

## Chapter 55

### The 7D Matrix

One of the first principles identified near the start of our exploration of *Flatland: A Romance of Many Dimensions* was the *Principle of Cross-Sections*<sup>a</sup>. Reflecting on the shock that *A Square* received when first visited by *Sphere*, this encapsulates the geometrical idea that ‘*A lower dimension can experience higher dimensions only in cross-section as they pass through in consecutive slices*’. Generalising by the *Principle of Relationship*<sup>b</sup>, let's have a think about how this might play out across the whole structure<sup>c</sup>, reasoning as follows:

- We experience 4D in single 3D cross-sections (i.e. a lifetime chopped up into moment nows). In the same way we experience 5D in single 4D cross-sections (aliveness chopped up into lifetimes).
- Since we cannot experience all 3D moments in a lifetime simultaneously, we experience our sense of the whole lifetime (4D) in an abstract way (we are just kind of aware of it as a reality), just as we experience our sense of aliveness (5D) in an abstract way. In other words, the 4<sup>th</sup> Dimension is just as ‘out there’ as the 5<sup>th</sup>, because from our 3-Dimensional viewpoint we are looking ‘up’.
- However, looking ‘down’ behaves the same. We also experience the moment now (3D) abstractly in the sense that we cannot simultaneously experience the entire physical universe. In the same way we experience mass-energy (2D) and electro-magnetism (1D) in small portions as they actually affect us.

Therefore:

- Because the *Principle of Relationship*<sup>d</sup> applies equally between 1/2D, 2/3D, 3/4D, 4/5D, 5/6D and 6/7D, ***the whole dimensional structure is experienced by the observer in simultaneous geometrical cross-section.***

This view of the concurrent dimensional unfolding of the individual’s reality appears as something very different from the idea – explored earlier in Chapter 41 – that the dimensions may have unpacked as a consecutive sequence of ‘bangs’. However, we mustn’t allow our accustomed tramlines of thought to dictate reality. In theory there is no reason why a chain of events, each owning its own ‘version of time’ (it’s  $n^{\text{th}}$  Dimension of its  $n\text{D}$  space-time), should not unfold concurrently. Indeed they may be *more likely to do so*, as an overall sequence is a temporal concept and there is no requirement within the *Flatland* principles for transcendent order, only dimensional relationships. In a sense, causality need not apply to the

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<sup>a</sup> *The Principle of Cross-Sections*: A lower dimension can experience higher dimensions only in cross-section as they pass through in consecutive slices.

<sup>b</sup> *The Principle of Relationship*: Whatever is true of the relationship between two adjacent dimensions is true of the relationship between *any* two adjacent dimensions.

<sup>c</sup> So that my argument may flow I will assume for the purposes of this chapter that my seven dimensional division of the structure is accurate. In reality, as I have already made clear, it is the overall principle of Dimensionality running through creation that is critical, and not how I have divided it up, *per se*. Having said that, I have every confidence in my divisions and believe them to be accurate, but I refrain from being too dogmatic about a paradigm which relies on inference to the best explanation, lest a better one come along!

<sup>d</sup> *The Principle of Relationship*: Whatever is true of the relationship between two adjacent dimensions is true of the relationship between *any* two adjacent dimensions.

structure globally (but this is very hard to get one's head around), only locally within each dimension's stacking process.

Thus the human being exists at the 7D intersection of all concurrently unfolding dimensions. In reality, all entities must exist at this same type of intersection – because all point-events are *Centre B* observer locations – but only human beings occupy the intersection of *all* dimensions. The number of intersections depends on the dimensional status of the entity, and, conversely, ***the nature of the entity is set by the number of intersections***. I touched on this phenomenon in Chapter 47, referring to it as 'dimensional capping'.

For example:

- A rock exists at the intersection of 1/2D (EM/mass-energy). As a 2D entity it will also appear at the intersection with 3D (the physical moment now), but only as a cross-section. It is capped at 2D.

Whilst:

- A beetle, capped at 5D, exists at the intersection of 1/2/3/4/5D, (light/mass-energy/truespace/time<sup>a</sup>/basic life<sup>b</sup>). As a 5D entity it will also appear at the intersection with 6D, but only as a cross-section. This state will be discernible by another 5D entity, and also by a 6D or 7D entity. The higher animal and the human both know in an objective sense that the beetle is alive<sup>c</sup> but may only interact with it on its 5D level.

This – the idea that each entity exists at a dimensional intersection – is consistent with our earlier description of the twin demisphere model of the physical universe as 100% observer-centric, in which *Centre B* is the location of the observer, and *Centre A* (its antipode on the hypersphere) is the origin. The upshot of this is that ***the whole dimensional structure takes the form of a relativistic 7-Dimensional matrix***, within which each individual observer – each point-event at a unique *Centre B* – is capped at a dimensional intersection level between 1 and 7, loosely distributed in a seething, relativistic, dimensionally interactive smorgasborg. We might state this as a principle:

*The Principle of Capping:*

**Each observer is defined by and consists in the number of dimensions which are concurrently stacking at that point-event.**

Because capping acts as the limit beyond which any entity may not go, the entity has no more ability to comprehend a nearby entity which is capped at a higher dimension than the *King of Lineland* could have comprehended *Sphere* because, by the *Principle of Accessibility*<sup>d</sup>, it is only the higher that may comprehend the lower. Thus, life with several levels of dimensional 'exaltation' looks down with a fuller understanding not only of lower levels of life, but of the physical realm, which, although it is in fact extremely complex, appears basic and comprehensible *by comparison*.

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<sup>a</sup> More specifically: the block universe.

<sup>b</sup> More specifically: physiological processes/sensory perception.

<sup>c</sup> Although its fellow 5D living things may not in quite the same way, because the *Edge-On' Principle* may prevent them being able to contemplate their own or others' existence (we will look more closely at this shortly). The beetle, for its part, must experience both the higher animal and the human in 5D 'beetle-shaped' slices.

<sup>d</sup> *The Principle of Accessibility*: Each dimension sees and may influence all those below.

Observer locations remain arbitrary and ever-changing in relation to one another, all receding equally from *Centre A* relativistically at  $c$ , and subject to the information lag (as described in Chapter 35) – with all interactions subject to the same laws of physics and ways of nature, from the speed of light to the freewill of mankind.

## The 4th Bridge

This is all fine for the way that ‘I’ experience the structure because the dimensional axis passes up through me, but other people, and indeed all living things as I experience them only exist for me physically at the intersection of dimensions up to and including the 4<sup>th</sup>, which is why our direct experience of each other is 4D viewed ‘edge-on’ in 3D<sup>a</sup>. And yet ‘I’ deduce, because of what ‘I’ am, that all other humans must be the same as me. And of course, by the same process I just *know* that animals and plants, although alive, are not.

A whole lifetime is a 4D cross-section of the 5<sup>th</sup> Dimension, but we can never access another’s occupation of that 5D world directly – only in 4D cross-section (further chopped into 3D cross-section<sup>b</sup>). If we are to communicate our 5/6/7D life with each other we must do it *right down through and across* the 4<sup>th</sup> Dimension because everything physical happens in terms of the 4D space-time continuum.

In other words, if I communicate with you I must do it by word or action, or (as in this book) a combination of the two. Nothing else bridges the gap between us because thoughts and feelings cannot be imparted in any other way. This is sadly evidenced by the plight of many caught in a coma who later reported that they were inwardly fully conscious and able to hear, yet powerless to communicate. And of course, for all that we celebrate his intellect, even our own Stephen Hawking must rely on special technology developed by Intel to sense minute movements of a muscle in his cheek – a technology invented in 2005 by Hawking’s graduate assistant, David Pond.

Because we all share the 4<sup>th</sup> Dimension in this way, it is not important whether our lifetimes overlap. We may all be influenced by the writings of authors long dead, such as Homer, John Milton or Lewis Carroll, or moved by the filmed message of Billy Graham, or the celluloid performance of actors we now (because their legacy is set into the block universe) term ‘legends’. There is absolutely no difference in dimensional terms between a thought or feeling communicated by written word or film and the living presence of that individual<sup>c</sup>, because it all comes to us ‘edge-on’ across the 3D physicality of the 4<sup>th</sup> Dimension and enters our experience via the senses, resonating up through the dimensional axis as it climbs through you, and me.

## Seamless in Flatland

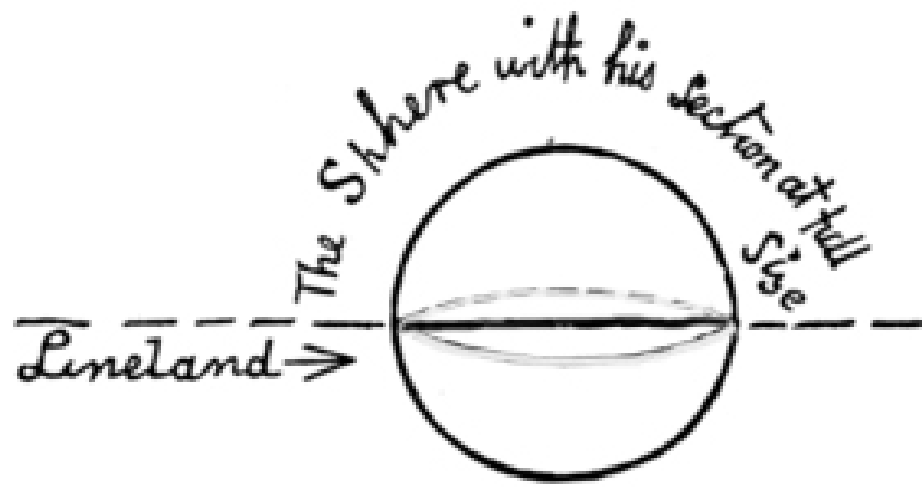
When 3D *Sphere* passed through 1D Lineland he did so as a line. His cross-sectional sojourn through Lineland was a 1D line *cut direct* from his full 3D sphericity without any intervening reference to 2D. In this way, *Flatland* reveals cross-sectioning to be a perfectly smooth process whereby higher dimensions are able to interact directly with lower *as though bypassing all in between*.

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<sup>a</sup> *The ‘Edge-On’ Principle*: Each dimension is viewed from within itself one dimension lower.

<sup>b</sup> In accordance with *The ‘Edge-On’ Principle*: Each dimension is viewed from within itself one dimension lower.

<sup>c</sup> I may be dead as you read this.



*Fig.1* This original illustration from the pen of EA Abbott demonstrates dimensional ‘bypassing’. I have altered it slightly (assuming copyright to have expired!) by lightening the 2D disk to reveal the 1D line passing straight through the 3D sphere. All this is contained within our original *Flatland*-derived *Principle of Inclusion* (Each dimension includes all the ones below) from Chapter 3.

Of course, no intermediate dimensions are actually geometrically bypassed, because any line running through *Sphere* is also cut from a theoretical 2D disk which divides him – it’s just that this fact has no direct bearing on the 3D-to-1D interaction. This is the interaction from *Sphere*’s viewpoint, but now let’s consider the view from Lineland, where *Sphere*’s 3D-ness is not apparent at all...

Although the Linelander is actually witnessing a slice of a 3D entity, it looks to him like a 1D cross-section of a 2D entity – his mind is already blown by that thought and he has no reason to speculate any higher. The original could be 6, 7 or a *millionD* for all he knows – he has no way of telling. In fact, because it appears 1D the same as the rest of his world, *he can't even tell it's a cross-section* unless this information is revealed to him, either as suggested by the irrationality of its behaviour in terms of his world (as per *Sphere*’s circles changing size), or from information supplied by the entity.

*Reflection...* For a practical example of this we might remind ourselves of Victorian England’s pre-Einsteinian fixation with the 4<sup>th</sup> Dimension, as popularised by Charles Hinton. They made the single-dimensional leap of imagination to 4D because *they knew they were 3D*, and, unable to comprehend even the 4<sup>th</sup> Dimension, higher speculation than this (5D, 6D...) would have been utterly fruitless.

And then of course he has the problem of whether to believe it – after all, any old line could *claim* to be 2D. This phenomenon was superbly handled by EA Abbott where *A Square* was only alerted to strangeness by *Sphere*’s impossible-in-2D behaviour. This is why, in our day, not all scientists and philosophers are convinced of the block universe, with some continuing to maintain that the present is all that is, and that – in a relativistic or perhaps some metaphysical way – 4D has all its existence ‘contained’ within the 3D present. If it hadn’t been for the irrefutable mathematics of Einstein, such academics would no doubt still be denying a 4th Dimension altogether!

This on-the-face-of-it act of geometrical nitpicking is in fact hugely significant to the smooth dimensional interplay within the structure, and may be worthy of crystallisation in another principle:

*The Principle of Seamlessness:*

**A higher dimension can cross-section through any lower dimension without reference to those in between, but the lower dimension has no way to discern the level of the original.**

By applying this principle to the real world, we see by the simplicity of yet another *Flatland* demonstration the reason that the 7D matrix functions smoothly and undetected in the world, expressing by geometrical analogy the seamless nature of human and animal interaction with all aspects of the physical universe. The dimensional axis – when considered alongside concurrent stacking of all dimensions and capping of observers – holds great explanatory power. It may even underpin a true theory of everything, because it ties together the physical universe with the phenomenon of life.

Geometrically.