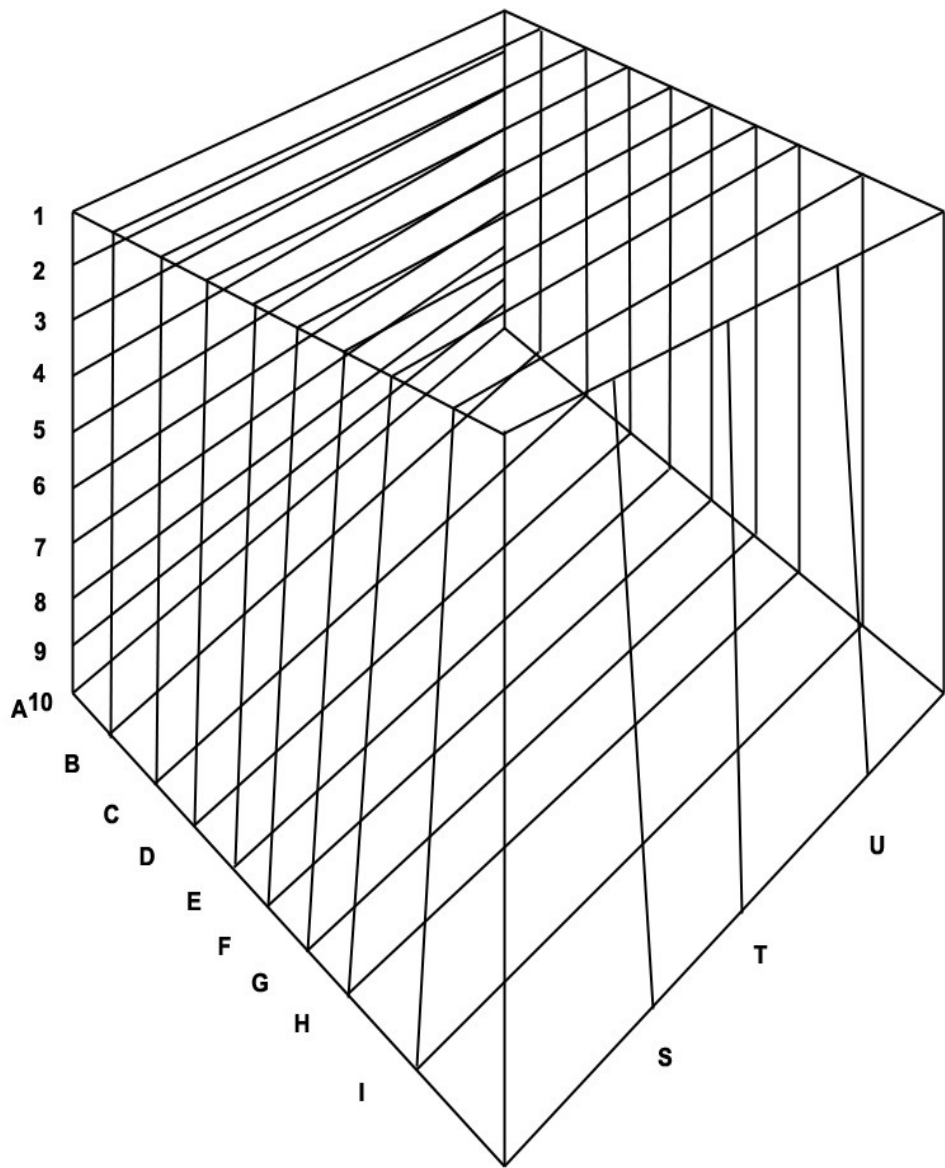


3D Battle Diagram 02



Apotheum Colluseum, The Ultimate InterActive™ Game

To Create really weird mind spaces, therefore also all different dimensions, draw or copy these ones provided for you in some form or fashion.

By creating different angles of lines and intersections, thus different 3D spaces and co-ordinates you can create any type of 3D Space to move through. As in the first 3D Battle Diagram you can also try to connect different 3D blocks to create continuous space.

This theoretically allows for all possibilities.

A simple dungeon room or wiremesh topography is relatively boring and do not function in the vast majority of 3D games in 3D planes. It's technically still 2D when all you do is walk around in the room or across the terrain.

Sheer empty space is also technically incorrect; it is not fully empty. This system does not disallow, of course, an empty cube but utilizes and focusses on the corridor system. This is applicable to multiple dimensions and outer space but can also be applied for i.e. a subterranean cave system.

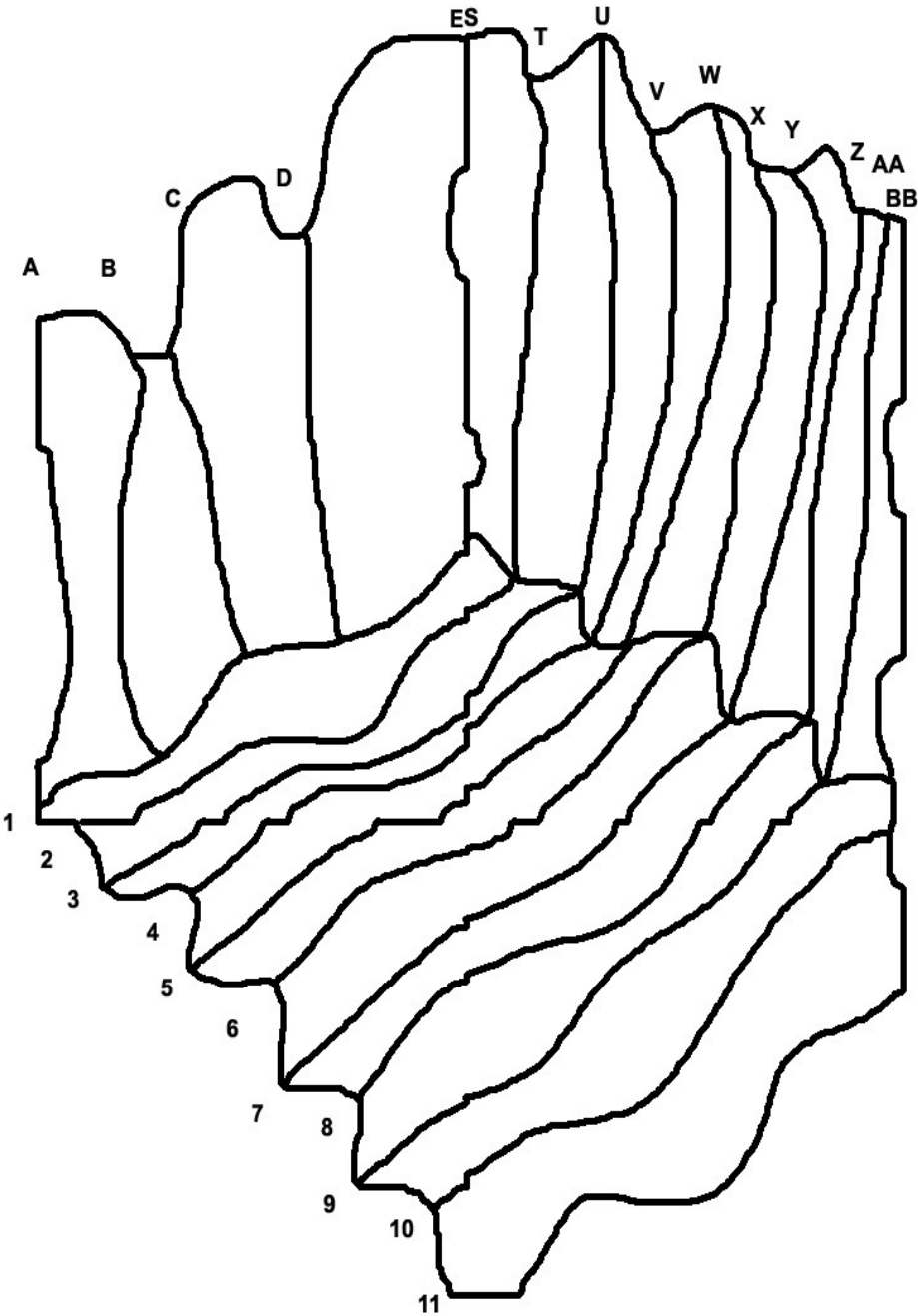
By also using P1 Range Modifier's for configurable distance and other dynamics from the other EC Chart's in previous chapters you can generate and simulate the most realistic Space Battles or even any other Battles.

In Apotheum all possible 3D spaces can be created using these 3D Battle Diagram's.

There is a lot of progress made in 3D Game Development by many companies who have made some really great 3D Games and these principles can also be applied to improve the whole field and allow for infinite possibilities in every possible reality.

See the next one to really bend your bandana. . .

3D Battle Diagram 03



Apotheum Colluseum, The Ultimate InterActive™ Game

What you are looking looks strikingly familiar to a cavern with its roly irregular stony surfaces. It is actually curved 3D space itself with the bound Lines Of Energy.

Space actually does not have a single straight line in reality since it is pulled by Electro-Magnetic Field's of which everything is composed. It is still only a purely Mathematical formula which states the line from point A to B is perfectly straight. But Physics states otherwise.

Thus, like the depicted pLANE aRT which I have invented and is on the front cover of The Black Dungeon Doorway, a science fiction/fantasy novel, the first part of a trilogy who's second part is Planes Of Existence and who's third part is The Door Of Light or Door Of Light, every possible conceivable landscape and dimension and reality, for each of your 2D/3D Level's, Map's, World's and Universes can be made.

In fact, it could very well be that the very fabric of all space and time with it's corresponding matter and energy and elements is constructed and bound together in this fashion.

Of course, the Computer's and AI needed to create a Universe of incredible realism, resolution and complexity will probably only be realized with the advent of optical computers and optical Internet in about 2025 (according to most predictions).

And this system is not perfect on paper as in not only the difficulty of connecting 3D blocks to prevent empty spaces but also the ambiguity in choosing exactly where in 3D Battle Diagram 03 to place the index B or C.

Also what do you do when a section of 3 lines has to be connected to a section with 6 lines disturbing the grid...

If every tiniest point and line had to be calculated the memory needed would be impossible.

So, good luck all you AWE's out there and I hope you enjoy playing mine with The Free Show, too.