VISUAL EFFECTS SUMMARY

This media effect is designed to enhance the viewer's experience of whatever they are seeing through the use of computer effects and or animation.

THE PRINCIPLE

Everything in the universe is comprised of energy contained in a field, either rigidly in the form of physical matter, changeable as living matter, or free flowing as energy expressed, and this energy is in constant motion; "the only constant in the universe is change."

Inert physical matter though made of energy tends to remain in a constant state unless acted upon by an outside force, where living matter is composed of energy that has a tendency to move, change, and exchange itself with the environmental energy around it.

The vast majority of energy present and exchanged in any physical visual scene is invisible to the naked eye.

For example gravity affects everything but you can't see gravity only the effect of gravity the energy itself goes unseen. You don't see sound waves but they are present and affecting what is around them with an energy exchange affecting the tone and mood of the surroundings.

The energy fields of inert mater, ethereal and thought auras, and all the processing of bio-energy flow goes unseen by the naked eye yet is present and having a direct affect on whatever it comes in contact with.

In larger entities it is contained in what is known as an **Etheric Aura** connecting the life energy force to the physical body in question. It is key and intricate in every interaction of expression and or communication. It regulates the bio-energy throughout the both bodies the ethereal and the physical.

Within this etheric the thought aura is the **Thought Aura** which reflects the interaction between the mind and the physical experience that has taken place. It shows direct action and reaction to stimulus through the expression of color

**Bio-Energy Flow:**  All living matter is given and sustains life through an energy process referred to as bio-energy flow; it is the process through which the life force exchanges energy to the physical body. This energy is directly influenced by the thought process and reflects changes in state of mind from sleep to extreme excitement.

THE EFFECT IS CREATED TO MAKE THIS UNSCENE ENERGY VISABLE TO THE NAKED EYE AND TO SHOW HOW WHATEVER ENERGY EXCHANGE THAT TOOK PLACE AFFECTED THOSE INVOLVED: TO REVEAL THE 4TH DEMINSION ENERGY PROCESS.

The use of effects to show an aura or sound waves has been used in the past. What is new and unique is the use of combinations of two or more to show all the energy interaction taking place during any energy exchange in a single person, multiple persons, and the effect it had on the interaction between numerous sources happening simultaneously.

By creating an effect that uses multiple unseen energy exchanges in combinations simultaneously they can significantly and dramatically be used to set the mood, the tone, the attitude etc. of any interaction of energy expressed between living and non-living to living presence (any life) to living being.

To show a very subtle effect of affection to outright passion, from anger to fear, from a smile to outright joy, and when used with physical action, dialogue, music and or other sound effects it can pinpoint and audience's attention to whatever impact the producer/director chose to create.

**For Example: In advertising it could visually show all the subtle energy exchanges in a woman's mind and body (thoughts and emotions) as she is aroused by and attracted to the scent of a specific cologne or aftershave worn by a man who wants to get to know her. In any interaction it can direct the focus of the viewer to a specific area in a scene, any area of the body, and show how that area is being affected, and utilize that the effect to make and enhance their desired response. It will add a whole new dimension to advertising.**

**This type additional visual energy exchange can be added as an enhancement to any visual media: Movies, TV, Video, Video Games, Computer Software Programs for effect, Etc.**

With this patent we are looking to create the **software foundation base; not the end software that will be developed to utilize these principles** necessary to create the effects of the etheric and thought auras, the resulting bio-energy flow. We are creating the schismatic of how the process is created; a base foundation for the electronic manipulation necessary to create these effects. We are addressing **each effect individually as a component**; a schismatic for that component will be developed, then **by combining these individual components** into an **enhanced final component (the end effect)** to create the desired result. It is t**he combinations of necessary components are the key to blocking anyone else from using them without our license.**

We are addressing each source code and or algorithms necessary to create the single effect separately as a component. It will take **several separate components to create an overall effect for a scene**. By developing them individually makes them a separate unit or component it covers one part of the patent protection, then by combining the components we create the further patentable enhancement that eventually becomes the desired effect for that specific expression of effect. **For someone to get the total included effect(s) they will have to build each effect component by component and since each one (component) has a separate included design schismatic of its own it is a block and when compounded with the others to get an effect it makes impossible to go around our patent.**

**IF WE TIEUP THE COMPONENTS BY DESIGN INDIVIDUALLY WE HAVE A BLOCK; WHEN USED IN COMBINATION WE HAVE A MULTIPUL BLOCK**

**It takes fuel, oxygen, and heat to make a fire; take away any one of the three and you have no fire. IF WE CAN TAKE AWAY ONE COMPONANT THEY NEED TO USE TO CREAT THE EFFECT WE CAN BLOCK THEM AND THEY HAVE NO WHERE TO GO BUT THROUGH US!**

WE HAVE TO CREATE A COLOR LANGUAGE

Creating a color language of expression to signify a state of mind or emotion and using this language to direct the focus and emotion of the audience is part of the patentable process.

By creating different color configurations and combinations you can lead an audience in whatever direction you want. In media the use of music is used to develop the mood of a scene from a soft lullaby to major drama such as the strumming of the theme from Jaws.

Just like the Pavlov's condition response reflex to the ringing of the bell and the dog salivating you can condition the viewer to move in whatever emotional direction you chose through the use of color and combinations of colors; just like the dog would salivate at the sound of the bell with no food present.

Just like when lighting combinations are used to set the mood in a visual scene, sound can be used to create a mood as well and when used in combination with the lighting effect can produce a more enhanced total dimension to the scene.

It will require the development of a color language using simple colors to variations of colors to convey a feeling, action or reaction