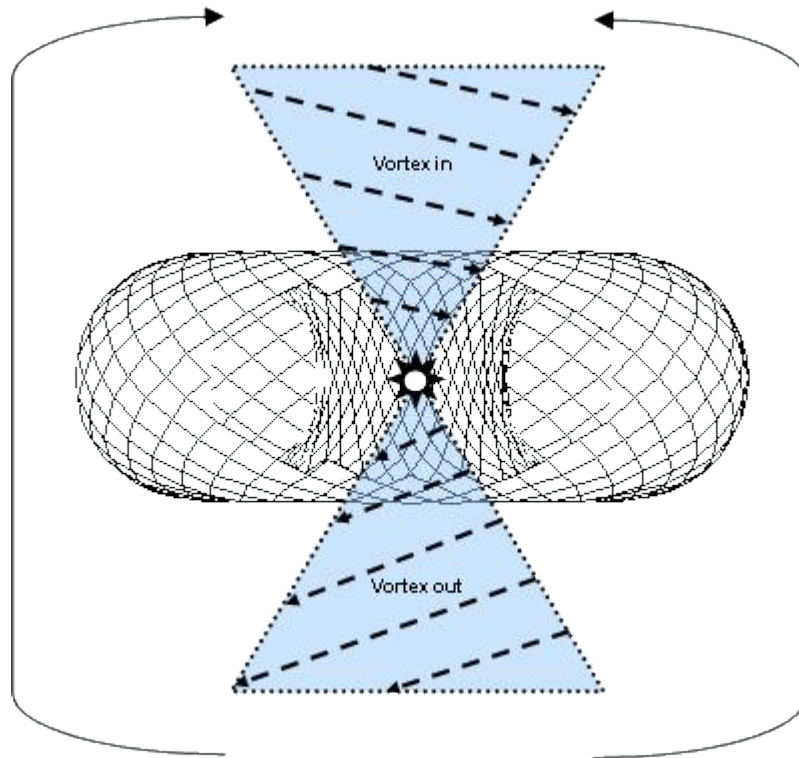


Aether Vortex Geometry

Here are several types of aether vortex shapes. This is one of them. Energy comes in from above into the point to which it is drawn and exits down wards with another spiral vortex rotation of which is counter the rotation of incoming flow.

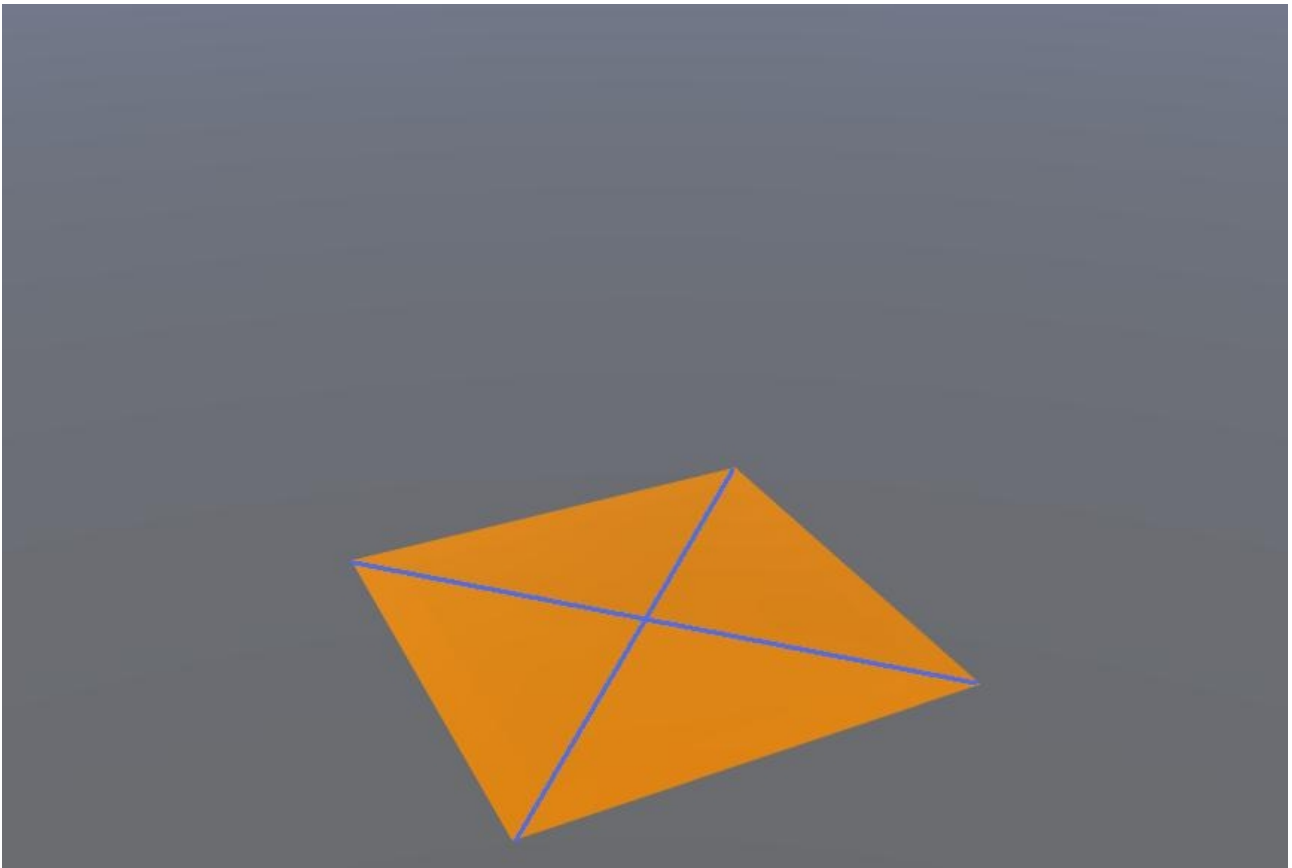


Aether flow direction changes from shape to shape. It depends to which direction the the accumulator was designed to redirect the flow. Some are designed to emit the flow into the void. Another to concentrate it in the middle. Yet another to concentrate it in several points along the dimensional axis.

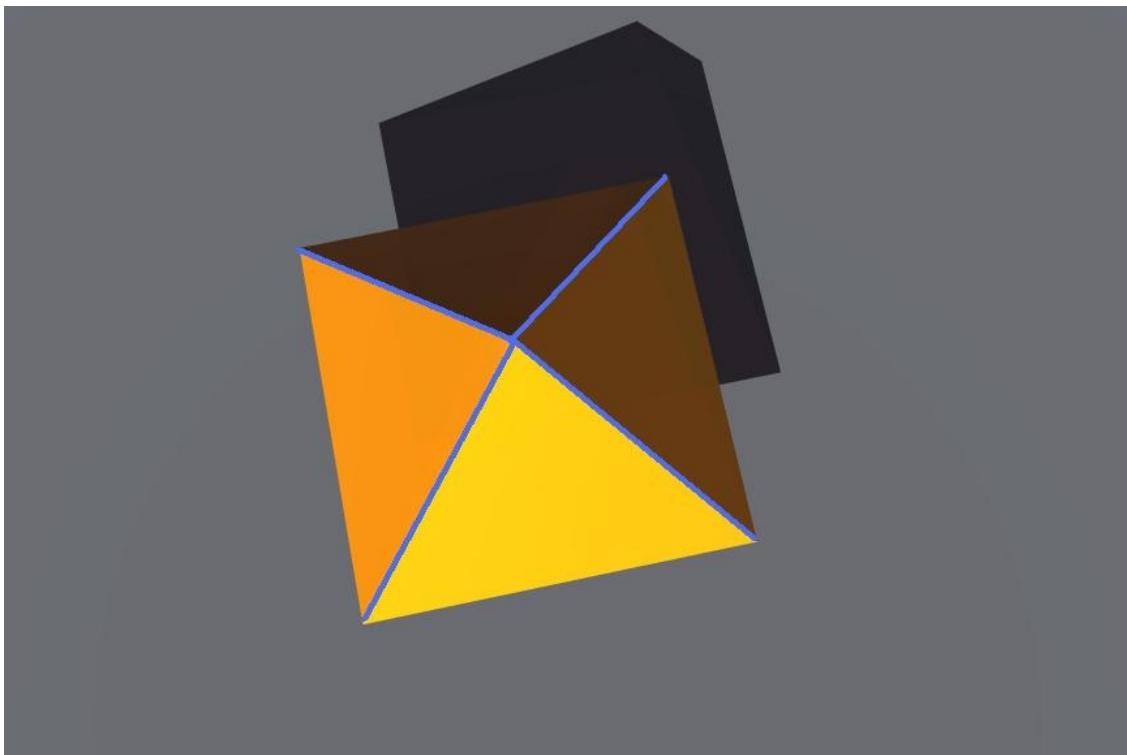
One of the best know geometrical accumulators is Pyramid. There are several types of pyramids used. Here are ones narrow and tall. Here are those modeled after the great pyramid of Giza. And here are just ones with a completely square height to base ratio. But 1 thing is common about all them – they are all 6th dimensional structures capable of accumulating aether.

Pyramid Explained

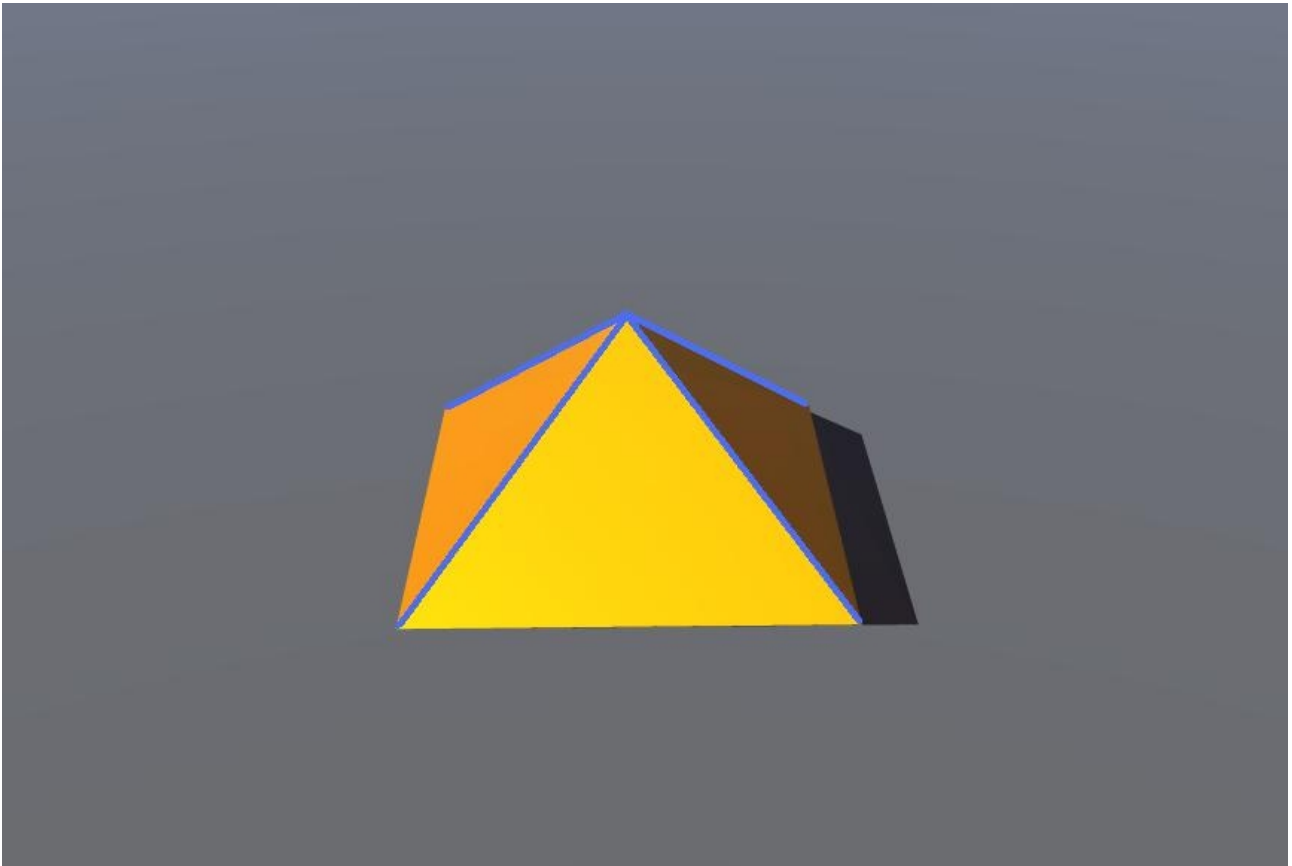
A typical pyramid is a square with 2 lines being drawn from it's 4 corners and criss cross in the middle.



The middle where they criss cross is the top centre of the pyramid. Imagine now that you rise the pyramid from the exact centre where 2 lines cross. You get something like this



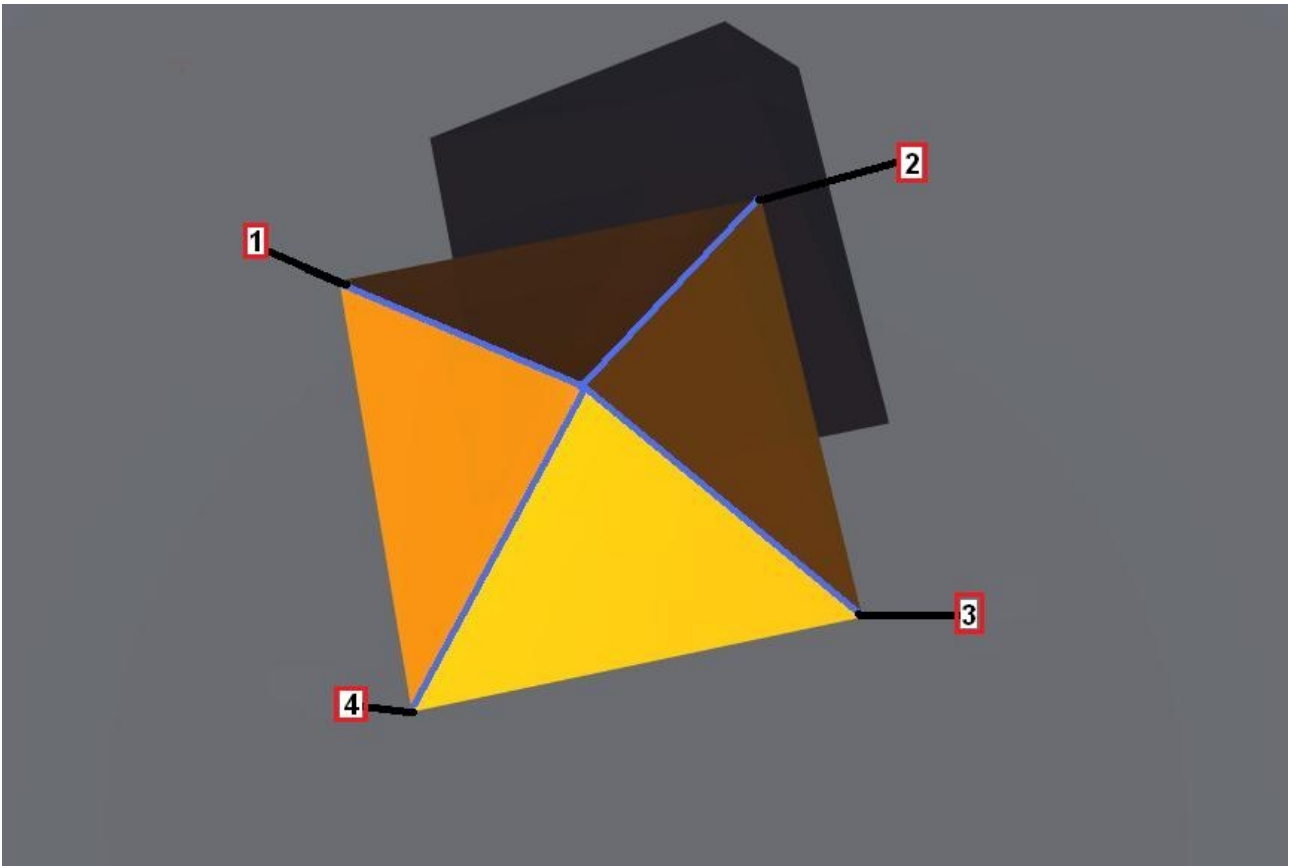
This is a top view and here is side view



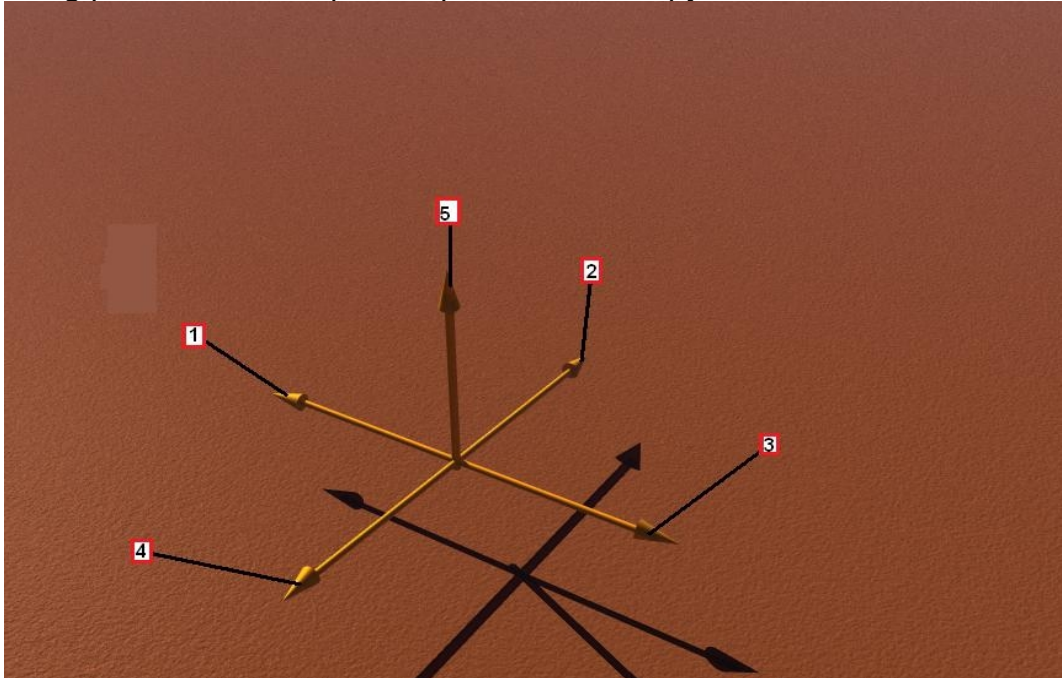
Aether Vectors And Dimensions of Pyramid

As we already stated Aether only accumulates at the 6th dimensional position of the accumulator. Here we will explain the dimensions of the pyramid and it's vectors.

Imagine 4 lines drawn from each of 4 corners of the pyramid inwards.



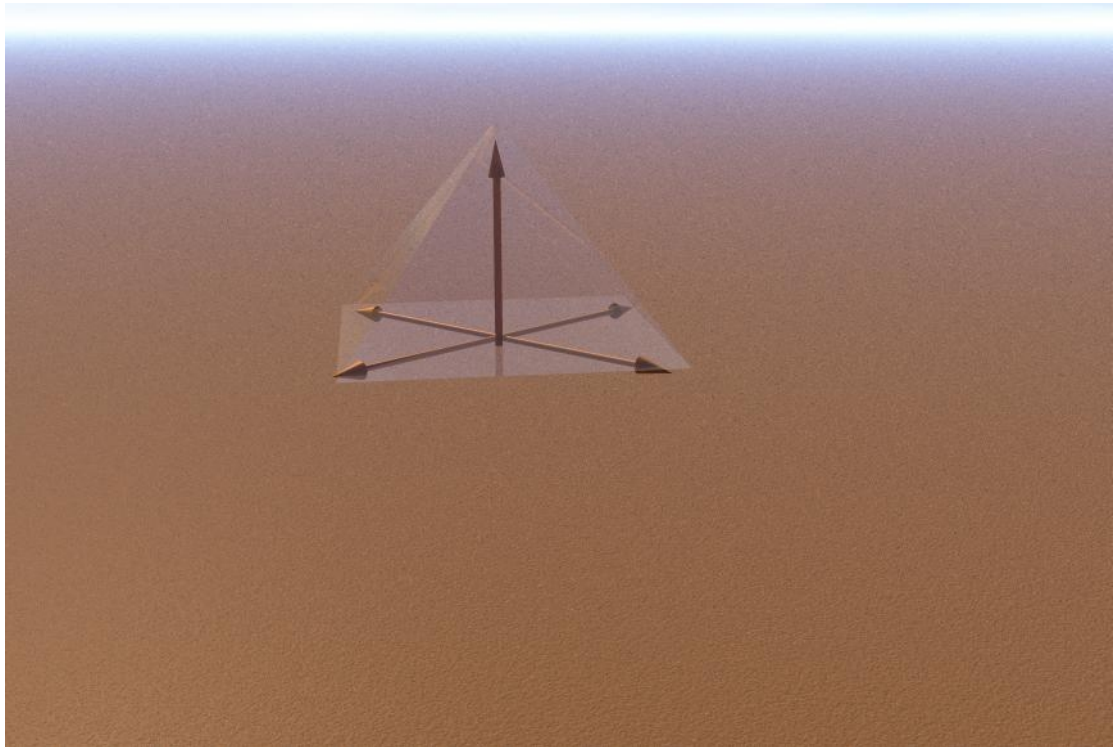
Where the lines criss cross a 5th line rises up straight to the apex of the pyramid.
 The following picture is the simplest explanation of the pyramid's 5th dimensional structure.



Arrows display the directions of the lines. Where 4 lines criss cross a 5th line rises up towards the apex. First, Second, Third and Fourth lines are 4 main dimensions. They go from 4 corners of the pyramid and criss cross in the middle. From this centre of the 4 dimension 5th line of dimension rises. It terminates at the apex.

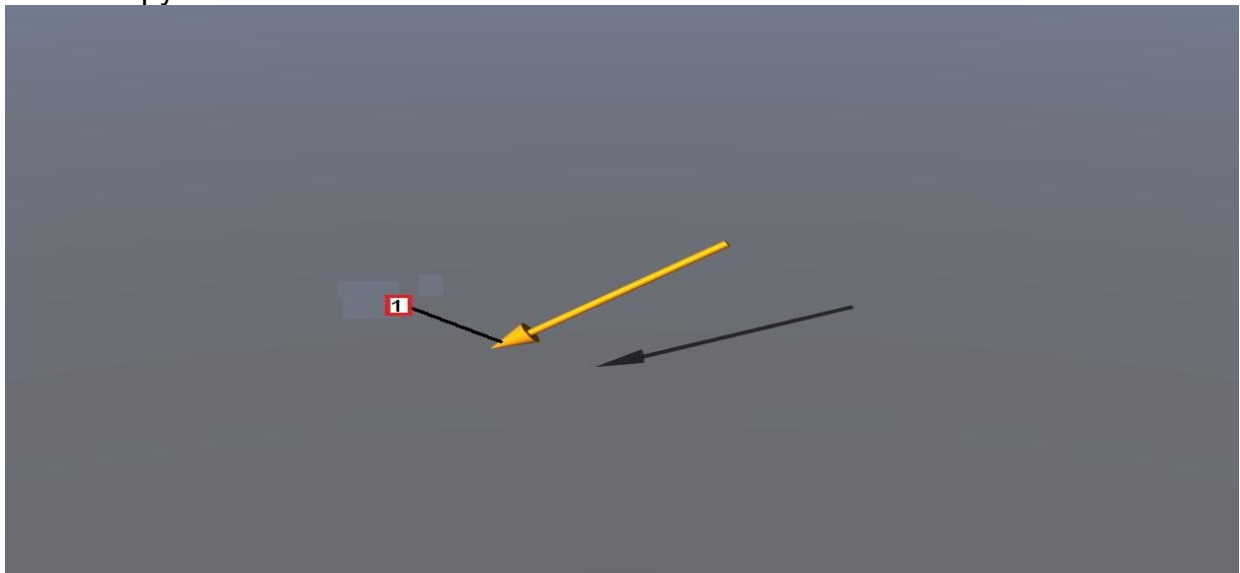
The following picture shows where the 5 lines of dimension are positioned in the pyramid.

For the benefit of better understanding the pyramid is made transparent.

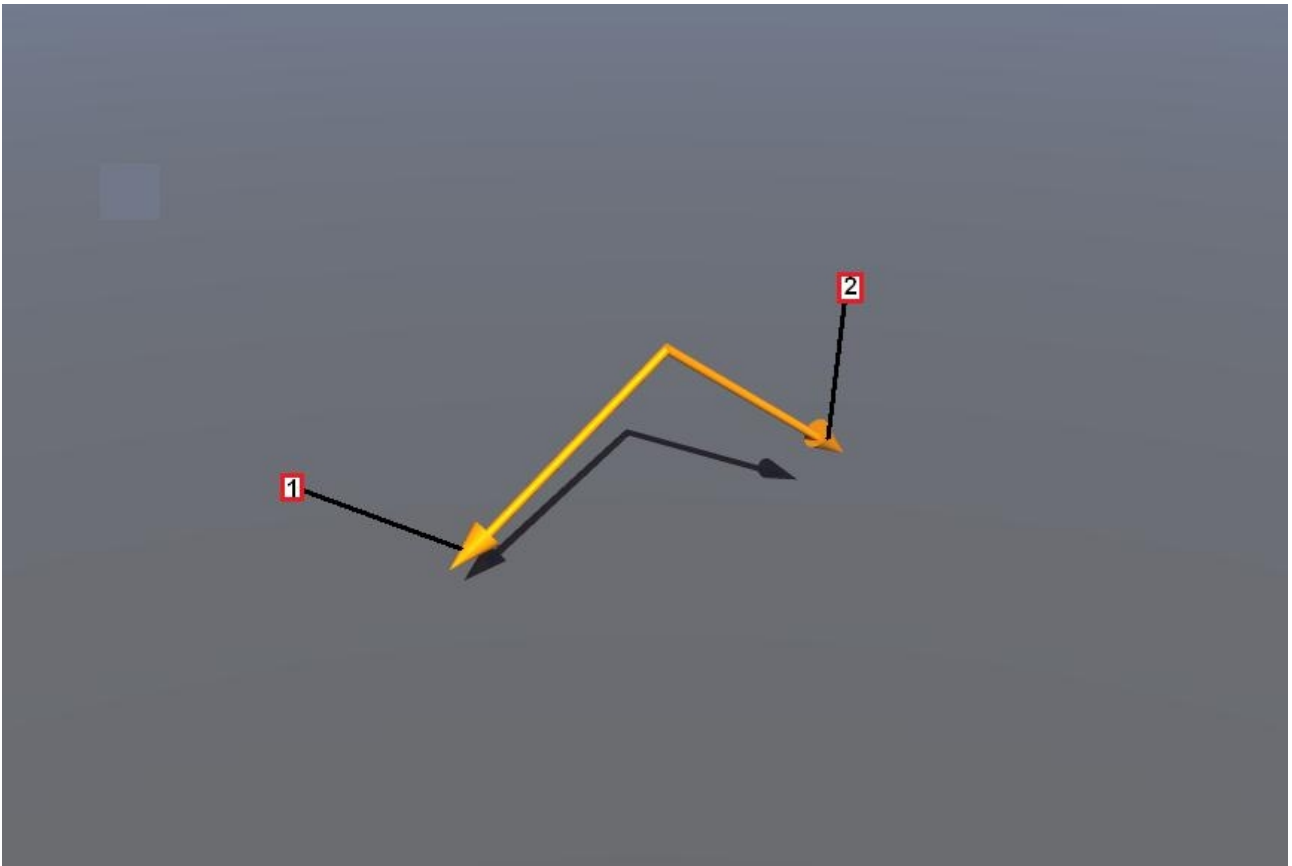


Now we will explain the dimensions of the pyramid as they are – not simplified

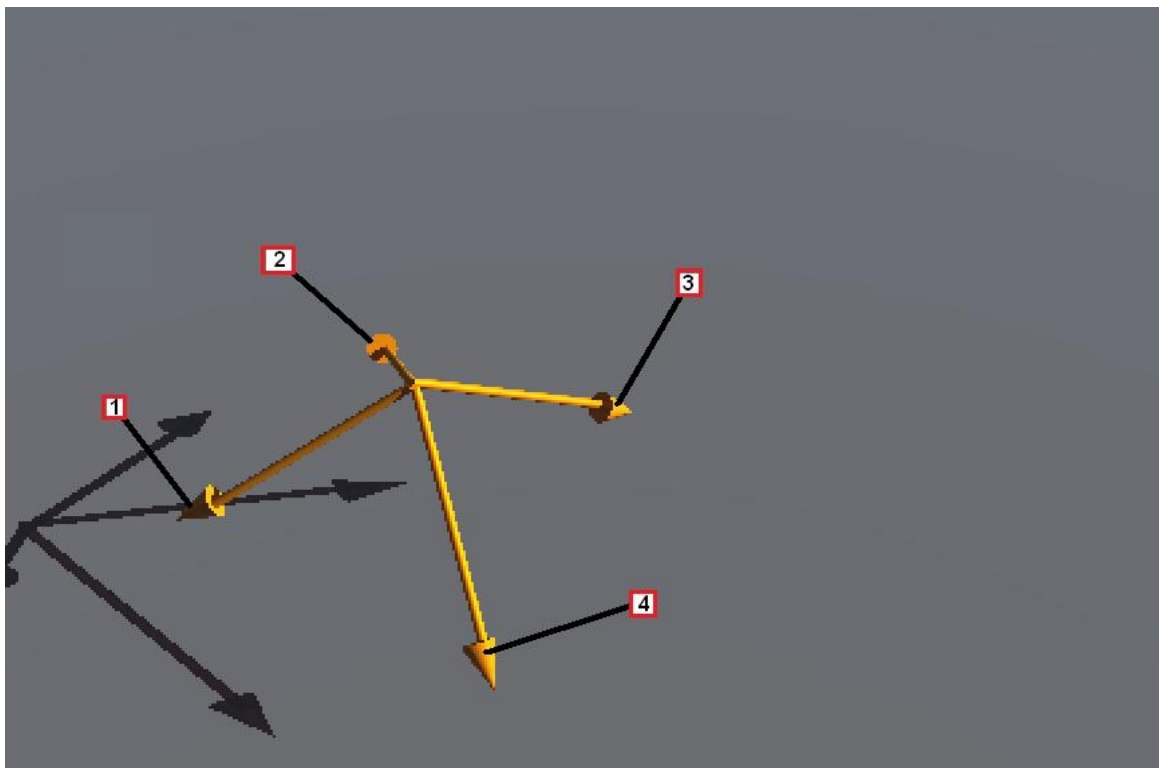
First we draw 1 vector line – Line 1 and rise is at the angle. So now the line is not laying flat as on picture above, but is raised at an angle so it's pointed end points directly into the corner of a pyramid.



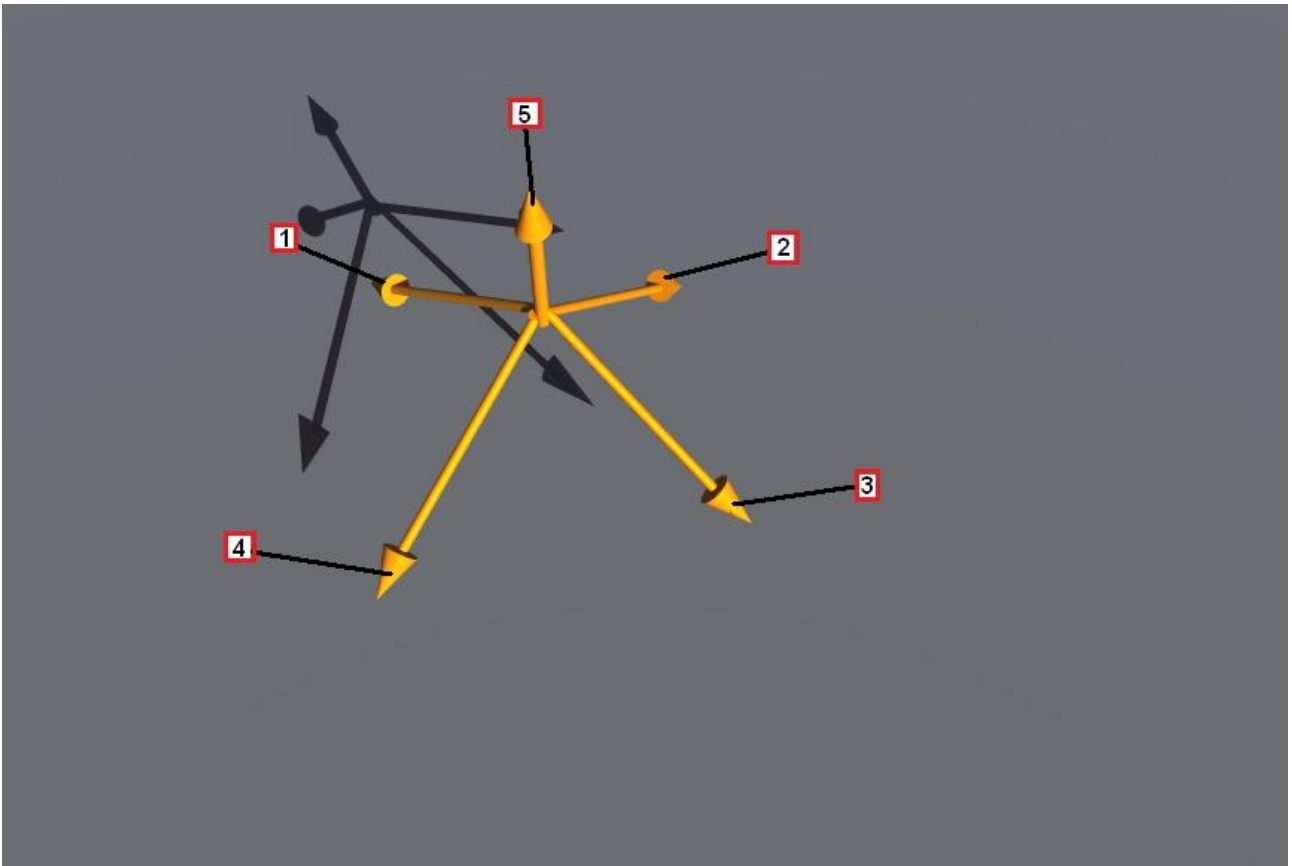
Now we draw another line directly opposite the first. This is vector 2



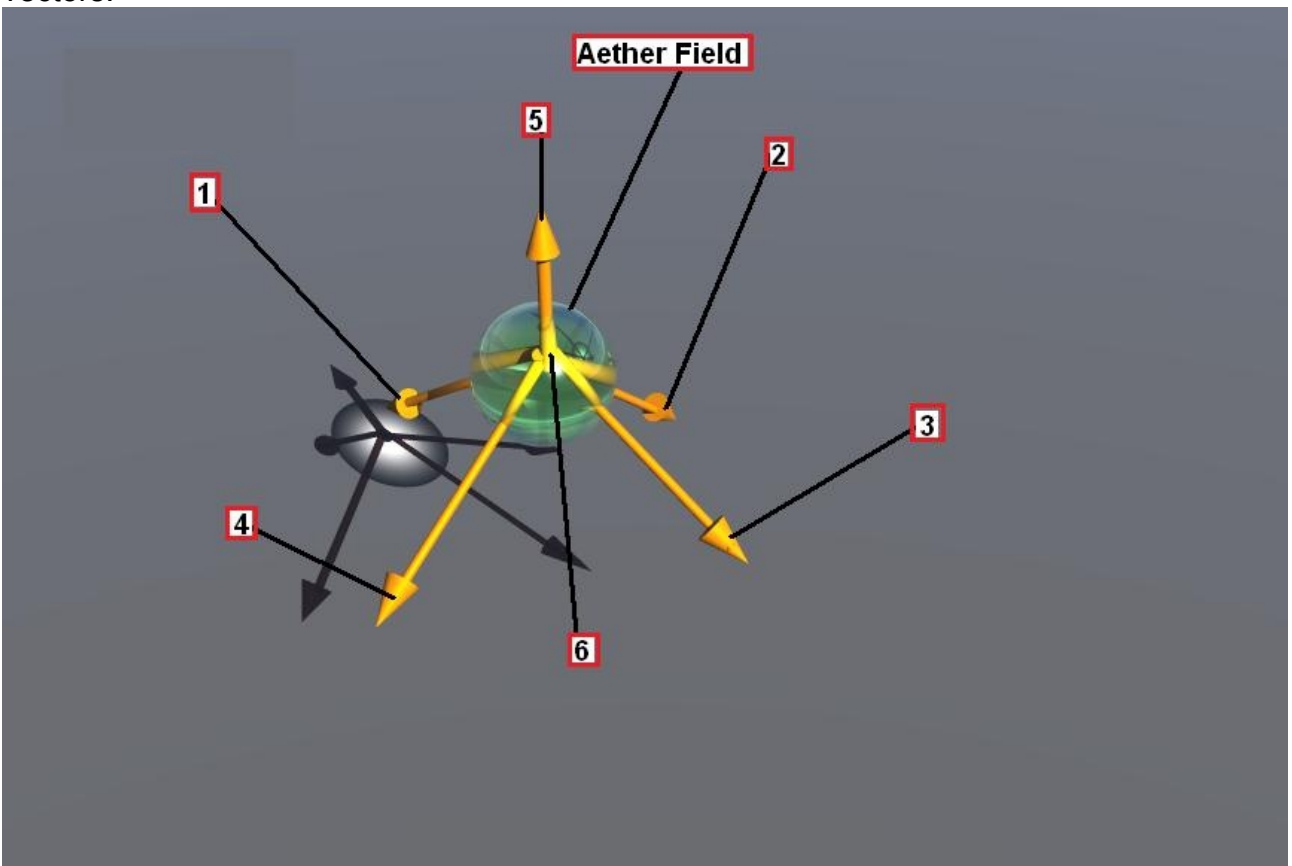
Now we copy these 2 lines and turn them on their axis 90 degrees and we get this



Now the same as before we draw a 5th line from the point where 4 others criss cross

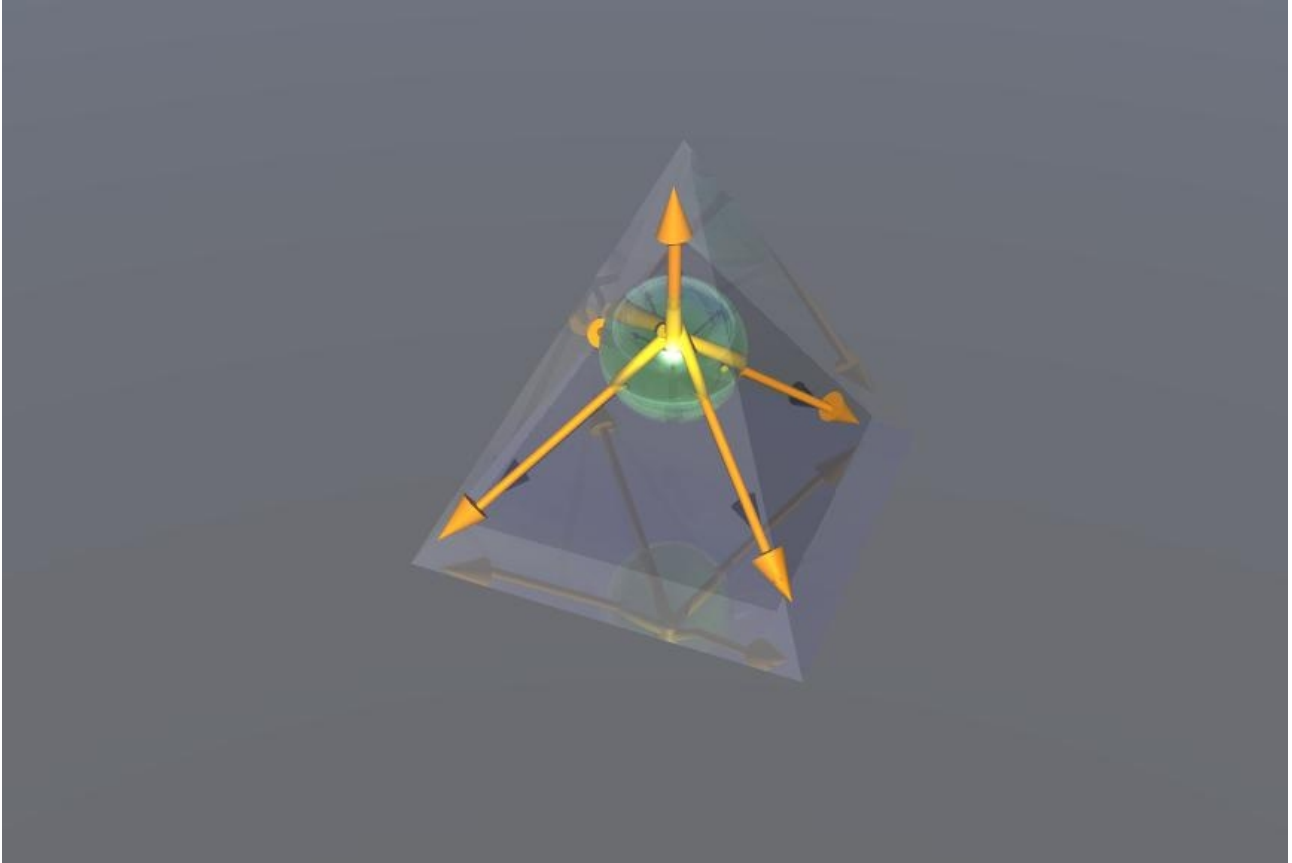


Next picture shows 6th dimension's position and Aether Field position relative to the al vectors.

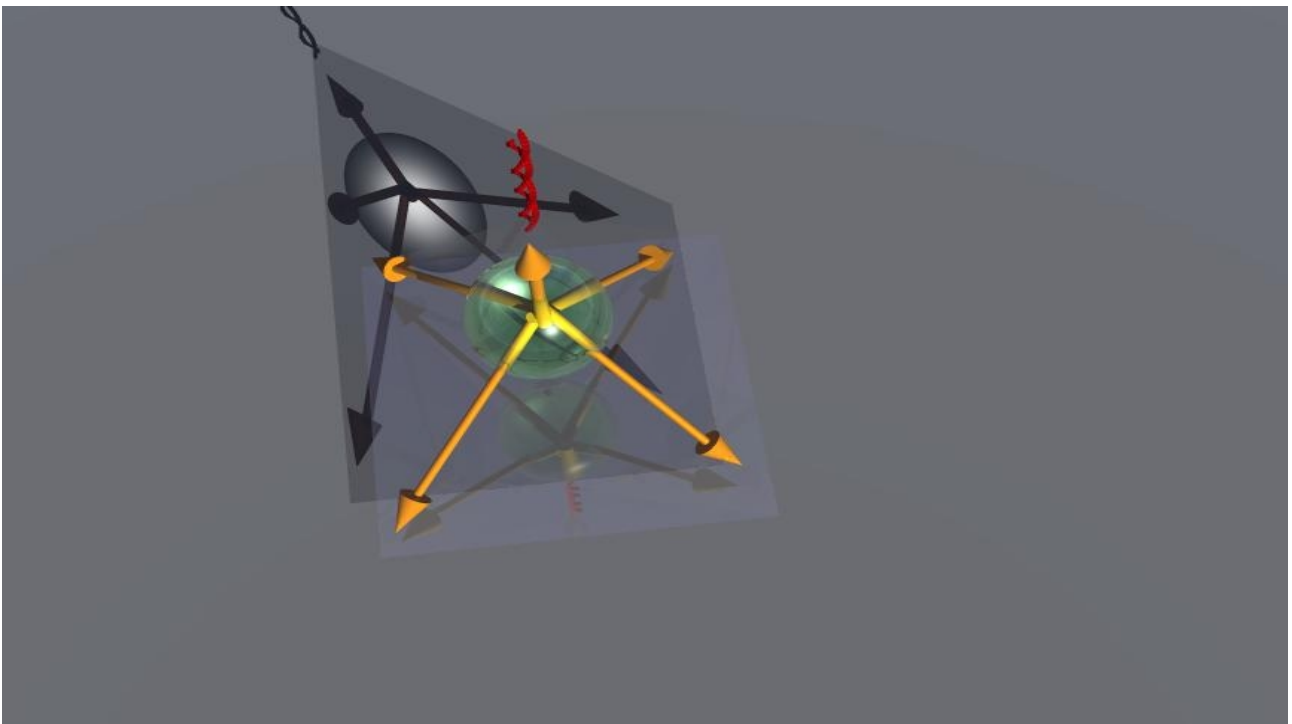


The follow picture shows Aether Field position in pyramid.

NOTE: For the benefit of better understanding the pyramid is transparent.



Next picture show the point of exit of Aether. Aether is displayed in form of red spiral.

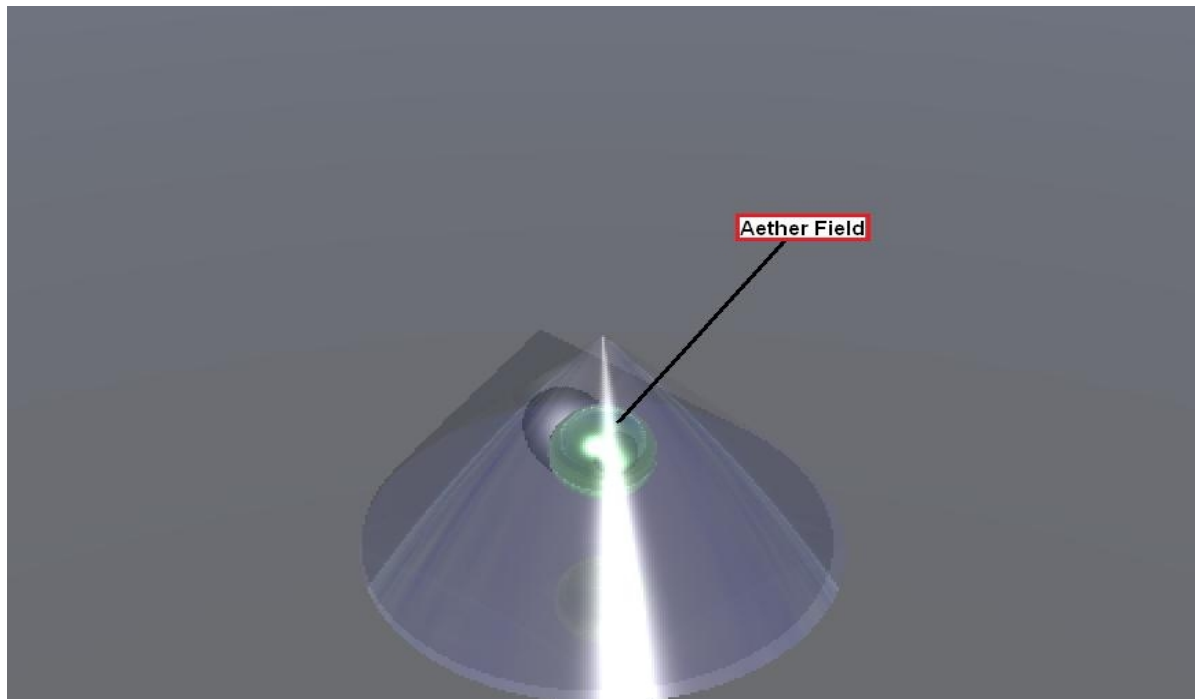


The Cone

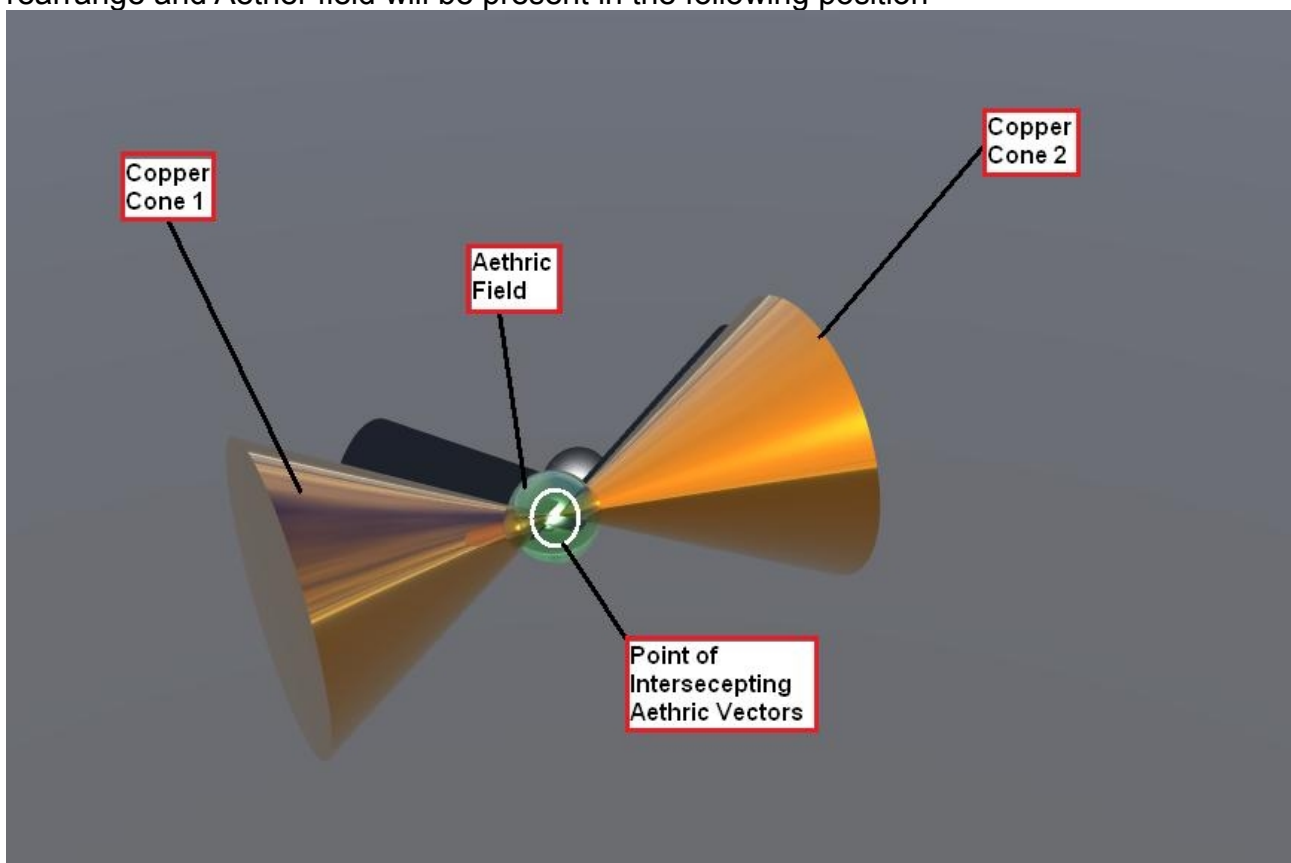
The cone is a geometrical shape which is basically a rounded pyramid. Cone is a preferable shape to use for generating Aether because of its round share. The Vortex is

ROUND in it's geometry. Pyramid having sharp angles and corners tends to "skim" some of the Aether energy slightly weakening the over all field which doesn't happen in a cone.

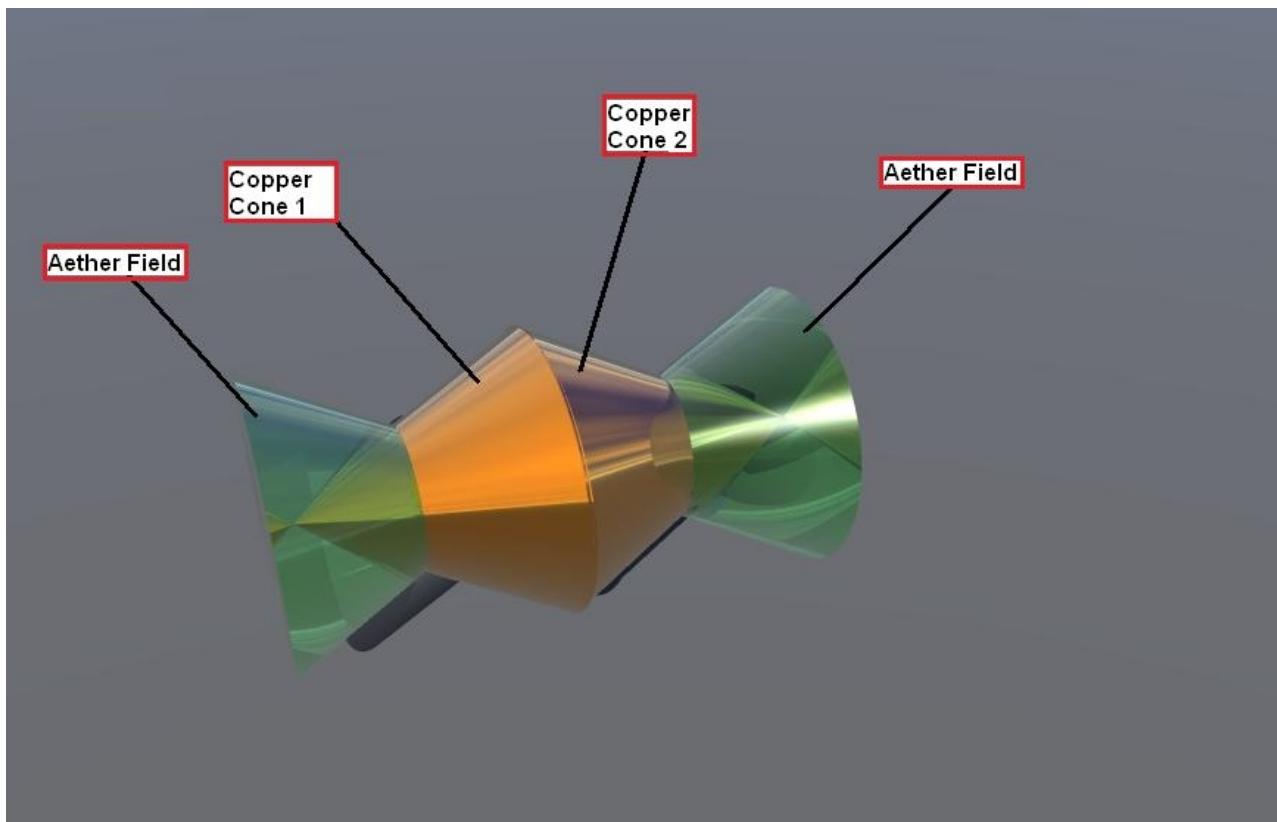
First picture shows position of Aether field in a cone



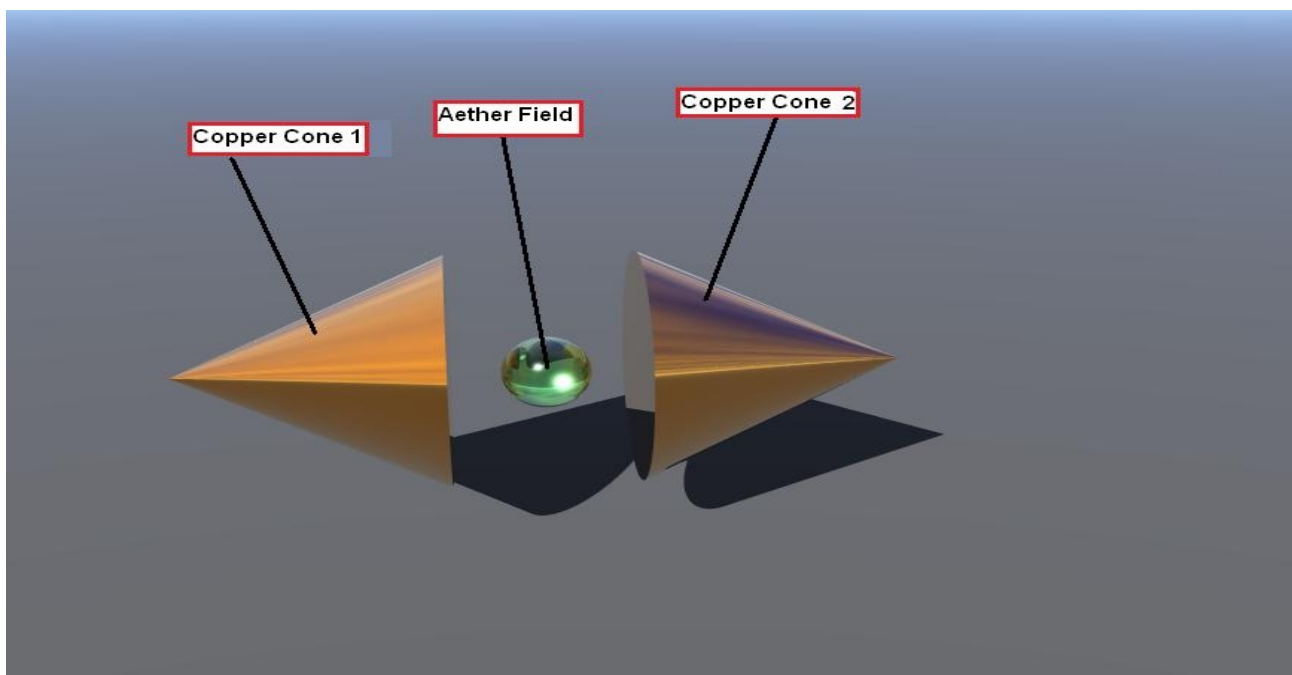
If 2 indential cones are pointing towards each other with their tips Aether vectors rearrange and Aether field will be present in the following position



Next picture shows the location of Aether Field if cones are facing each other with their bases



Aether Field spreads from the centre of intersecting vectors in form of 2 out going conical vortexes. Field will spread for infinite distance unless blocked or/and collected. Following picture shows position of Aether Field in such arrangement



In this case vectors are infinitely complex. An infinite number of vectors at which Aether can be generated is possible, but only with rounded shapes.

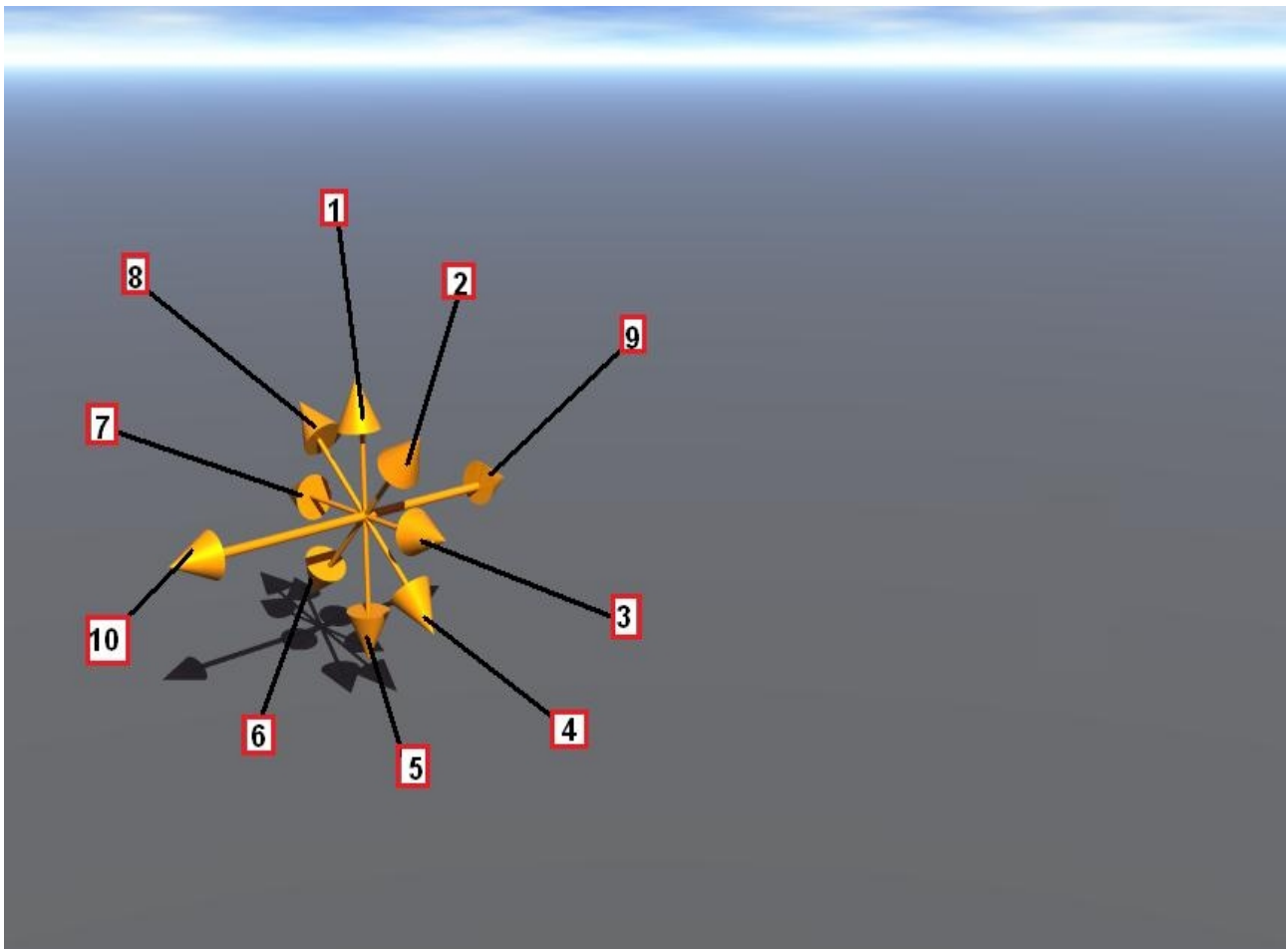
Aether can also be generated if the number of vectors is not based on 6th or 12th dimension geometry. In this case the Aether field is weakened. Power – in this case – is deprived from potential difference of the vectors. If a number of 1 set is uneven/or not harmonical power is deprived from intersecting lines of Force. The number of lines is again infinite. Most common are 5th and 7th due to the fact that their intersection generates 12th dimension vector.

All 3 have potential difference between each

All 3 may be arranged with each having it's own output centre.

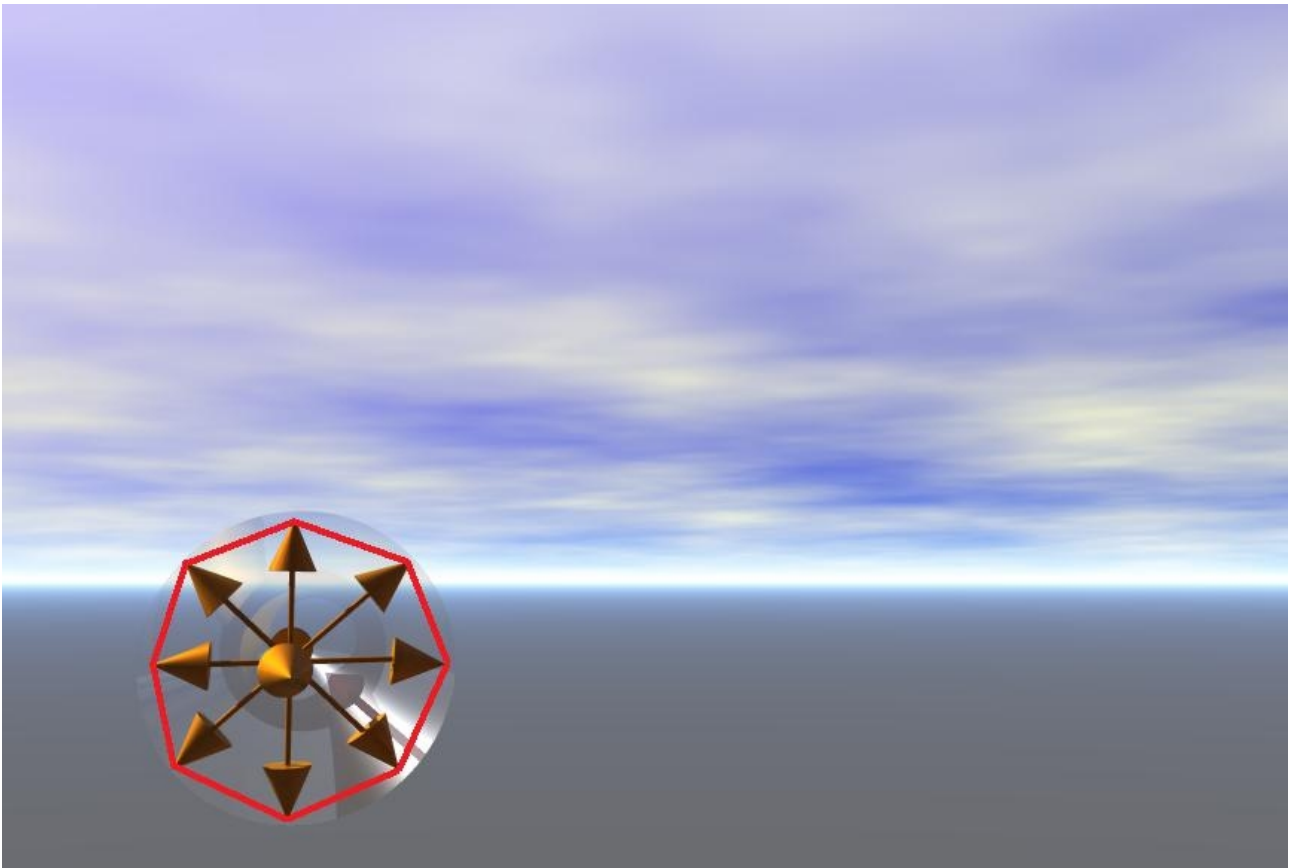
3 Output centres may be arranged 2 on 1 side and 1 on another which again creates a potential difference.

Picture below show one of the possible vector distribution.

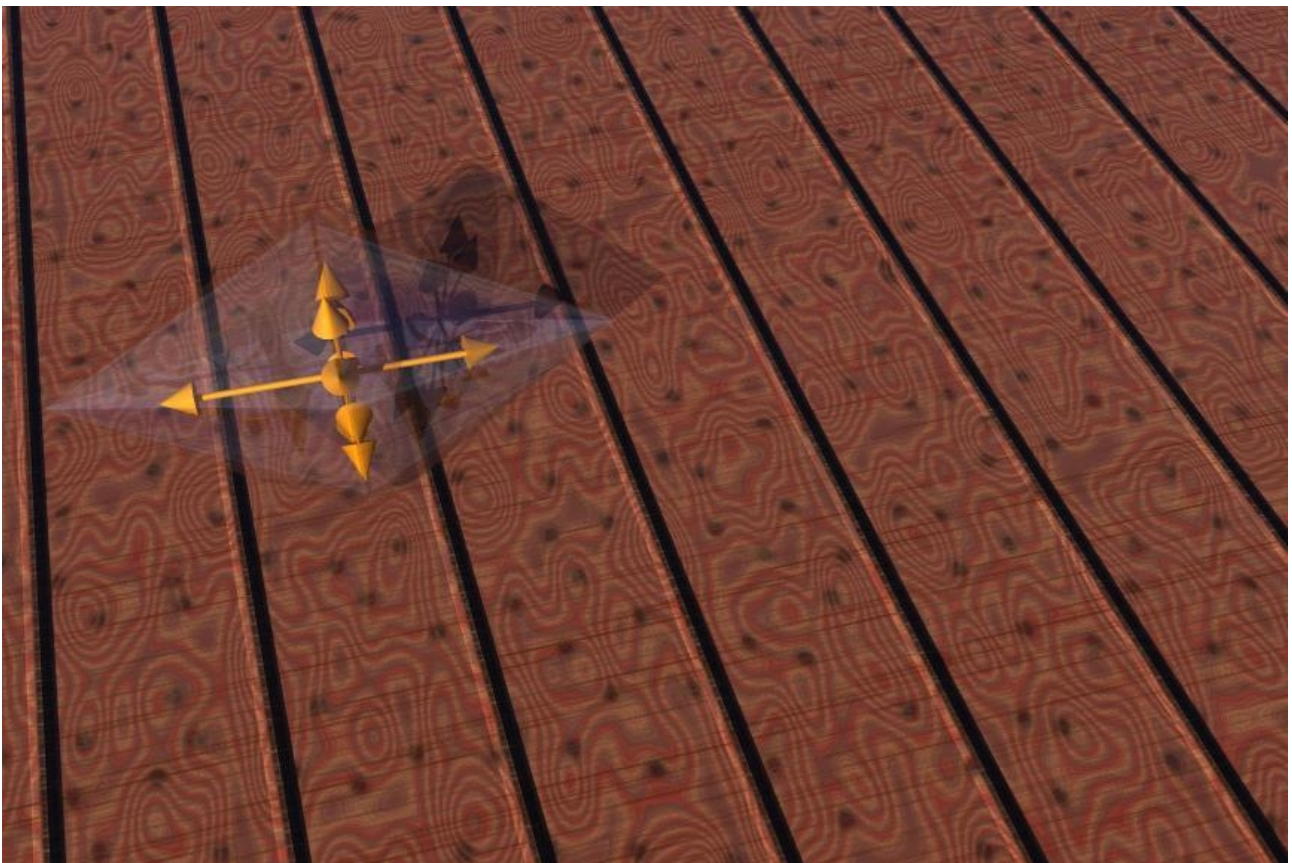


Here we got 8 vectors spreading outwards from the centre and 2 vectors to the sides. Total number of vectors – 10.

This picture shows what geometrical shape is arranged once the vectors are joined with red line



This picture shows the position of these vectors in the 2 cone arrangements with cones joined at the base



And this picture shows the position of the Aether Field in the presented vector arrangement. Aether Field is represented with a dark green sphere

