

# **GRUPPE OR-OM**<sup>©</sup>

#### presents

# ► TIMEBRUSH<sup>©</sup> – LAND ART ARCHITECTURE $\blacktriangleleft$

http://portal.or-om.org/art/Timebrush/tabid/6311/Default.aspx

TIMEBRUSH<sup>©</sup> generates a new kind of Land Art Architecture.

Time is used as graphical brush or digital stick to create new styles of Land Art Architecture. The tool creates the intended movements by GPS-receivers. The GPSlogfiles in NMEA-format are converted (with the converter <u>www.wugsi.com/Tools/GPS2KML/GPS2KML.php</u>) into KML-files with subtle details. The results are integrated into Google Earth.

TIMEBRUSH<sup>©</sup> reflects the former concepts of time in philosophy and physics and deduces a new concept of time derived within the Absolute and Infinite Divine Essence.

A: 'What do you mean by the new concept of "time"? '

B: 'It means a new absolute, infinitte and realistic concept of time, derived from the Divine Essence'.

A: 'Do you mean a scientific notion of time which will be able to transgress the limited positions of all current concepts of time in philosophy and physics within a completely new science-based structure?'

B. 'Correct!'

Grand Fert

## The Technique of TIMEBRUSH<sup>©</sup>

You want to sketch, plot, pencil, draw or design any architectural construction at any place of earth with highest details.

#### 1. Step – The Move

Take any GPS-receiver and use it as your TIMEBRUSH<sup>©</sup>. Draw your projected lines by moving a GPS-receiver (for instance by car, bike, walk, aircraft or other vehicles and instruments).

You get a GPS-logfile in NMEA-format.

#### 2. Step – The Conversion

Use the NMEA-  $\rightarrow$  KML-converter: <u>http://www.wugsi.com/Tools/GPS2KML/GPS2KML.php</u> developed by Thomas Wagner and convert your NMEA –file into a KML–file.

Keyhole Markup Language (KML) is an XML-based language schema for expressing geographic annotation and visualization on existing or future Web-based, two-dimensional maps and three-dimensional Earth browsers. KML was developed for use with Google Earth.

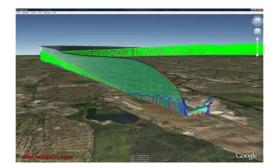
The converter uses the possibility of this language to combine details like altitude, height, acceleration and speed which you have collected at your move with TIMEBRUSH<sup>©</sup>. It is up to you to use all the options provided by this tool and to transform the data set into the intended graphical directions for your architecture.

#### 3. Step – Transformation to Google Earth

Open your KML-file in Google Earth and modulate the artistic details by using the key combinations of the program of Google Earth.

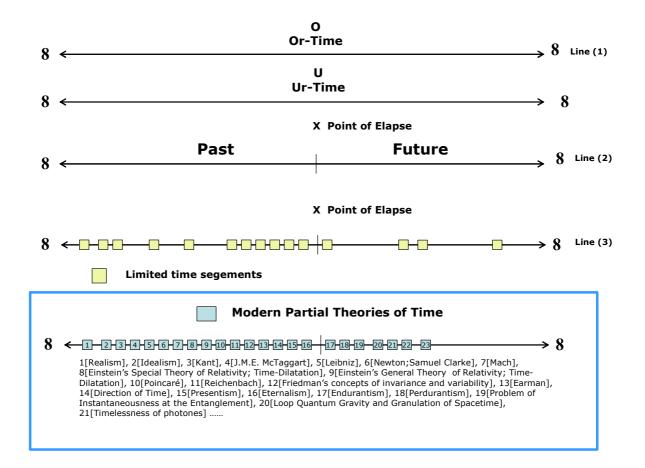
#### 4. Step – Join the project at Flickr

You find a lot of Land Art Architecture created with TIMEBRUSH<sup>©</sup> collected at <u>http://www.flickr.com/groups/timebrush</u>. You are invited to share the project by uploading your own artworks in TIMEBRUSH<sup>©</sup> Land Art Architecture with all your personal data.



### The Unaging Time

The TIMEBRUSH<sup>©</sup>-Project activates and provokes the question of the essential nature of time. We state that all modern theories of time in the following draft are inner, special and partly erroneous cases of the Divine Concept of Time (**DT**) designed here.



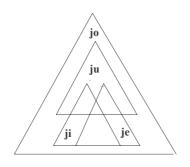
Time is ontologically realistic as the Absolute Infinite **DT.** Time is not only a concept of human mind (idealistic view) and the realism of time results from the fact, that time is an inner category of the Divine Essence. Time is not an illusion. Time is not only a relational concept to order the interdependencies of objects. The Absolute and Infinite Or-Time is the essential basis for all temporal relationships of limited inner objects within the Divine Essence. All relativistic concepts of time like in 8[Einstein's Special Theory of Relativity; Time-Dilatation] and 9[Einstein's General Theory of Relativity; Time-Dilatation] and the formulas to handle **transformations between different timespace-systems** are based on inner, partial concepts of time, which have to be seen and reformulated within the **DT.** 

The continuum of time (and space) has to be deduced as real from the Absolute and Infinite Divine Essentiality. The idea of the **granulation** of spacetime is an imperfect notion within two 'higher' concepts: the Divine Ur-Force U and the Ur-

force of Nature. The idea of quantization (implying finity and particularity) has to be perceived within the corresponding super-sphere of infinite unity.

Time itself is not temporal. The idea of beginning and ending of time is erroneous (problem of singularity).

The total structure of Being-ness (Seinheit) is:



JO Or-Being JU Ur-Being

#### JI Eternity JE Time

Time is the **mode** of change of certain finite, definite and particular entities. They change their inner limited qualities and status continuously within the Absolute and Infinite Divine Essence. And time is the mode of this alteration.

Limited entities are not **within** time like as within an infinite medium (like within an endless sea). Time is only an inner formal quality of these entities insofar these entities are changing their inner limited qualities and status continuously. These objects or entities have the time within themselves as mode of their change and alteration. But they possess also unchangeable spheres and properties. All limited entities with the inner quality of time - insofar they are changing - participate simultaneously in the other modes of Being (JO Or-Being, JU Ur-Being and JE Eternity). You can notice, that modern mathematics and physics don't perceive the fact, that temporality is only an inner aspect of objects of observation. Spacetime is only a limited inner quality of objects, within the total Or-Om-Structure of Being. The modern schools of Endurantism, Eternalism and Perduratism can be completed by these aspects.

Past (line 2) is infinite and future (line 2) is infinite for all certain inner limited objects within the Divine Essence. Infinite Past and Infinite Future are situated within the absolute and infinite Or-Time. Past and future are separated by the Point of Elapse (Verflusspunkt) X.

http://portal.or-om.org/science/Urknall/tabid/6064/Default.aspx http://portal.or-om.org/science/NeueLogik/tabid/6066/Default.aspx http://portal.or-om.org/science/GrundlagenderMathematik/tabid/6294/Default.aspx

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