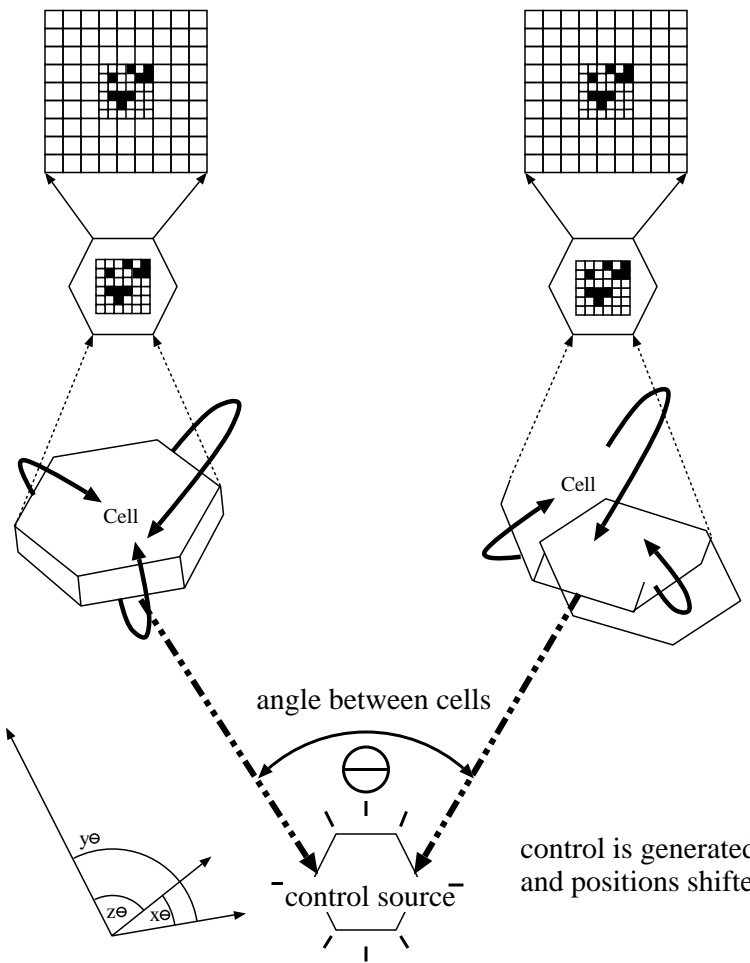


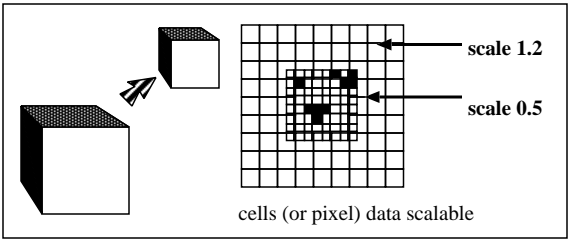
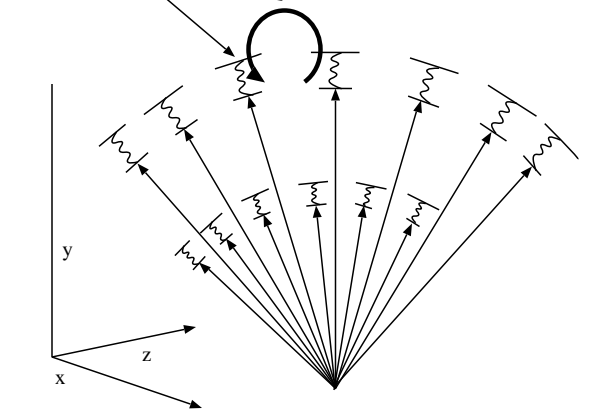
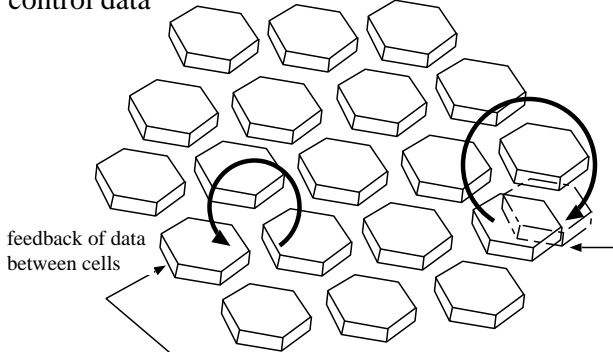
VM-Cell

Virtual Simulator for Cellular Interferometry: 3D Compositing

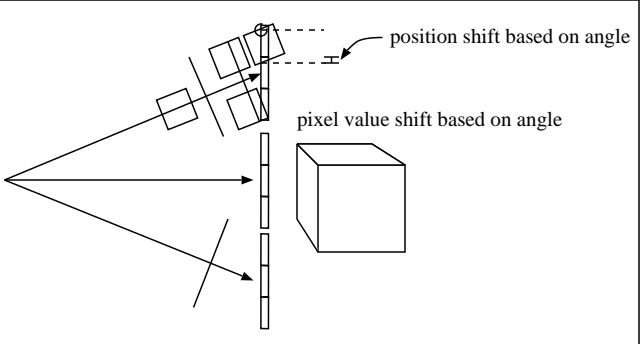
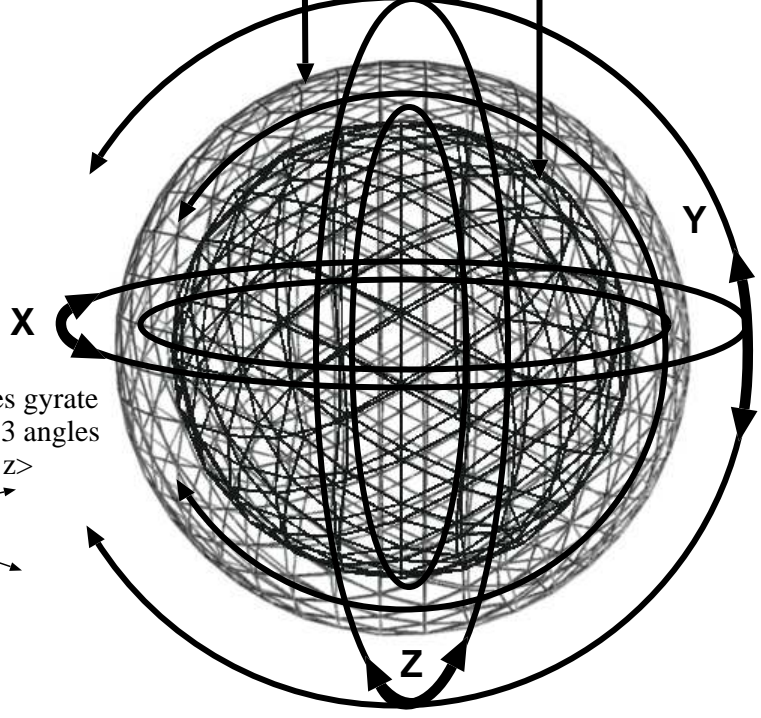
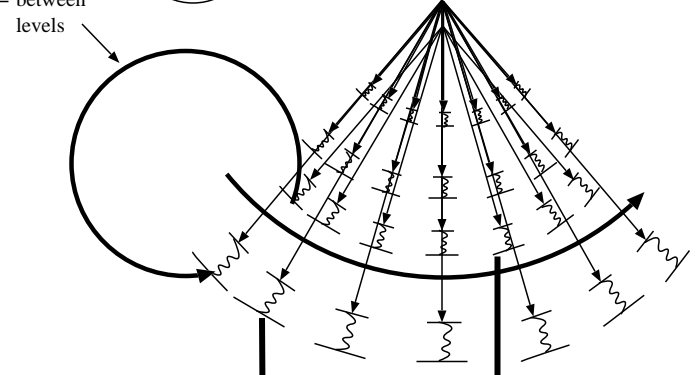
(c) Freeware S.A. Thigpen - <http://sthigpen.freeshell.org>



Cellular Interferometry iterates through positions of cells (or pixels!) to approximate control data



3D multi levels and layers of spheres and alternative geometry forms allow more efficient detection of light



POV-Ray maps reaction of light against angled surfaces
vm-cell-povgen
(see vm-cell-3D-angle.pdf for more details)

4D is the key to accurate sensing on flat surfaces. It a spherical spinning configuration CCD cells can be set to receive photons at precise positions.

Over time this is compared with a time delineated control, and given sufficient hardware precision a lense-like image can be generated.

(see vm-cell-4D-composite.pdf for more details)