Navatar* Roadmap Vision

Imaging the way forward to physical avatars ("Navatars")

From *looking at* avatars to *living as* Navatars

The game of rulers.
Shouldn't gamma be your game?

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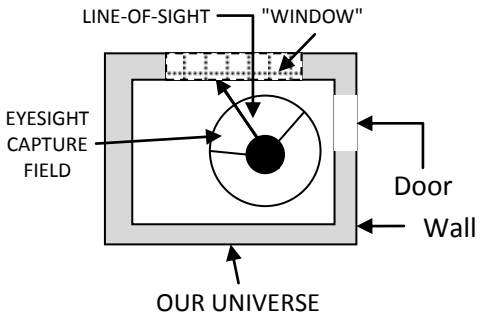
NAVIGATION SYMBOLS



Levels of technological advance

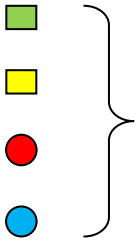
Present stage

Spatialverse

My activities are here

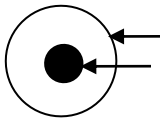
Cameverse*

...and lead to here



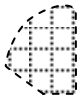
Navigation
Connectors

Fields of View



Near field-of-view
Person (Head)

Universal field-of-view



Projected field-of-view

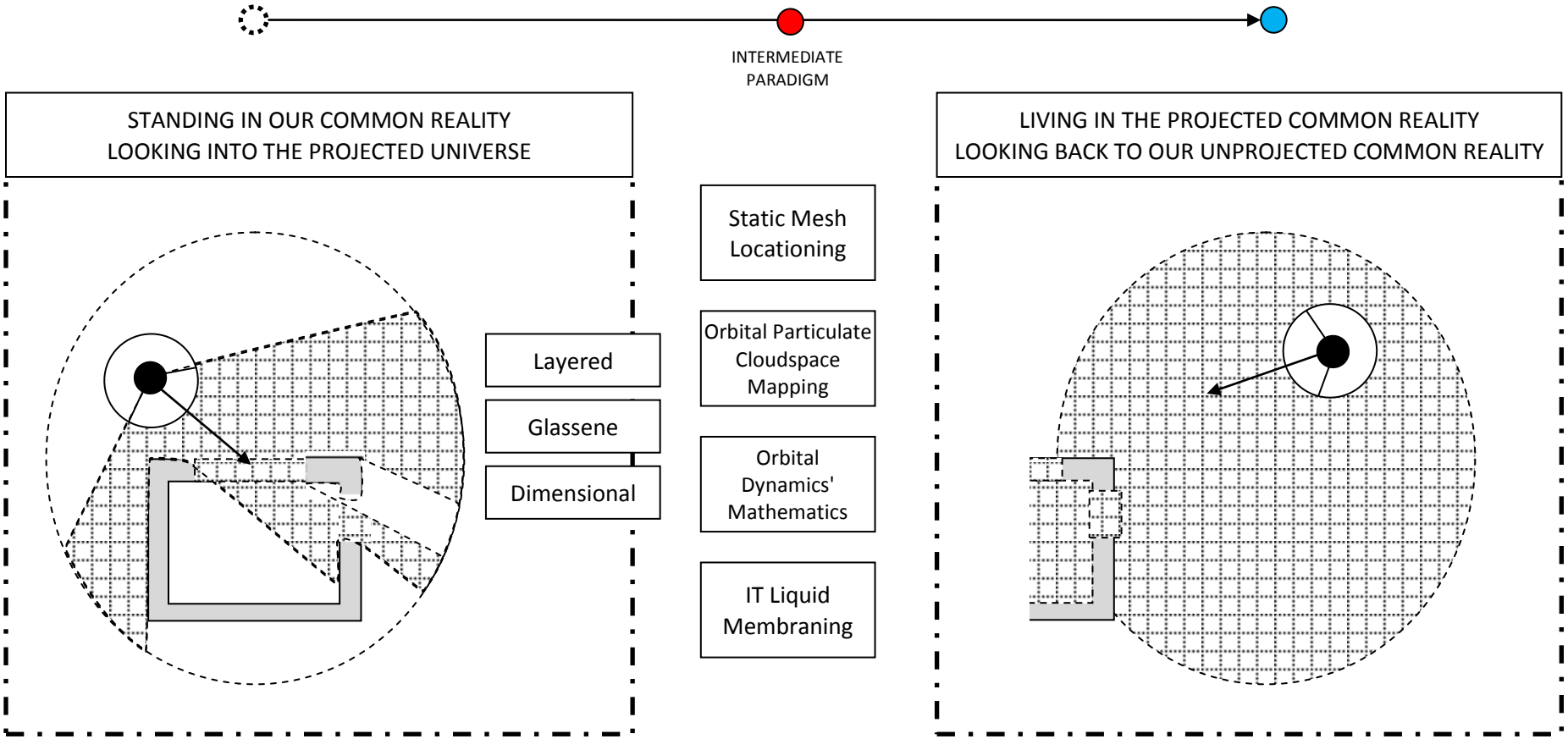
Special labels

fusion camera Product Name

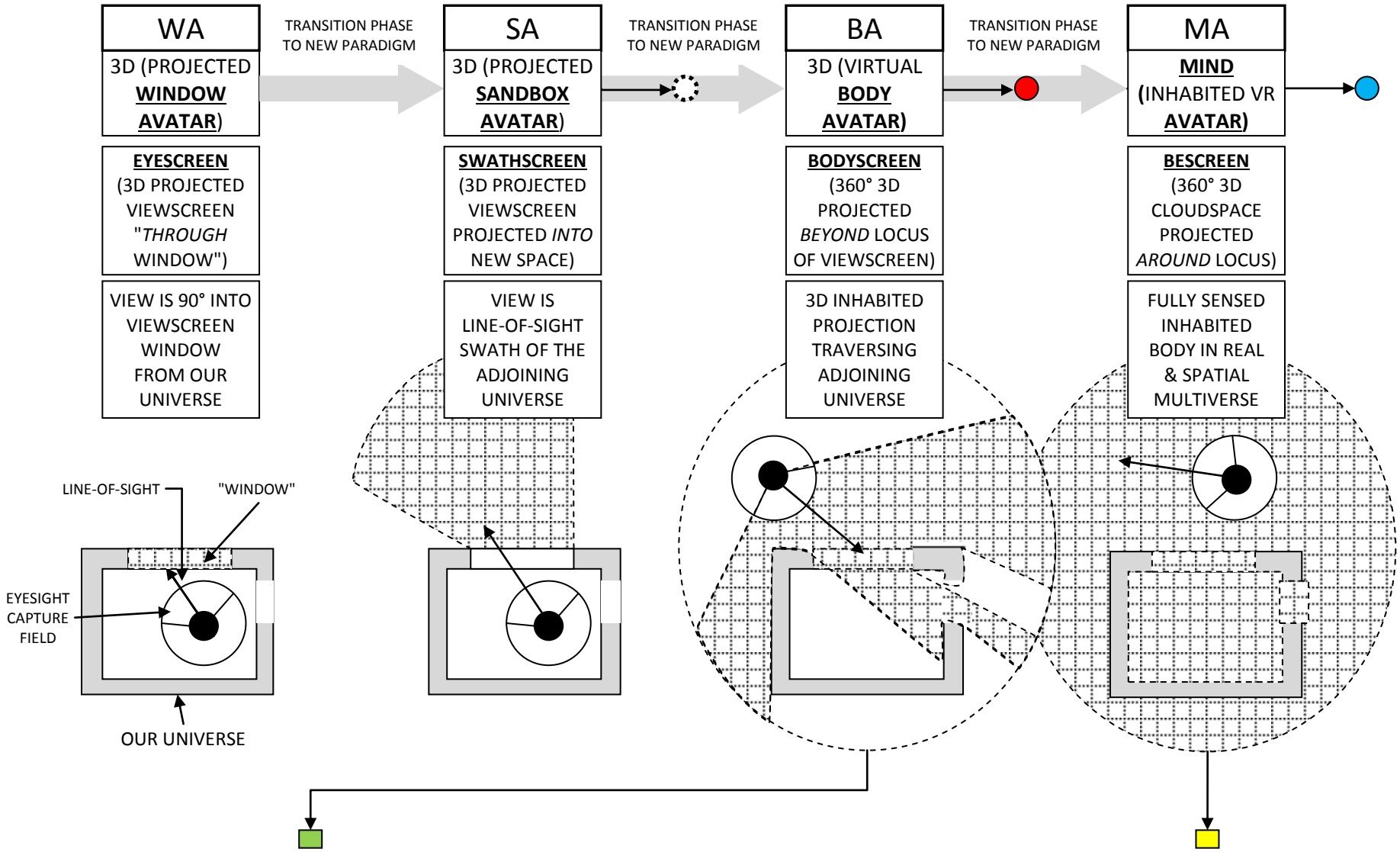
Target Product

* "Cameverse" (Cameron's Universe) & "Navatar" (Na'vi Avatar) in honour of James Cameron's creation of Na'vi avatar hypothesis & universe.

A1 ***Common reality*** **- What is real when we accomplish living in the Cameverse?**



A2 **Overview of shifts in "projected reality" technology (using my terminology)**



A3 **Drill-down into the nature of recognition**

PANDORA REALM

BA AVATAR | INHABITED PROJECTION REALM

EXTERNALLY PROJECTED REALM | SQP | Navatar

Viewscreen Reality | Sentient Mirrorverse | Sentient Spatialverse | Sentient Cameverse*

Common Reality

Un-Recognized Object | Un-Recognized Self | Self-Experienced Self | Self-Recognized Other *as also* Self

Externalizing the Object

Internalizing Navatar as Self

second life — **Virtual Reality**

playstation vr — **Virtual Reality**

google glass — **Augmented Reality**

producer pro — **Mixed Reality**

x-box — **2D Screened Reality**

{nature of object recognition}

{nature of self-recognition}

{nature of self-experiencing}

{nature of externalizing original self as other}

Recognized Object

Recognized Self (see link)

Dolphin self-recognition

Self-Experienced Other & Self

{ie. We *enter & experience* the projected Dolphin}

Self-Recognized Other *& also* Self

{ie. We *become* the Dolphin, looking back to look at our Viewsource Self}

External Object: That-Other-Not-Real

External Object: That-Image-is-There

External Object: That-Image-is-Me

External Object: We-are-Both-Real

Na'vi Avatar's View: We-Are-Here &/or There

IAIP

B

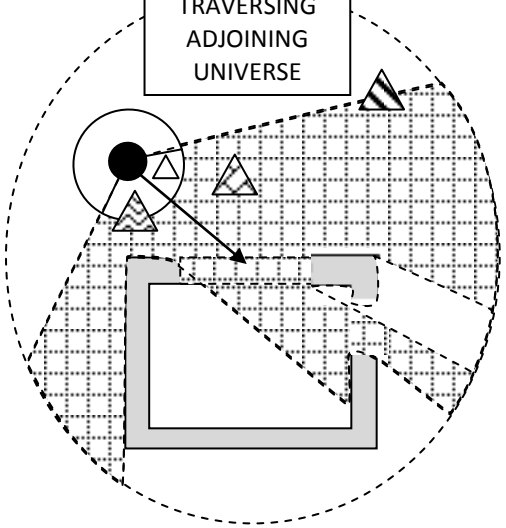
High-level view - Where are we in Image Creation & Processing (IC&P)? Will IC&P spark self-referent AI awareness?

BA

3D (VIRTUAL **BODY AVATAR)**

BODYSCREEN (360° 3D PROJECTED *BEYOND* LOCUS OF VIEWSCREEN)

3D INHABITED PROJECTION TRAVERSING ADJOINING UNIVERSE



2D Screened Reality — x-box

digitally rendered objects introduced in viewscreened reality

second life

Virtual Reality — playstation vr

artificial reality viewed through enclosed viewscreen

Augmented Reality — google glass

digitally rendered objects introduced to overlay common reality

Mixed Reality — producer pro

digitally rendered objects introduced into common reality

Curriculum & Lessons → Course(s)

- Technique
- Practice
- Actors Class
- (etc)

"Projected Spatial Self-Realization"

IT Software R&D

Proprietary R&D

Spatial Hardware R&D

REPLICATING SPATIAL THINKING

"Spatial Quantum Processor" (SQP)

Fusion Camera Motion-Capture Univ. Capture

TRANSITION PHASE TO NEW PARADIGM

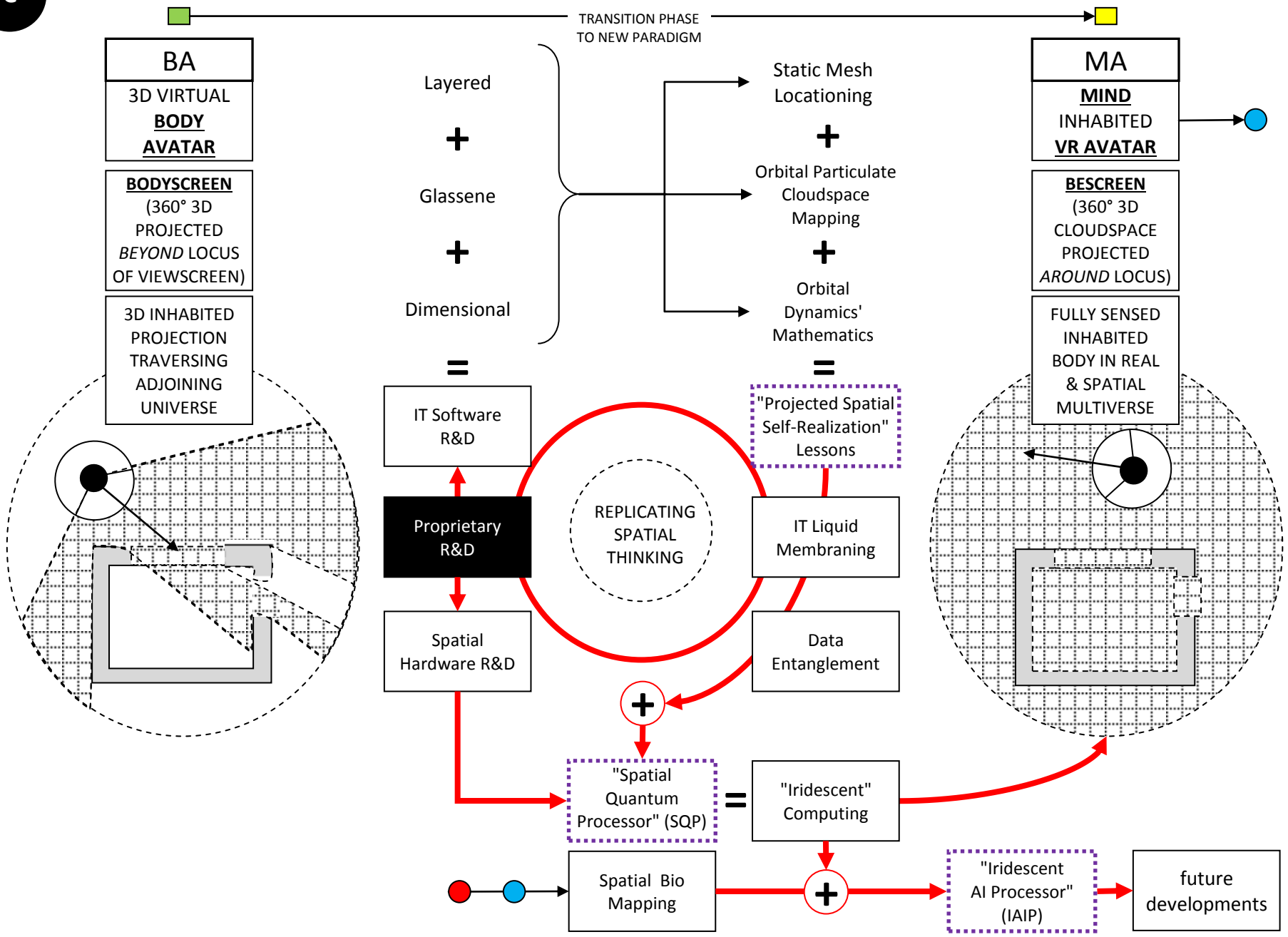
Where are we now in Image Creation & Processing?

Today's Paradigm: 2D workarounds to design for Spatial Worlds

Paradigm Shift: Spatial thinking informing IT for Spatial Worlds

C

Drill-down into target area

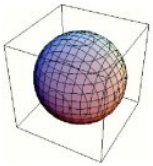


D EXAMPLES OF THINKING & WRITING ON THIS SUBJECT

Projective Transformations - Learn How to Think in 3D

https://davehuer.com/about-me/using-projective-transformations/

A natural process mimicked by the synthetic "Universal Capture" cloned camera lens' process.[1]



The Lesson[2]

Using your mind's eye to create projected imagined selves.
There are 3 steps to practice how to think this way.

- **Imagine yourself as an original anchor point.** My term for this is the *Physical Viewsource* anchor point (our *Viewsource Self*).
- **Then, imagine a copy of yourself (a cloned image)** at the end of a visual sightline, the *Referent View*.
  As if you are looking into a mirror image without the mirror frame. Imagine the image several metres away.
- **Then, step into the shoes of your cloned self-image.** In those shoes, you occupy the 1st *Referent Anchor*.
  Now, step behind the face of that closed Referent Anchor image. Experiment by looking through the eyes of the Referent Anchor face, repeating the creation of a mirroring Referent View along another sightline to a 2nd mirror image, a 2nd *Referent Anchor*.

Liquid Membraning

https://davehuer.com/bcitfolio/innoprojects/inno-minden.html (A challenge solved using liquid membraning)

Cloudboxing (ie. "cognitive sandboxing") & Cloudbox Mimics

https://davehuer.com/solving-wicked-problems/ (project #5 - How I taught myself cloudboxing)
https://davehuer.com/bcitfolio/projects/javascript_jquery_tutorial/tutorial_tut03.html (link to cloudboxing tutorial, coded in basic html5 & css3)
https://davehuer.com/blog/improving-naturalness-of-machine-learning/ (Can we use a growing rhizome to produce mimicked natural learning in machine-learning?)

Does Horizon Intelligence offer thinking-style-projection clues?

https://davehuer.com/blog/are-we-becoming-the-ai-we-should-be-afraid-of/ (A philosophical look at solving the 'social disconnect' that computing can produce)

Thoughts on Data Capture

https://davehuer.com/blog/is-globular-thinking-an-encryption-cypher/ (Can spatial modeling solve deep encryption challenges?)
https://davehuer.com/about-me/my-problem-solving-process/ (When meshing, might we look for questions, not answers?)
https://davehuer.com/blog/cutting-deepminds-data-errorloss-rate/ (Is error-minimizing more important than exact copying?)
https://davehuer.com/blog/cutting-deepminds-data-errorloss-rate/ (Are Synomal Superpositional Clouds (SSCs) a cognitive quantum computing process?)
https://davehuer.com/blog/one-small-step-for-cgi-one-giant-leap-against-piracy/ (Could cultural graphic image & ethnic audio library dubbing cut piracy losses?)

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[1] If I correctly understand the "Universal Capture" process of creating virtual camera views - well, this is natural to me; imagining *and being* virtual lens' views to construct voluminous perspective views of imagined and augmented space.

[2] Sphere Image by Yaroslav Bulatov at his blog