interpersonal: trust and security needs

III. economic: work raises / promotions

IV. global: end war; peace on Earth

Reverse Engineering Longing

We are not defined by our longings; we define and experience longing and can counteract it.

How do we counteract feelings of longing? Getting active, participating in life's challenges is a basic strategy. Making plans is another. A desire for the unattainable can be whittled down into the attainable, yes? Trust is a two-way street and often takes years to gel. Employment promotions take months and a daily acumen to manifest a gain. Ending war is a collective consciousness movement that deserves everyone's awareness and participation.

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By combining the base track and the probe video, an AR experience emerges and is saved as a .AVI file for artists and technicians back at the lab – and the deeper Web3 community."

From: "The Dolphin and the Metaverse Sea Portal"

c o n t e n t s

part 1 – Recent AR Stories

The Dolphin and the Metaverse Sea Portal

"The meta-universe is full of imagination, just like a hundred years ago when someone said to you that we could cross the whole United States in a day would you believe it? But we did, and would you believe it if someone said to you that in the future, we could see each other from thousands of miles away? So that's the beauty and creativity of imagination. Of course, I didn't make you aware of the program because the meta-universe proposal also came through the development of blockchain and bitcoin." Lisa

The metaverse is the convergence of two ideas that have been around for many years: virtual reality and a digital second life. For decades, technologists have dreamed of an era when our virtual lives play as important a role as our physical realities.

'Augmented reality (AR) in the Metaverse involves overlaying visual, auditory, or other sensory information onto the real world to enhance one's experience. Unlike virtual reality, which creates its own cyber environment, augmented reality adds to the existing world as it is.' https://www.investopedia.com/terms/a/augmented-reality.asp

# # #

Off the shore of Baja, California, Mexico, a new myth rings around the Sun and into shallow water. It is a story of a lost world, now sunken in the Ocean, with a portal to a Metaverse-like world. The myth, called "The Dolphin and the Metaverse Sea Portal," was written by ancient coastal Indians. Dr. Lizzie Dial has research funds to explore for the local myth with AI+AR technologies.

Dial's near beach, super-charged computer lab was created with the help of MIT and AI and Blockchain technologies (for marketing). She has an augmented reality (AR), solar-equipped mini-sub and plenty of juice to keep for the portal exploration on go. She wants to time travel and she wants the sea portal to take her into the metaverse.

This is a "holy grail level" life changing exploration now under way. Lizzie's sea mammal buddy, Fanny the Dolphin, is keen to accept AI programming, her brain is now a living computer interface. She is a trusted research partner. There are also echoes at the beach from the stellar work of Dolphin researcher and author John C. Lilly:

'Lilly trained as a psychoanalyst. He gained renown in the 1950s after developing the isolation tank as a means to explore the nature of human consciousness. He later combined that work with his efforts to communicate with dolphins.' https://en.wikipedia.org/wiki/John_C._Lilly

"We just need to find that portal Fanny," coos Lizzie. The Dolphin star is programmed to search for this transitionary device, and more. Making the myth real is her charm. Fanny's electrodes light up accordingly.

On another day of exploring the waters off Baja, Fanny and the sub have teamed-up and finally located a cave in the underwater rocks offshore. With AI prompts provided by Fanny, Lizzie's sub approaches the fissure and runs some general AI tests. There is a weird light emanating from within the rock structure. Fanny explores.

Doc prepares to run an AR experiment. She inserts a video camera into the cave to record a base track. Fanny emerges from the cave and waits for this piece of data to be completed. Then Lizzie configures Fanny's brain to seek-out the weird light and probe its characteristics. The major assumption here is that they have found the long-lost metaverse portal and this will be the opening described by the myth. They complete layer 2 of the AR.

By combining the base track and the probe video, an AR experience emerges and is saved as a .AVI file for artists and technicians back at the lab – and the deeper Web3 community.

There are markings around the outside of the portal. AI computers are exploring the portal and the proposed Metaverse beyond. Fanny is ambassador and gate keeper. The portal appears to be an accessible barrier to both dolphins and humans.

The lab via mini-sub returns new AI prompts to Fanny who is busy scanning the portal glowing brighter with each minute. The portal is shape-shifting.

"It's only 20 feet down the rock slide," Lizzie coos to her Dolphin and crew. Doc sends her dive crew to the scene to test the mettle of what could be a metaverse passage. Jason and Deborah will try to penetrate the portal, using only their gloved hands. Both divers poke their hands through the opening and discover that the amorphous quality of the portal has turned morphous-like, crystal-like in form, like shower glass. They now can see the other side of the gate.

"Let's wait for the data to come in before crossing the gate, dear ones." Lizzie. "Doc, my guess is that there is a transition from sea water to air ecosystem with the portal in between," murmured Deborah.

The entire initial encounter with the portal is fodder for a second AR video experience. The base video is mashed together forming the "real" world example. AI and the team then collateralizes the metaverse material and add it to the base mix at the lab, simulating the portal and Fanny's experience. The end result, the .AVI file, is stunning. Two things stand-out: No dive tanks are needed as the metaverse ecosystem allows divers to breathe without tanks. And two, Metaversians (read: Aliens) wish to furnish computer code and electrical power to the divers on their side of the world.

The Metaversians have some human-like characteristics. But they look equally like Dolphins and float through their atmosphere like birds. Jason is videotaping the welcome party for AR Three.

Suddenly Fanny breaches the portal and joins Jason and the Metaversians. She floats through the air like her counterparts and begins her AI upload/download procedure with the sub. How she manages to breathe in this atmosphere is unknown to Doc. The Metaversians are sending sounds or signals?

Jason follows Fanny through the portal and up to the dock where Doc awaits. "This work can be viewed as a living myth, folks, and the Metaversians are likely our evolutionary brothers and sisters." And they didn't come from blockchain or bitcoin!

Doc wonders aloud: "How did they come to be offshore of Baja? What is their purpose here?"

MindWave AR

'Augmented reality (AR) in the Metaverse involves overlaying visual, auditory, or other sensory information onto the real world to enhance one's experience. Unlike virtual reality, which creates its own cyber environment, augmented reality adds to the existing world as it is.'

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Robin is living out of her car with a minimum wage job in tow. Her prospects are dim. This morning, she found a flyer seeking a human subject for an augmented reality project at a VR Studio near the hospital. A woman wanted. 35-45 years-old. In good shape. Computer training is not required. Food provided.

"What the hell, she murmured." She applies. And after a physical and emotive exam, lands the gig. The VR Studio stows her car in the company garage. Gym clothes. A long shower. Day One begins.

Her new domain is a 25 ft by 25 ft by 25 ft square room, all painted white with four recessed ceiling lights and one skylight. A bathroom is attached and a queen bed is provided. Her first assignment is to imagine the decor that she wants in the room. Electrodes are attached to her freshly shaved head.

"Sofa, coffee table, rug, desk, paintings, plants, please."

The Studio staff records her thoughts, or mindwave, to include in the base AR video. The items are delivered and arranged per Robin's wishes. The other base video is Robin walking around her furnished studio apartment describing the items she chooses in detail without active electrodes.

# # #

AR Video #2: Robin's human-computer interface is escalated. Active electrodes are coupled with Vision Pro goggles and wired gloves. Communication, arts, and movement tests ensue. It is here that Robin is transformed by VR, AR, and reality into a kind of "metaverse robot." The researcher's original thesis has proven to be true. That the spirit of the human being can be captured and transitioned into a metaversial form.

After such a profound experience, Robin is debriefed and sent on a two-week holiday in Costa Rica. More metaversial experiments are scheduled.

META AR Band

Upload tracks > music video database > base song collage > forest journey > virtual MP3 video > post at META Spark

Five artists upload their 1 to 2-minute video sound tracks to form an eclectic music video database

The composer then uses AR Studio to edit the music video elements for the base song collage

Secondly, a virtualized MP3 video is created by the interaction of the base song collage, composer, headset, microphone, and computer programs and features a female avatar and her virtual experience of the forest trees, plants, birds, and creatures. The final AR video is about 10 minutes

The MP3 video is then posted on the META Spark community for feedback

Wetland AR

Rex and Sean have begun a journey to recognize the value of a local resource, namely Thumb Spot Lake, a wetland within their town boundary. Their plan is to use augmented reality (AR) to understand, protect, and promote biodiversity. They wish to bring eco-awareness to the public.

Wetland AR is their High School Earth Day Project.

"A wetland is a place in which the land is covered by water- salt, fresh, or somewhere in between - either seasonally or permanently. It functions as its own distinct ecosystem. You can recognize wetlands from other types of land or bodies of water primarily by the vegetation that has adapted to wet soil. A wide variety of species live in wetlands. Birds, including ducks, geese, kingfishers, and sandpipers, use wetlands as pit stops during long migrations, providing them with protection and food. Mammals like otters, beavers, and even tigers rely on wetlands to find food and shelter. And, of course, wetlands are home to many types of fish." https://www.worldwildlife.org/stories

By canoe and on foot, the two kids create a video base map of the Lake and surrounding land, looking for possible ways to preserve Thumb Spot Lake with AR-supported solutions.

# # #

Jackson is an environmental science teacher and AI Mentor at Memorial High School. He helps set-up projects in the AR Studio with Vision Pro headsets and wired gloves. Rex and Sean plug-in to the Lake-based virtual video. The new AR investigative layer using headsets, gloves, and computers is an extension of the kids hopes and dreams, allowing them to bring-in new graphic eco-elements that combine with the base video to form a new environmental survey and a final, combined film.

One prominent AR-generated solution is to create a walking path with new trees around the lake to shore-up and protect the wetland.

The final edited video is posted on the High School website for community feedback and City planning.

Walmart Grocery AR

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Terri and his socio-technologist colleague, Sani, from Washington Tech, have hidden a video camera in a gym bag in order to investigate and record a department of their local Walmart store. Terri operates the camera; Sani plays "look-out."

The pair are coursing through an augmented reality experiment, using the existing produce department at Wal-Mart as their "visual base map," with the intention of adding a second AR layer to show how organic produce could be sold instead.

In the AR Studio at school, VR goggles and wired gloves are provided for the augmented reality work. Powerful computers and software bolster the duo's journey "into the organic."

They also have a web feed from Walmart Online, that will be an extra AR experience layer.

With the AR technology gear turned-on, the studio tech flips on the base video, and the two explorers light up their goggles and gloves to vision a different produce department at Walmart, an overlay of organic carrots, green beans, and lettuce. The computers connect the two human brains with the METAVERSE and the produce items at "Walmart AR" instantly change and are recorded.

The final, combined AR video is saved as a MP3 file and posted on the AR Studio web site.

The Winery AR

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Notes:

* AI is a visioning program. Rendering chance and multiple, often arbitrary solutions.

* AR is a movie making machine. Cut and paste. Roll it.

* Using AI and augmented reality tool kit to create a baseline scan for business and helping to predict the competition in a combined visioning process.

* Use of a virtual security passport allows eParticipants into the baseline process to add their thoughts.

# # #

Joe Cann owns Capstone, a small winery in Napa Valley, CA. Operating costs are high and profit margins are tight. He is looking for a way to build a better future through better yields and revenue. To Xcompeat in a difficult market.

On a evolutionary mission, Joe contracts with Silicon Valley AI, to implement an AI/AR visioning process. The warehouse is transformed into an electronic charrette for the weekend, complete with powerful computers, Vision Pro goggles, Bluetooth gloves and a master script. It's PlayStation on a powerful, virtual scale.

The base video (or film) is shot on location, with some narration. AR then transforms the wine lands into a kind of Peter Max landscape, cartoonish to a subtle degree. A drone collects images from other, nearby wineries for comparison. Data in; solutions out.

AI, now integrated with the AR work, has a separate path. Its charge is to calculate key answers from the master script, like soil quality, ROI, rainfall and other metrics that will go into the AR calculation.

The final MP3 film shows the winery in a new, virtual state, with new vine growing sites, a new access road and tasting room. AI churns-out a PDF report that is scanned, digested, and edited to serve as a blueprint for Capstone's next phase. Cheers!

The Picnic AR

p r e l u d e

it's been a while since the Sun shined on the mountainside
the machines are Clouds
raining when the Masters dictate
humans a subspecies of extinction

Endrinca and Noel head to the studio for some augmented reality (AR) leisure
They made the base video earlier that week when the Sun was shining

Headsets and wired gloves are laid-out on the lab table, charged as promised
an Indian blanket is ready as launch pad, center stage

Green lights everywhere
The powerful machines plot into gear and the show begins

The idea of a picnic for an AR routine was imagined by Endrinca
Mostly as a historic past-time, less an experiment in AR

The green duo strap the headset sets on, pulling the gloves on like rubber tubes over a
metal spigot
The wireless contraptions made for a recent Mars run

The base video rolls, the two hikers heading to the picnic site, now clowning around in
AR
Noel is adding birds, grass and a bluer sky; Endrinca kids the machines who return food
and drink

The picnic has no real sustenance, only digital replications and simple prayers
Both base and AR video streams merge at the request of the director

The two ARaunts ditch the dishes and like in a seance, begin to levitate the carpet and
fly away
Toward the magic mountain and a land that doesn't exist

Consciousness, Inc. AR

"Hurry up, Randy, Consciousness opens at 11. Let's not be late for a sea change."

The Studio's tagline: "awake and aware"

"Please don't forget your Vision Pro goggles."

"Oh Mom."

# # #

Consciousness, Inc. is housed in an old soap factory down by the Even Flow River. Now complete with a holistic health clinic, AR Studio, roof garden, cafe, and a library.

Randy's black hoodie outfit couldn't ward-off what was coming: the cosmic spill AR matrix.

This is Randy's 7th "brain brushing" session. Wireless electrodes and incense. Green tea and alt-reality.

# # #

The 13-year-old suffers from weight-gain issues and is trying to use augmented reality to change old habits.

The cosmic spill AR matrix combines a base recording with live ingredients. The resulting synaptic experience is combined and saved as a Studio movie file for the web.

# # #

The Bluetooth skullcap fits snug around Randy's VP goggles like a downhill skier's head gear. As the base video plays in the goggles and on the big screen in the lab, Randy's vitals are monitored just like in an operating room setting. The video is a montage of video clips from Randy's childhood. Back then she was full of spirit, playful and thin. This AR regression is a common therapeutic dance where past success or failure is highlighted in the present, hoping that lessons can be relearned as past becomes present.

# # #

The cosmic spill AR matrix comes on as Randy's brain interacts with the base video and records the active journey. The live Studio project is working on the cellular level of Randy's brain, translating images of the young Randy into current reflections. The impact of the procedure is that Randy gets to see virtual herself as a healthy adult. A brand-new avatar woman on video.

part 2 - Embellishments

Plagiarism and Biomimicry

Plagiarism is the use of another's work, words, or ideas without attribution. The word "plagiarism" comes from the Latin word for "kidnapper" and is considered a form of theft, a breach of honesty in the academic community.

(source: https://libguides.lehman.edu/studentlibraryresources/plagiarism)

But can there be plagiarism of Nature?

Copying from nature is known as Biomimicry that aims to take inspiration from natural selection solutions adopted by nature and translate the principles of regenerative agriculture and permaculture. The biomimicry approach seeks to favor "choices" tested by nature which had millions of years to understand what works best and what doesn't.

Who has rights to natural selection-based solutions?

Everyone does. They are not copywritten.

Who has rights to permaculture solutions?

Everyone does. They are a globally shared resource.

Without ownership, there is no attribution.

So: biomimicry is not plagiarism. Everyone can utilize it to propel the regenerative evolutionary process.

Adaption - Living with Climate Change

Be Prepared: The Boy Scout Motto is "Be Prepared", This motto has been used by millions of Scouts around the world since 1907.

9 things you can do about climate change:

1. Make your voice heard by those in power. ...

2. Eat less meat and dairy. ...

3. Cut back on flying. ...

4. Leave the car at home. ...

5. Reduce your energy use, and bills. ...

6. Respect and protect green spaces. ...

7. Bank and invest your money responsibly. ...

8. Cut consumption and waste

9. Prepare an Home Action Plan

Prepare yourself for extreme weather:

The summers will become warmer and drier and the winters wetter and milder. Adapting to climate change must become a part of our life. We must adapt our property, communities, and lifestyles for more extreme weather.

Be aware of the impact the weather may have on you, people you know and the community. Things to consider: in a heat wave wear sunscreen and a hat and drink plenty of water. snowfall and icy weather can make people more prone to falls so take care.

How can we prepare for climate change at home now?

1. Keep the heat out. Keep exterior doors and windows closed during the hot part of the day.

2. Let the air flow. Open all the interior doors of all the rooms. ...

3. Designate a "cool room." A typical basement stays at around 55° all year long, no matter how hot or cold it is above the ground.

Chino and the Water Generator

Chino was trying to cut a small trench to her Food Forest in order to bring rain water to her plants from a nearby Mountain.

But the Soil was hard-packed and bitter about being carved, and said: "Little darling, isn't the fertile soil in your Food Forest just right for growing beets and greens and other little things?"

"I tried the no-till approach but my soil still dries out," she exclaimed to the Sky. "No rain in sight!"

Next her Mountain chimed in: "I'm having trouble making rain, it is true, little one, but a dirt irrigation trench will soon collapse under the weight of the rushing water.

"What else can you try, Chino? What about the Fog Bank?"

"I could try to collect water condensation with a fine mesh, supported by Bamboo." So, she travelled part-way up the Valley to the start of the Jungle zone to speak with the Bamboo.

"Can I harvest some poles from your home in order to make a water collector from the Fog?

The drip will collect in a bucket so I can give my food forest a regular drink."

"Yes, little one. You can harvest some of our Bamboo for your water generator."

Weeks later, Chino was meditating blissfully about her happy Food Forest and the extra water that she now has to give to other gardens. She recounted her new, improved Permaculture friends, as follows:

The Food Forest
The Soil
The Sky
The Mountain
The Valley
The Jungle
The Fog Bank
The Bamboo

And she didn't have to spend a dime.

The Endorser Rules
Opinion by William Paul

It seems to me that LinkedIn has more than its share of corporate influencers, star-studded business people defining themselves as high-level endorsers and product champions who often disguise a self-serving bias for "here is some interesting information." Endorser's posts too often read like advertising, with fancy third party supplied videos. Millions of hits later, who actually understands this house of cards?

What is valuable information vs. petty influence?

'Sometimes people appear to be our friends, solicitous of our well-being; yet, their real goal is to manipulate us into buying a product, accepting their viewpoint, controlling us in various ways. Their goal isn't mutual friendship and understanding; rather, they want to exert power and control, and they feign friendship as a tactic to achieve their goals.

Influencers (dehumanizers?) are poisonous to kind human interactions and relationships. It is not only destructive to the victim, but equally or even more destructive to the one who does the influencing. The influencer becomes blinded by egotism and power-grabbing at any cost. Such a person may appear "successful" based on superficial standards but is really an immense failure as a human being.' Catalyst: https://www.jewishideas.org/article/thoughts-teachings-martin-buber

Martin Buber's quote, "To live means to encounter," encapsulates the essence of human existence. Buber suggests that genuine life lies in our ability to engage with others and the world around us with honesty and integrity. It is when engagement turns to technology cloaked selfish greed that the community suffers.

Here come the Nukes

Are you under your desk yet?

Praying for peace…

Here come the Nukes

Turn-off CNN if you can

Still have gas and food there?

Here come the Nukes

An emotional bloodbath

Migrating away

Here come the Nukes Raising arms

Shoot out the mirrors

Here come the Nukes

crypto girl

a bankable arm

big heat, big heart

an infinite time zone

node lover

best of friends

irresistible numbers

@ 90%