

The Materium: Aliens, Gods, and Infinity—A Theoretical Exploration of Consciousness and the Computational Substrate of Reality

A Preliminary Framework Toward a Unified Understanding

This theory is a working hypothesis—an evolving exploration of reality as a structured simulation. It examines the interrelation of consciousness, computation, and the natural forces that define [The Materium](#). It presents a framework for understanding how observation, novelty, and contention drive the evolution of both individual and collective experience within this system. As a theorist/thinker, I find as much excitement in discovering new information that challenges or disproves my ideas as I do in finding evidence that supports them. Scientific and intellectual progress happens either way; the ultimate goal is always to advance understanding. It's essential, however, to stay grounded in principles and logic. So, it's always helpful to ask myself: What evidence would convince me that I'm wrong? If the answer is nothing, then I am not adhering to the rules of science or logic. So, this theory will remain dynamic, continually revised and refined as new insights and data emerge, mirroring the very principles it seeks to describe: growth, novelty, and the continual pursuit of understanding. You can download or read the full framework [here](#).

Core elements:

- We exist in a simulation.
- There’s a finite amount of people who are active players and the rest are NPCs.
- Nothing is real, reality is a 3D projection that unfolds in response to player observation.
- 4D beings exist beyond the three spatial dimensions and inhabit higher-dimensional spaces.
- 4D beings can pop in and out of our 3D reality at will, appearing and disappearing in ways we cannot explain.
- 4D beings can observe all of our 3D space simultaneously, much like we can see an entire 2D map at once.
- 4D beings exist as custodians of the projection and can tweak its parameters or intervene in subtle ways.
- 4D beings are not anomalies or outside entities but recursive architects—beings that the simulation generates when players reach critical inflection points in their abilities and understanding.
- 4D beings only appear when the simulation’s trajectory risks stagnation, offering players puzzles or clues designed to drive consciousness, complexity, and novelty.
- UFO sightings, synchronicities, and paranormal events are glimpses of 4D being activities, appearing to 3D players as anomalies, unexplained phenomena, or game ‘glitches.’
- NPCs are not passive entities but active memory nodes, storing and recycling fragments of player-generated experiences to create a dynamic repository of all actions, decisions, and consequences.
- By interacting with NPCs, players unknowingly interface with the collective memory of the simulation, which subtly influences their decisions to align with or deviate from the simulation’s deeper objectives.
- Time in the simulation is an elastic, player-dependent variable. This creates an individualized temporal stream for each player, which the soul synchronizes to ensure a cohesive shared perception of the “now.”

- Time is not real; it’s an illusion mediated by the soul, which synchronizes individual consciousnesses to a universal flow of time, enabling the perception of progression within the simulation and ensuring a cohesive shared reality.
- Each player perceives time uniquely, with their emotional and intellectual state subtly stretching or compressing their experience of temporal progression depending on their unique nodal coordinate or vector point within [The Materium](#).
- The soul interprets all unique perceptions while ensuring they remain compatible with the simulation’s overall temporal framework, preserving both individuality and collective coherence, ensuring the illusion of a unified reality.
- Extreme negative or powerful sensory human emotions (e.g., sex, rage, murder, death, etc.) function as high-energy inputs into the simulation, influencing its evolution, feeding higher-dimensional entities who harvest energy from these surges.
- The simulation’s rules (e.g., physical constants, technologies, societal dynamics, or environmental constraints, etc.) adapt and adjust in complexity as players achieve higher levels of skill, understanding, or comprehension.
- Interactions with dimensions or mechanisms beyond the physical laws of observable space are inaccessible to all players, just like areas beyond the boundaries of a video game map.
- At larger scales, the simulation “renders” reality only where conscious observation occurs, with unobserved areas persisting solely as probabilistic data structures awaiting collapse into defined states upon observation.
- Death in the simulation serves as a reset mechanism, allowing consciousness to respawn back into the game with new parameters to maximize opportunities for learning, novelty, and evolution.
- The physical constants of the game universe are the result of deliberate calibration within a higher-dimensional framework.
- The game universe is encoded on a cosmic boundary, similar to a storage device running a program.
- Consciousness is the foundation of reality within the game engine.
- Reality isn’t just observed by consciousness, it’s created by it.
- The game universe is an infinite feedback loop where consciousness creates reality, observation unfolds it, and reality evolves consciousness, ensuring the cycle goes on forever.

The Materium: Real-Space & its Forces



THE SOLAR SYSTEM'S GRAVITATIONAL FORCES

GRAVITATIONAL FORCE IS THE FORCE THAT ATTRACTS OBJECTS WITH MASS. IT IS A FUNDAMENTAL FORCE OF NATURE THAT GOVERNS THE MOTION OF PLANETS, STARS, AND GALAXIES. IN THE SOLAR SYSTEM, THE SUN'S GRAVITY IS THE DOMINANT FORCE, HOLDING THE PLANETS AND MOONS IN ORBIT. GRAVITATIONALS FORCE IS ALSO RESPONSIBLE FOR THE COLLAPSE OF CLOUDS OF GAS AND DUST INTO STARS AND PLANETS.

GRAVITATIONAL FORCE IS A VECTOR FORCE, MEANING IT HAS BOTH MAGNITUDE AND DIRECTION. THE DIRECTION OF GRAVITATIONAL FORCE IS ALWAYS TOWARDS THE CENTER OF MASS OF THE OBJECTS BEING ATTRACTED. THE MAGNITUDE OF GRAVITATIONAL FORCE DEPENDS ON THE MASS OF THE OBJECTS AND THE DISTANCE BETWEEN THEM.



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