

PART IV

1.0 Math X as a 3D Model

This section explores Math X when applied to a physical 3D model and will trace the spiraling evolution through each tier. Below is a key to help identify and follow the mapping.

Note: from the side view you can see 4 sections of the model, these, in one way are 4 dimensions of the model. Top/Bottom Front, Left to Right progression (expansion) and Top/Bottom Back, Left to Right regression (contraction).

2.0 Reference Key: Mapping the Vortex (Figures 20a, b–23a, b)

Note to Reader: The following figures (20a, b – 23a, b) are two-dimensional representations of a three-dimensional model. The numerical explanations for each figure are arranged in columns (Left and Right) directly beneath their corresponding figures. To accurately track the progressional flow and cyclical rotation of the vortex across the page, please refer to the visual and typographical key below.

2.1 Color Coding: Polarities & Transformation

- **Red and Blue:** Represent opposing polarities (e.g., Positive and Negative). **Blue** represents addition (+) and **Red** represents subtraction (-).
- **Polarity Flip (Figures 21a, b & 22a, b):** Across the central vertical divide, movement dictates transformation. A lower Blue number will evolve to a higher Red number, or a higher Red number will devolve into a lower Blue number. The mathematical functions change [**Red, subtraction (-)**] to [**Blue, addition (+)**] and [**Blue, addition (+)**] to [**Red, subtraction (-)**].

- **Tier 4 Integration (The State of Equality):** Features a mixture of Red and Blue numerals. At this tier, the numerical progressions are exactly the same, representing a state of equality that inherently contains both polarities. To visually separate these identical numbers on the polar opposite sides of the 3D model, the colors alternate or "skip" in different orientations. This ensures that while the math is equal, the two polar sides remain visually separated for the reader's eye.

2.2 Directional Flow Symbols

These symbols denote the directional progression of the energy or numerical data across the tiers.

- **Expansive Polarity Flow (<):** The progression moves from **Lower Right to Upper Left to Right** (*top portion*) or **Upper Right to Lower Left to Right** (*bottom portion*). (This pertains to the numerical flow stepping from Tier 1 to Tier 2 for top and bottom portions).
- **Contractive Polarity Flow [V (Upper) /Λ (Lower)]:** The progression moves from **Right to Left (Upper)** and from **Left to Right (Lower)**. (This pertains to the explanations continuing in reverse (subtraction) for *Figures 22a, b*, mapping the back side cycle contracting).

2.3 Typographical Mapping (3D Spatial Depth)

Because these visual models represent a 3D structure, different physical depths and positions on the vortex are identified using distinct font styles (Regular, **Bold**, and *Italics*). These are designed to map dimension, not to abstract the math.

- **Front/Surface Flow (Regular Text):** Numbers currently visible on the front face of the vortex.
- **The Apex/Edges (Bold Text):** Specific numbers (such as 3, 4, and 8 in *Figures 21a, b and 22a, b*) sit on the absolute outer edge or apex of the curve. Because it is a 3D object, only half of these values would visually be in focus from this angle.

- **The Hidden Flow (*Italics*):** Italicized numbers represent the progressional flow occurring on the *reverse* side of the vortex in any figure view. You cannot physically "see" these numbers from the current perspective, but they are mapped out so you can track the invisible buildup of the structure. They will rotate into visual view in the subsequent figure (e.g., hidden in *Figure 21a, b*, but visible as it rotates in *Figure 22a, b*)

3.0 Mapping the Rhythm: Tier by Tier Explanation

The following figures are accompanied by explanation of numerically expressive flow. They are numerically ordered to map out the +1 and +0 operations spiraling flow.

With the 3D model, expansive and contractive can be modeled by alternating from the $[x+y (+1)]$ and $[x+y (+0)]$, which shows expansion, to $[y-x (-1)]$ and $[y-x (-0)]$, which shows contraction.

3.1 Examining the Lower Half (Front and Right Side)

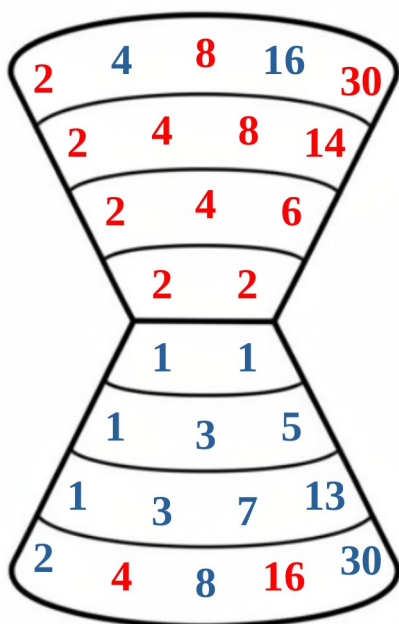


Figure 20a: Anti-Parallel Double Helix Math X
(Front Side View "expansion")

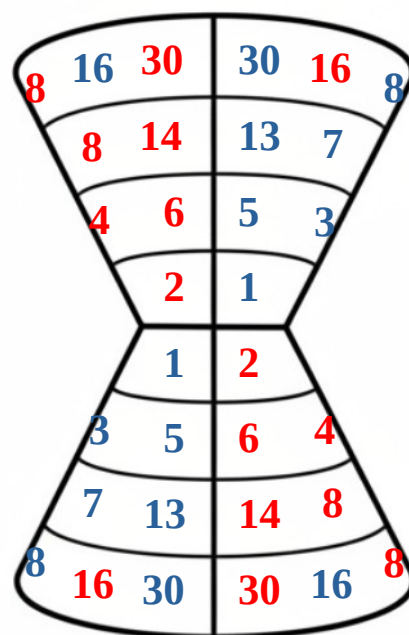


Figure 21a: Anti-Parallel Double Helix Math X
(Right Side View "expansion-contraction")

Expansive polarity flow (<)

1. TIER 1-2

$$\begin{aligned} 1 + 1 (+1) &= 3 \\ 1 + 3 (+1) &= 5 \end{aligned}$$

5. TIER 2-3

$$\begin{aligned} 1 + 1 (+1) &= 3 \\ 3 + 3 (+1) &= 7 \\ 5 + 7 (+1) &= 13 \end{aligned}$$

9. TIER 3-4

$$\begin{aligned} 1 + 2 (+1) &= 4 \\ 3 + 4 (+1) &= 8 \\ 7 + 8 (+1) &= 16 \\ 13 + 16 (+1) &= 30 \end{aligned}$$

Convergence Point (30)

Polarity flip (expansion/contraction) (< / Δ)

2. TIER 1-2

$$1 + 3 (+1) = 5$$

5 evolves into 6 (+/- flip)
 $6 - 2 (-0) = 4$

6. TIER 2-3

$$\begin{aligned} 3 + 3 (+1) &= 7 \\ 5 + 7 (+1) &= 13 \end{aligned}$$

13 evolves into 14 (+/- flip)
 $14 - 6 (-0) = 8$
 $8 - 4 (-0) = 4$

10. TIER 3-4

$$\begin{aligned} 7 + 8 (+1) &= 16 \\ 13 + 16 (+1) &= 30 \end{aligned}$$

30 converges with 30 (+/- flip)
 $30 - 14 (-0) = 16$
 $16 - 8 (-0) = 8$

Convergence Point (2)

3.3 Examining the Upper Half (Front and Right Side)

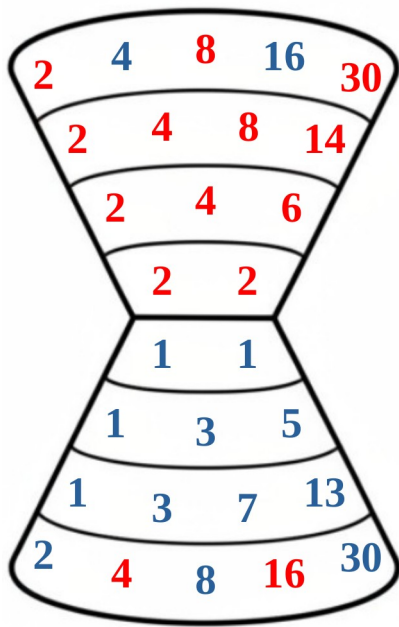


Figure 20b: Anti-Parallel Double Helix Math X
(Front Side View "expansion")

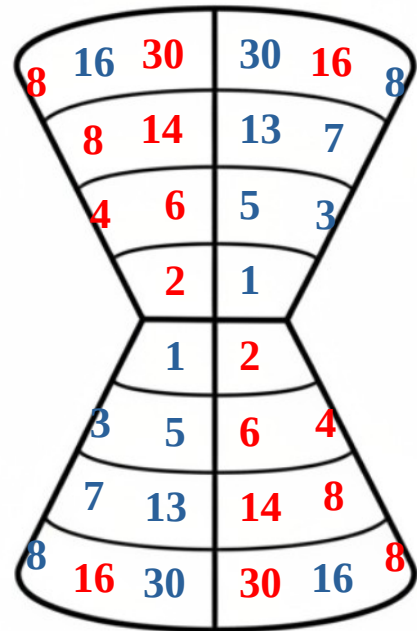


Figure 21b: Anti-Parallel Double Helix Math X
(Right Side View "expansion-contraction")

Expansive polarity flow (<)

13. TIER 1-2

$$2 + 2 (+0) = 4$$

$$2 + 4 (+0) = 6$$

17. TIER 2-3

$$2 + 2 (+0) = 4$$

$$4 + 4 (+0) = 8$$

$$6 + 8 (+0) = 14$$

Polarity flip (expansion/contraction) (< / V)

14. TIER 1-2

$$2 + 4 (+0) = 6$$

6 devolves into 5 (+/- flip)

$$5 - 1 (-1) = 3$$

18. TIER 2-3

$$4 + 4 (+0) = 8$$

$$8 + 6 (+0) = 14$$

14 devolves into 13 (+/- flip)

$$13 - 5 (-1) = 7$$

$$7 - 3 (-1) = 3$$

21. TIER 3-4

$$\begin{aligned} 2 + 2 (+0) &= 4 \\ 4 + 4 (+0) &= \mathbf{8} \\ 8 + 8 (+0) &= 16 \\ 16 + 14 (+0) &= 30 \end{aligned}$$

22. TIER 3-4

$$\begin{aligned} 8 + 8 (+0) &= 16 \\ 16 + 14 (+0) &= 30 \end{aligned}$$

$$\begin{aligned} \mathbf{30} &\text{converges with } \mathbf{30} \text{ (+/- flip)} \\ 30 - 13 (-1) &= 16 \\ 16 - 7 (-1) &= \mathbf{8} \end{aligned}$$

Convergence Point (30)

3.4 Examining The Upper Half (Back and Left Side)

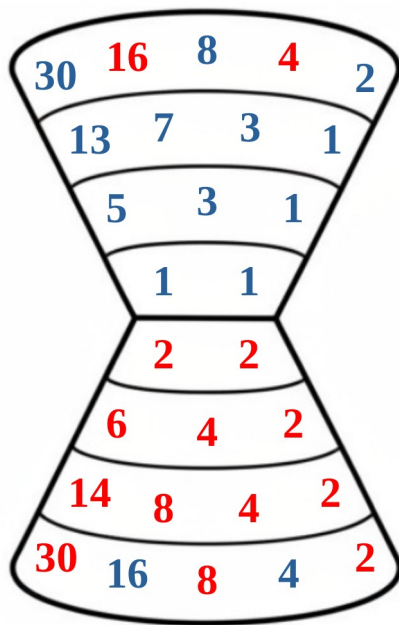


Figure 22b: Anti-Parallel Double Helix Math X
(Back Side View "contraction")

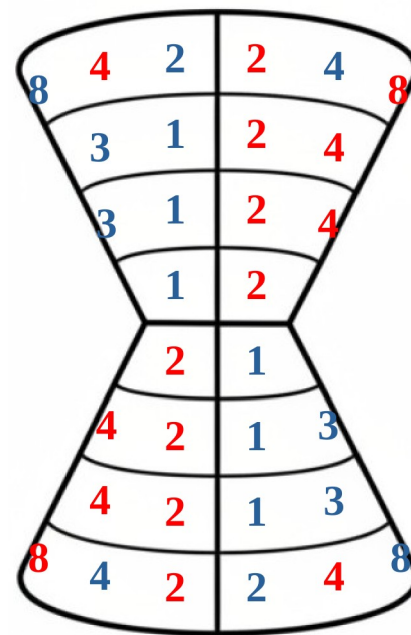


Figure 23b: Anti-Parallel Double Helix Math X
(Left Side View "contraction-expansion")

15. TIER 1-2

Contractive polarity flow (V)

$$\begin{aligned} 5 - 1 (-1) &= 3 \\ \mathbf{3} - 1 (-1) &= 1 \end{aligned}$$

16. TIER 1-2

Polarity flip (contraction/expansion) ($V / <$)

$$\mathbf{3} - 1 (-1) = 1$$

$$\begin{aligned} \mathbf{1} &\text{evolves into } \mathbf{2} \text{ (-/+ flip)} \\ 2 + 2 (+0) &= \mathbf{4} \text{ (tier 2-3, section 3.3)} \end{aligned}$$

19. TIER 2-3

$$\begin{aligned}13 - 5 (-1) &= 7 \\7 - 3 (-1) &= 3 \\3 - 1 (-1) &= 1\end{aligned}$$

23. TIER 3-4

$$\begin{aligned}30 - 13 (-1) &= 16 \\16 - 7 (-1) &= 8 \\8 - 3 (-1) &= 4 \\4 - 1 (-1) &= 2\end{aligned}$$

20. TIER 2-3

$$\begin{aligned}7 - 3 (-1) &= 3 \\3 - 1 (-1) &= 1\end{aligned}$$

1 evolves into 2 (-/+ flip)
 $2 + 2 (+0) = 4$ (tier 3-4, section 3.3)

24. TIER 3-4

$$\begin{aligned}1 + 2 (+1) &= 4 \\3 + 4 (+1) &= \mathbf{8}\end{aligned}$$

2 converges with 2
[(-/+ flip) back to tier 1-2, section 3.1]

Convergence Point (2)

Step 24 shows how the cycle can converge and start all over again, continuing a process of expansion and contraction, by flipping functional polarities.

In *figures 24a, b*, you can observe the fluctuation between expansive and contractive [with (+1) vs (+0)] inverted wave forms that follow the spiral mapping of the Math X 3D model. The circled numbers in each figure represent the same exact position, for ease of connection between them.

Both lower and upper halves of the Math X 3D Model end up with convergence points of (30) and (2), the last step to complete the cycle lands on the convergence of 2. When both polarities arrive at the same value, the path of least resistance is to transcend the cycle.

By integrating both numbers we get 32, which is explained in *PART V: Transcendence Model – Integration vs Collapse*.

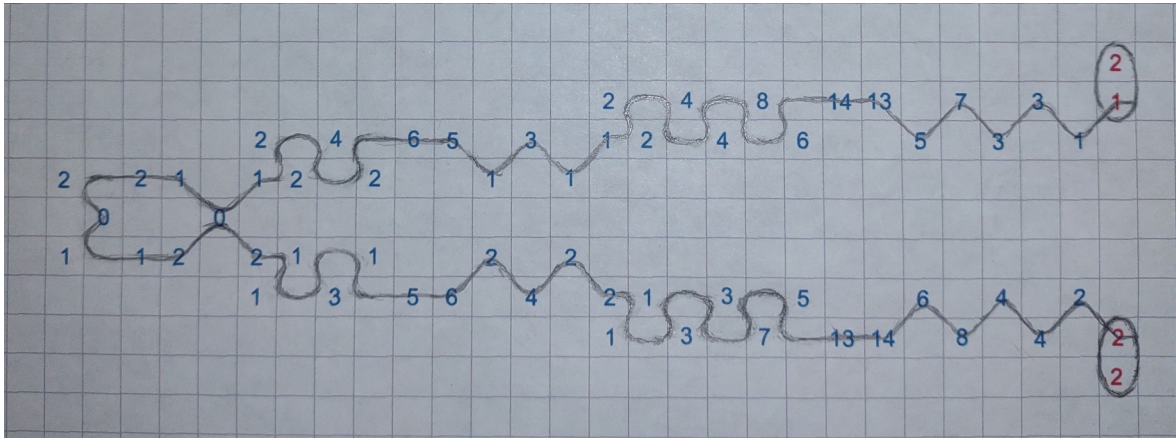


Figure 24a: Math X Frequency Map pic 1 of 2

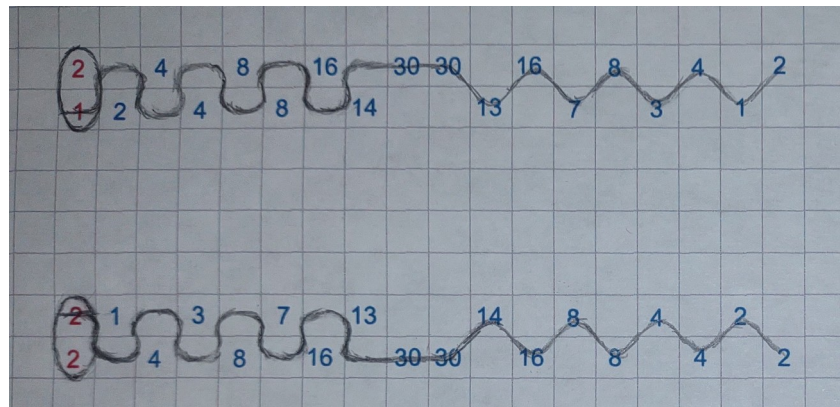


Figure 24b: Math X Frequency Map Pic 2 of 2

Figures 25a, b are photos of a physical Math X 3D Cone model that I built.



Figure 25a: Physical Math X 3D Cone Model (Front)

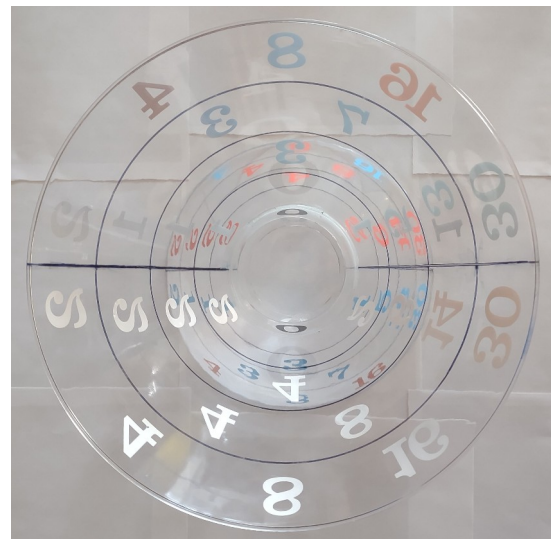


Figure 25b: Physical Math X 3D Cone Model (Top)