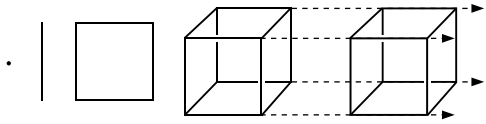


Motion in 3D Space

Accelerometer readings and variations in clock rates yield ambiguous, confused picture of motion.



Linear; uniform.

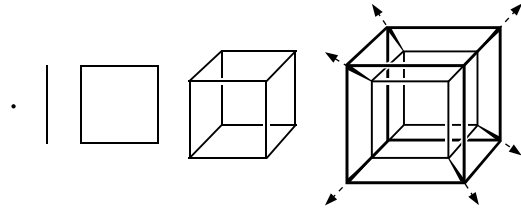
Special case;
relative; symmetrical;
reversible.

Forces and static warpage superimposed on a locally isotropic, homogeneous background space.
(Space exists without matter; warpage miraculously causes motion.)

Reasonable in the abstract, but unphysical;
dimensionality independent of the behavior of matter.

Motion in 4D Space

Accelerometer readings and variations in clock rates yield clearcut, consistent picture of motion.



Omnidirectional; accelerated.

General case;
absolute; asymmetrical;
irreversible.

Forces and warpage are the result of locally anisotropic, inhomogeneous generation of space.
(Space is produced by matter; motion logically causes warpage.)

Based on concrete physical experience;
dimensionality determined by the behavior of matter.

BASIC STATES OF MOTION

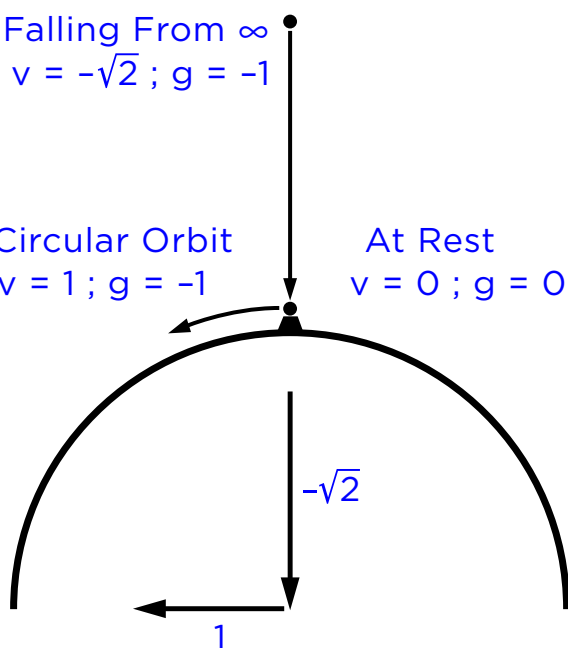
3D CONCEPTION

Gravity = Negative Energy

Falling From ∞
 $v = -\sqrt{2}$; $g = -1$

Circular Orbit
 $v = 1$; $g = -1$

At Rest
 $v = 0$; $g = 0$



CONSERVATIVE FORCE FIELD
OR STATIC CURVATURE

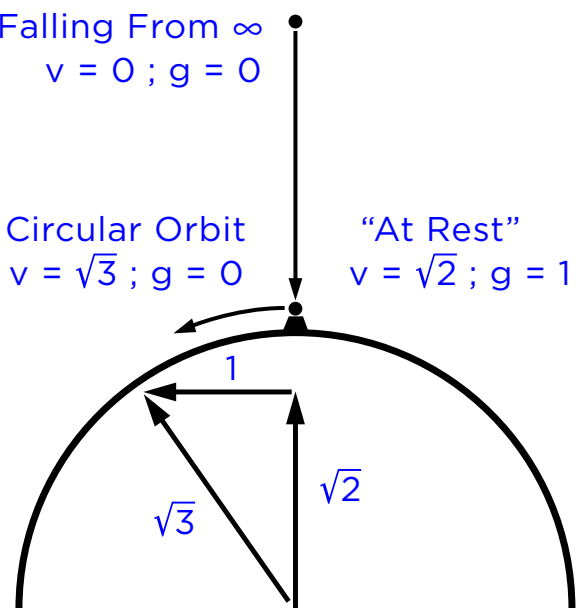
4D CONCEPTION

Gravity = Positive Energy

Falling From ∞
 $v = 0$; $g = 0$

Circular Orbit
 $v = \sqrt{3}$; $g = 0$

"At Rest"
 $v = \sqrt{2}$; $g = 1$



STATIONARY MOTION;
ALWAYS ON THE RISE