



Reality Rendering

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Have you ever played Doom or any other 3-D/4-D computer game? If you get into the programmers modes, you can turn off the clipping. What this means is that the program will no longer check to see if your character's embodiment has clipped, touched, or come into contact with other objects in the immediate vicinity. This allows you to move freely about the environment without stopping at walls, and allows you to use "as the crow flies" travel rather than "as the maze delegates." Without limits of walls, you can pass directly through all obstacles, and see what they look like from the inside as you pass through their solid existence.

Your mind will allow you this freedom of direct procedure as well. Although, such as in a dream, you find yourself falling off a tall building, if you release your fear of being crushed into a limit, you will pass straight through the ground and come out somewhere else. It is your fear that limits you.

In the dreamscape environment, the emotions are more strongly felt than in life. This, I believe, is because we are standing only one dimension away from their nexus, or infinite existence within the mind. In dreams, we feel great levels of emotions, and our actions within dreams are often created as a telepathic (i.e. not motor skilled) reaction to our fears. But as we learn more about the mind, we discover that the mind works better with less or limited fear, for the key to creativity comes from taking initiative and chances as the opportunities are



immediately discovered. If you wait even a minute, doors close, behaviours change, and opportunities are missed, sometimes forever.

So, whether you are dealing with things in life or in the dreamscape, learning to overcome fear is an asset to creative existence, as living without fears is given to living without limits in the mind. In a place where anything is possible, you have the opportunities to do anything so long as your fears do not keep you from trying. In a hypnosis induced reality, you will appear awake. To others, your eyes are open, your ears are hearing, and all senses are performing normally, except the mind is open to suggestion, the brain is open to belief structures, and the mental capacity of the person is enhanced.

What I intend to use this for is the following: Hypnosis in use with virtual reality.

In the VR environment, the computer can create whatever you tell it to create. However, the user may still repulse to the environment. Such repulsion has caused seizures, nausea, and headaches.

In the dreamscape environment, we can do the same thing without these problems. What I intend to do is to place a person in a VR environment with some simply strict limitations (limited fear, no pain, no dying, game just continues or goes on to start over...) as well as environmental filters (you do not feel sick, this is REAL, your mind will make up whatever doesn't work right...).

We compensate for the reality that the VR is missing simply by suggestion of acceptance. We then let the 3-D user kick in his 6-D environment manipulation system, and voila, reality is enhanced.

I uncovered that if a vividly imaginative person wants to, they can, under hypnosis, with their eyes open and all functions apparently normal, be suggestible to alter the visual reality into surreality:

"This is no longer a room. This is an anteroom of a great castle. The lighting is by torches, but there are stone walls and high ceilings. We are not in your hometown, but are located on the 43rd planet of the Zeldar system, Verica Base. This civilization has many modern amenities that surpass even our own technology, but their frugality limited their housing quarters to be that which functions for tolerance and not for comforts...."

and so on. You give a person a veritable environment, a past, memories, and so forth, and the player takes on the illusion of reality as it is suggested.

In the motion picture, "Blade Runner," It was suggested that the Nexus 7 units were more efficient for they were given memories (as well as time limits).

Conversely, I have done many sessions with RPG players and found that if the story fits their needs, they will throw away "reality" in a heartbeat.

If VR took in hypnosis, it would be a merger that would last. That is my quest.

