

Online Library Geometry Relativity And The Fourth Dimension Rudy Rucker Pdf Free Copy

Geometry, Relativity and the Fourth Dimension **The Fourth Dimension: Toward a Geometry of Higher Reality** The Fourth Dimension **Spaceland** *A Visual Introduction to the Fourth Dimension (Rectangular 4D Geometry)* **Full Color Illustrations of the Fourth Dimension, Volume 1** *The Fourth Dimension* **The Fourth Dimension** *The Fourth Dimension Juicy Ghosts* The Visual Guide to Extra Dimensions *Mind Tools* **Dressage in the Fourth Dimension** Speculations on the Fourth Dimension **The Visual Guide to Extra Dimensions** **A Wrinkle in Time** *Infinity and the Mind* Million Mile Road Trip *The*

Fourth Dimension **Against the Day** **Mad Professor Saucer** **Wisdom** *Surfing through Hyperspace* *The Ware Tetralogy* *Jack and the Actuals, or, Physical Applications of Transfinite Set Theory* Gnar! **Frek and the Elixir** **Fourfield** Surfing the Gnar! **A New Era of Thought** **Infinity and the Mind** **As Above, So Below** Nested Scrolls *Freeware* *The Hacker and the Ants* **White Light** Frek and the Elixir Spacetime Donuts **Sphereland** The Death of a Beekeeper

Discusses space in art and mathematics, the geometry of the fourth dimension, pattern recognition, time in space, and spatial concepts "Juicy Ghosts" is a fast-paced adventure novel,

with startling science, engaging dialog-and a happy ending. The novel treats near-future versions of telepathy and immortality. It's also a redemptive political tale, reacting to the chaos of the 2020 US presidential election. The tone is hip, bright, and darkly comic, with generous helpings of Rucker's SF surrealism. Romances interweave the tale. This colorful, visual introduction to the fourth dimension provides a clear explanation of the concepts and numerous illustrations. It is written with a touch of personality that makes this an engaging read instead of a dry math text. The content is very accessible, yet at the same time detailed enough to satisfy the interests of advanced readers. This book is devoted to geometry; there are no spiritual or religious components to this book. May you enjoy your journey into the fascinating world of the fourth dimension! Contents: Introduction Chapter 0: What Is a Dimension? Chapter 1: Dimensions Zero and One

Chapter 2: The Second Dimension Chapter 3: Three-Dimensional Space Chapter 4: A Fourth Dimension of Space Chapter 5: Tesseract and Hypercubes Chapter 6: Hypercube Patterns Chapter 7: Planes and Hyperplanes Chapter 8: Tesseracts in Perspective Chapter 9: Rotations in 4D Space Chapter 10: Unfolding a Tesseract Chapter 11: Cross Sections of a Tesseract Chapter 12: Living in a 4D House Further Reading Glossary About the Author Put on your spacesuit, strap on your safety harness, swallow your anti-nausea medicine, and enjoy this journey into a fourth dimension of space! 10D, 9D, 8D, 7D, 6D, 5D, 4D, 3D, 2D, 1D, 0D. Blast off! Peter Bruegel's paintings---a peasant wedding in a barn, hunters in the snow, a rollicking street festival, and many others---have long defined our idea of everyday life in sixteenth century Europe. They are classic icons of a time and place in much the same way as Norman Rockwell's depictions of twentieth-century America.

We know relatively little about Bruegel, but after years of research, novelist Rudy Rucker has built upon what is known and has created for us the life and world of a true master who never got old. In sixteen chapters, each headed by a reproduction of one of the famous works, Rucker brings Bruegel's painter's progress and his colorful world to vibrant life, doing for Bruegel what the best-selling *Girl with a Pearl Earring* did for Vermeer. We follow the artist from the winding streets of Antwerp and Brussels to the glowing skies and decaying monuments of Rome and back. He and his friends, the cartographer Ortelius and Williblad Cheroo, an American Indian, are as vivid on the page as the multifarious denizens of Bruegel's unforgettable canvases. Here is a world of conflict, change, and discovery, a world where Carnival battles Lent every day, preserved for us in paint by the engaging genius you will meet in the pages of *As Above, So Below*. At the Publisher's request, this

title is being sold without Digital Rights Management Software (DRM) applied. Madeleine L'Engle's groundbreaking science fiction and fantasy classic, now a major motion picture. It was a dark and stormy night; Meg Murry, her small brother Charles Wallace, and her mother had come down to the kitchen for a midnight snack when they were upset by the arrival of a most disturbing stranger. "Wild nights are my glory," the unearthly stranger told them. "I just got caught in a downdraft and blown off course. Let me sit down for a moment, and then I'll be on my way. Speaking of ways, by the way, there is such a thing as a tesseract." A tesseract (in case the reader doesn't know) is a wrinkle in time. To tell more would rob the reader of the enjoyment of Miss L'Engle's unusual book. *A Wrinkle in Time*, winner of the Newbery Medal in 1963, is the story of the adventures in space and time of Meg, Charles Wallace, and Calvin O'Keefe (athlete, student, and one of the most

popular boys in high school). They are in search of Meg's father, a scientist who disappeared while engaged in secret work for the government on the tesseract problem. A Wrinkle in Time is the winner of the 1963 Newbery Medal. It is the first book in The Time Quintet, which consists of A Wrinkle in Time, A Wind in the Door, A Swiftly Tilting Planet, Many Waters, and An Acceptable Time. A Wrinkle in Time is now a movie from Disney, directed by Ava DuVernay, starring Storm Reid, Oprah Winfrey, Reese Witherspoon and Mindy Kaling. This title has Common Core connections. Books by Madeleine L'Engle A Wrinkle in Time Quintet A Wrinkle in Time A Wind in the Door A Swiftly Tilting Planet Many Waters An Acceptable Time A Wrinkle in Time: The Graphic Novel by Madeleine L'Engle; adapted & illustrated by Hope Larson Intergalactic P.S. 3 by Madeleine L'Engle; illustrated by Hope Larson: A standalone story set in the world of A Wrinkle in Time. The Austin

Family Chronicles Meet the Austins (Volume 1) The Moon by Night (Volume 2) The Young Unicorns (Volume 3) A Ring of Endless Light (Volume 4) A Newbery Honor book! Troubling a Star (Volume 5) The Polly O'Keefe books The Arm of the Starfish Dragons in the Waters A House Like a Lotus And Both Were Young Camilla The Joys of Love
AUTHOR: Chris McMullen earned his Ph.D. in particle physics from Oklahoma State University. Dr. McMullen currently teaches physics at Northwestern State University of Louisiana. His background on the geometry and physics of a possible fourth dimension of space includes a half-dozen research papers on the prospects of discovering large extra dimensions at the Large Hadron Collider.
DESCRIPTION: While Volume 1 covered the geometry of extra dimensions in detail, Volume 2 focuses on the physics of extra string-inspired dimensions. Consider the problem and solution of expressing the cross product in

higher dimensions. See the effect that the extra flux of field lines has on Gauss's law in higher dimensions. Explore how extra dimensions may be hidden via compactification. Discover the recent motivation for the case of extra dimensions that are much larger than originally predicted by string theory. Read about current and upcoming experiments with the potential to detect the presence of large extra dimensions in our universe. Learn the fundamentals of special and general relativity, quantum mechanics, and string theory, and how these relate to extra dimensions... All on this visual introduction to the fourth and higher dimensions. This guide is conceptually and visually detailed, intended for mathematically-minded readers who may have not yet been exposed to calculus. PUZZLES: Several puzzles are included to challenge the reader to contemplate the fourth dimension. Answers are included at the back of the book. These full-color

illustrations on 8"x10" pages are at once aesthetically captivating and instructive. Each page consists of colorful images of tesseracts (4D hypercubes) or glomes (4D hyperspheres) with a paragraph caption describing the figures at the bottom. Color is used effectively to show how to visualize the features of tesseracts and glomes, how to draw tesseracts in perspective, how a tesseract unfolds, how the features of tesseracts and glomes change as they rotate, how to find the intersection of a tesseract or glome with a hyperplane, how hyperspherical coordinates are defined, how to understand hypercompass directions, and how to draw longitudes, hyperlatitudes, and latitudes. Rectangular hyperboxes and a hyperellipsoid are also shown. Subsequent volumes of this series will build upon these fundamental 4D objects to help you imagine features of a 4D world such as a hyperchair, a hypercross, a hyperpyramid, a hyperhouse, crystal structures, and simple hypermachines.

Watch a tesseract unfold. See how the 3D cross section of a hypercube changes as the hypercube rotates. View 4D wheels with axles with a spherinder or cubinder structure. Imagine climbing a 4D staircase. Find 10 out of 120 dodecahedra of a hecatonicosachoron highlighted... all on this visual tour of the fourth dimension. The book is much more visual and conceptual than algebraic, yet it is detailed and technical, with the intention of satisfying the needs of mathematically-minded readers familiar with the fundamentals of algebra, geometry, and graphing. A hipster math prof's journey to Absolute Infinity...and back. A cult novelist named Rudy Rucker investigates an alien abduction...and is drawn into freaky, transreal scenes. Futurism, autobiographical novel, a tour of Californai freakdom, and richly funny. With many, many line-drawing illos. "Rucker's sensibility is a combination of gonzo humor, fictionalized autobiography in

the Kerouacian mode (what Rucker calls "transrealism"), and the sheer, bugs-in-your-teeth thrill of scientific extrapolation taken to blitz-punk extremes." — Salon.com. A dynamic exploration of infinity In *Infinity and the Mind*, Rudy Rucker leads an excursion to that stretch of the universe he calls the "Mindscape," where he explores infinity in all its forms: potential and actual, mathematical and physical, theological and mundane. Using cartoons, puzzles, and quotations to enliven his text, Rucker acquaints us with staggeringly advanced levels of infinity, delves into the depths beneath daily awareness, and explains Kurt Gödel's belief in the possibility of robot consciousness. In the realm of infinity, mathematics, science, and logic merge with the fantastic. By closely examining the paradoxes that arise, we gain profound insights into the human mind, its powers, and its limitations. This Princeton Science Library edition includes a new preface by the

author. Much cyberpunk SF is grimly noir in depicting future-shocked people trapped by their limitations, but in this collection of 19 laid-back yarns, Rucker finds human dilemmas much too important to take seriously. "Jenna and Me," for example, co-written with his son Rudy Rucker Jr., shows President Bush's daughter brain-wiped by agents of the "conspiracy elite," but eventually becoming the unwitting focus for an alien invasion that may remake humanity for the better. A New York Times Notable Book of the Year, a Washington Post Best Book of the Year Spanning the era between the Chicago World's Fair of 1893 and the years just after World War I, and constantly moving between locations across the globe (and to a few places not strictly speaking on the map at all), *Against the Day* unfolds with a phantasmagoria of characters that includes anarchists, balloonists, gamblers, drug enthusiasts, mathematicians, mad scientists, shamans, spies, and hired guns. As an era of

uncertainty comes crashing down around their ears and an unpredictable future commences, these folks are mostly just trying to pursue their lives. Sometimes they manage to catch up; sometimes it's their lives that pursue them. Dressage is often seen as the most formal and controlled of the equine sports, following an ancient, standardized training progression. For philosopher and dressage instructor Dr. Sherry Ackerman, dressage is much more. It ? along with riding in general ? can be a transformational art and an avenue for reflection, exploration, and self-knowledge through which a rider can experience liberation from the individual, egoistic self. This second, revised edition of *Dressage in the Fourth Dimension* is a pioneer work in awakening ?dressage consciousness." Drawing on such diverse sources as sacred geometry, ancient Western and Eastern philosophies, and esoteric spirituality, Ackerman seeks to heal humanity's

alienation from nature through riding. She points us toward the liberation from societal conditioning and normative thinking, and, ultimately, from our own egos. Her concept of the fourth dimension requires us to leave the analytic, objective mind behind and enter into the mystery of inspiration. A short, unique, thought-provoking work that has enjoyed a word-of-mouth reputation among horse people for years, *Dressage in the Fourth Dimension* will challenge riders' assumptions about their horses and themselves. Though he is also a mathematician, computer scientist, and essayist, Rudy Rucker is best known for his ground-breaking science fiction. The companion volume to *Seek!*, *Rucker's selected nonfiction*, *Gnar!* brings together three dozen of the writer's best science fiction short stories. His first major story collection in 17 years, the volume includes a number of previously unanthologized stories, including tales cowritten with Marc Laidlaw,

Paul Di Filippo, and Bruce Sterling. Classics such as "The Fifty-Seventh Franz Kafka," a timely meditation on the paradoxes of cloning, are side by side with works of pseudomemoir like "The Indian Rope Trick Explained." The Rucker formula - cutting-edge physics, a wild but perversely logical imagination, and a decidedly punk attitude - illuminates this new collection. The birth of cyberpunk! A seaweed-smoking rebel becomes an incredible shrinking man. Under the bottom is the top--and the power to smash the Machine. After humanity becomes inextricably linked to the computers, a heroic couple makes a scale-ship journey beneath the smallest particles and through the largest cosmic structures, seeking a perfect world. Joe Cube is a Silicon Valley hotshot--well, a would-be hotshot anyway--hoping that the 3-D TV project he's managing will lead to the big money IPO he's always dreamed of. On New Year's Eve, hoping to impress his

wife, he sneaks home the prototype. It brings no new warmth to their cooling relationship, but it does attract someone else's attention. When Joe sees a set of lips talking to him (floating in midair) and feels the poke of a disembodied finger (inside him), it's not because of the champagne he's drunk. He has just met Momo, a woman from the All, a world of four spatial dimensions for whom our narrow world, which she calls Spaceland, is something like a rug, but one filled with motion and life. Momo has a business proposition for Joe, an offer she won't let him refuse. The upside potential becomes much clearer to him once she helps him grow a new eye (on a stalk) that can see in the fourth-dimensional directions, and he agrees. After that it's a wild ride through a million-dollar night in Las Vegas, a budding addiction to tasty purple 4-D food, a failing marriage, eye-popping excursions into the All, and encounters with Momo's foes, rubbery red critters who steal

money, offer sage advice and sometimes messily explode. Joe is having the time of his life, until Momo's scheme turns out to have angles he couldn't have imagined. Suddenly the fate of all life here in Spaceland is at stake. Rudy Rucker is a past master at turning mathematical concepts into rollicking science fiction adventure, from Spacetime Donuts and White Light to The Hacker and the Ants. In the tradition of Edwin A. Abbott's classic novel, Flatland, Rucker gives us a tour of higher mathematics and visionary realities. Spaceland is Flatland on hyperdrive! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. In the year 3003, nothing in the world is the same, except maybe that adolescents are still embarrassed by their parents. Society and the biosphere alike have been transformed by biotechnology, and the natural world is almost gone. Frek Huggins is a boy from a broken family, unusual because he was conceived without

technological help or genetic modifications. His dad, Carb, is a malcontent who left behind Frek's mom and the Earth itself several years ago. Everything changes when Frek finds the Anvil, a small flying saucer, under his bed, and it tells him he is destined to save the world. The repressive forces of Gov, the mysterious absolute ruler of Earth, descend on Frek, take away the Anvil, and interrogate him forcefully enough to damage his memory. Frek flees with Wow, his talking dog, to seek out Carb and some answers. But the untrustworthy alien in the saucer has other plans, including claiming exclusive rights to market humanity to the galaxy at large, and making Frek a hero. Frek and the Elixir is a profound, playful SF epic by the wild and ambitious Rudy Rucker. Originally published: Boston: Houghton Mifflin, 1987. From a two-time winner of the Philip K. Dick award, and one of the founding fathers of cyberpunk comes a novel about a very modern nightmare: the most destructive computer

virus ever has been traced to your machine. Computer programmer Jerzy Rugby spends his days blissfully hacking away in cyberspace — aiding the GoMotion Corporation in its noble quest to create intelligent robots. Then an electronic ant gets into the machinery ... then more ants ... then millions and millions of the nasty viral pests appear out of nowhere to wreak havoc throughout the Net. And suddenly Jerzy Rugby is Public Enemy Number One, wanted for sabotage, computer crime, and treason — a patsy who must now get to the bottom of the virtual insectile plague. "Rudy Rucker warms the cockles of my heart ... I think of him as the Scarlet Pimpernel of science fiction." — Philip Jose Farmer A dynamic exploration of infinity In *Infinity and the Mind*, Rudy Rucker leads an excursion to that stretch of the universe he calls the "Mindscape," where he explores infinity in all its forms: potential and actual, mathematical and physical, theological and mundane.

Using cartoons, puzzles, and quotations to enliven his text, Rucker acquaints us with staggeringly advanced levels of infinity, delves into the depths beneath daily awareness, and explains Kurt Gödel's belief in the possibility of robot consciousness. In the realm of infinity, mathematics, science, and logic merge with the fantastic. By closely examining the paradoxes that arise, we gain profound insights into the human mind, its powers, and its limitations. This Princeton Science Library edition includes a new preface by the author. Do a little armchair time-travel, rub elbows with a four-dimensional intelligent life form, or stretch your mind to the furthest corner of an uncharted universe. With this astonishing guidebook, *Surfing Through Hyperspace*, you need not be a mathematician or an astrophysicist to explore the all-but-unfathomable concepts of hyperspace and higher-dimensional geometry. No subject in mathematics has intrigued both children and adults as much as the idea of a

fourth dimension. Philosophers and parapsychologists have meditated on this mysterious space that no one can point to but may be all around us. Yet this extra dimension has a very real, practical value to mathematicians and physicists who use it every day in their calculations. In the tradition of *Flatland*, and with an infectious enthusiasm, Clifford Pickover tackles the problems inherent in our 3-D brains trying to visualize a 4-D world, muses on the religious implications of the existence of higher-dimensional consciousness, and urges all curious readers to venture into "the unexplored territory lying beyond the prison of the obvious." Pickover alternates sections that explain the science of hyperspace with sections that dramatize mind-expanding concepts through a fictional dialogue between two futuristic FBI agents who dabble in the fourth dimension as a matter of national security. This highly accessible and entertaining approach turns an intimidating subject into a scientific game open to

all dreamers. *Surfing Through Hyperspace* concludes with a number of puzzles, computer experiments and formulas for further exploration, inviting readers to extend their minds across this inexhaustibly intriguing scientific terrain. "Rucker's four Ware novels—Software, Wetware, Freeware, and Realware—form an extraordinary cyberweird future history with the heft of an epic fantasy novel and the speed of a quantum processor. Still exuberantly fresh despite their age, they primarily follow two characters (and their descendants): Cobb Anderson, who instigated the first robot revolution and is offered immortality by his grateful "children," and stoner Sta-Hi Mooney, who (against his impaired better judgment) becomes an important figure in robot-human relations. Over several generations, humans, robots, drugs, and society evolve, but even weird drugs and the wisdom gathered from interstellar signals won't stop them from making the same old

mistakes in new ways. Rucker is both witty and serious as he combines hard science and sociology with unrelentingly sharp observations of all self-replicating beings. This classic series well deserves its omnibus repackaging, particularly suitable for libraries." — *Publisher's Weekly*. "Rudy Rucker is one of the modern heroes of science fiction, one of the original cyberpunks. The early cyberpunks only had a few writers who could be meaningfully called punks — writers like John Shirley and Richard Kadrey — but there was only one who could truly be called cyber: Rudy Rucker. Rucker is a mad professor, a mathematician and computer scientist with a serious, scholarly interest in the limits of computation and the physics and mathematics of higher-dimension geometry. But that's just about the only thing you can describe as 'serious' when it comes to Rucker. He's a gonzo wildman, someone for whom 'trippy' barely scratches the surface. His work is shot

through with weird sex, weird drugs, weird brain chemistry, and above all, weird science." — Cory Doctorow In the year 3003, nothing in the world is the same, except maybe that adolescents are still embarrassed by their parents. Society and the biosphere alike have been transformed by biotechnology, and the natural world is almost gone. Frek Huggins is a boy from a broken family, a misfit because he's a natural child, conceived without technological help or genetic modifications. His dad, Carb, is a malcontent who left behind Frek's mom and the Earth itself several years ago. Everything changes when Frek finds the Anvil, a small flying saucer, under his bed, and it tells him he is destined to save the world. The repressive forces of Gov, the mysterious absolute ruler of Earth, descend on Frek, take away the Anvil, and interrogate him forcefully enough to damage his memory. Frek flees with Wow, his talking dog, to seek out Carb and some answers. But the untrustworthy alien in

the saucer has other plans, including claiming exclusive rights to market humanity to the galaxy at large, and making Frek a hero. Frek and the Elixir is a profound, playful SF epic by the wild and ambitious Rudy Rucker. Three teens ride a car across the universe and back. Look out for the flying saucers! "Tipping his hat to Thomas Pynchon, Jack Kerouac, and Douglas Adams, Rucker immerses readers in a fantastical roadtrip adventure that's a wild ride of unmitigated joy. . . . he ties everything together with internal consistency, playful use of language that keeps his ideas alien yet accessible, and a solid grounding in fourth-dimensional math. This wacky adventure is a geeky reader's delight."—Publishers Weekly, starred review One of the founders of the cyberpunk genre of science fiction and a writer of what he calls "transrealist" fiction chronicles his life, describing his struggles to publish his early novels, his work as a professor of mathematics, and his life

within the counterculture. One of the most talented contemporary authors of cutting-edge math and science books conducts a fascinating tour of a higher reality, the Fourth Dimension. Includes problems, puzzles, and 200 drawings. "Informative and mind-dazzling." — Martin Gardner. The original "Mad Professor" of cyberpunk, Rudy Rucker (along with fellow outlaws William Gibson and Bruce Sterling) transformed modern science fiction, tethering the "gnarly" speculations of quantum physics to the noir sensibilities of a skeptical and disenchanting generation. In acclaimed novels like *Wetware* and *The Hacker* and the Ant he mapped a neotopian future that belongs not to sober scientists but to drug-addled, sex-crazed youth. And won legions of fans doing it. In his outrageous new story "The Men in the Back Room at the Country Club," Dr. Rucker infiltrates fundamentalist Virginia to witness the apocalyptic clash between Bible-thumpers and Saucer

Demons at a country club barbecue. He shoots erotica into orbit with "Rapture in Space" to explore the future of foreplay in freefall. In his gonzo nonfiction masterpiece "Surfing the Gnarl," he documents the role of the Transreal in transforming both the personal and the political, distinguishes with mathematical precision between "high gnarl" and "low gnarl" in literature and life, and argues for remaking popular culture as a revolutionary project. And Featuring: PM's exclusive Outspoken Interview, in which the author explains Infinity, deconstructs his own outrageous film career, answers one Jeopardy question, and (finally!) reveals the truth about Time. All under oath. You'll never be the same. Is that good or bad? Your call. Exposition of fourth dimension, concepts of relativity as Flatland characters continue adventures. Topics include curved space time as a higher dimension, special relativity, and shape of space-time.

Includes 141 illustrations. A detailed description of what the fourth dimension would be like. In the beginning of the winter thaw, Lars Lennart Westin has learned that he has cancer and will not live through spring. Told through the journals of this schoolteacher turned apiarist, *The Death of a Beekeeper*, is his gentle, courageous, and sometimes comic meditation on living with pain. Westin has refused to surrender the time left him to the impersonation of a hospital, preferring to take his fate upon himself, to continue solitary, reflective life in the Swedish countryside. "I took little walks and noticed that in the last months the pain had actually colored the landscape in a peculiar way. Here and there is a tree where it really hurt, here and there is a fence against whose post I struck my hand in passing." His inner landscape is also reforming: "This constant concern with an indefinite dangerous secret in one's own body, this feeling that some dramatic change is taking

place, without one's being able to have any clarity about what really is... reminds me of prepuberty. I even recognize this gentle feeling of shame again." The relentlessly intimate burning in his gut provides a point of psychic detachment, rendering his survival "a unique art form whose level of difficulty is so high that no one exists who can practice it." Yet he insists, "We begin again. We never give up." Like many other stories and novels by Rudy Rucker, "Jack and the Aktuals" is a wild and wooly dramatization of certain principles of higher mathematics, with added talking animals, sentient pencils, and orders-of-infinity nested within one another like Russian dolls. No description can ever encompass the mind-bending experience of reading a Rudy Rucker story. Among Rudy Rucker's many novels are the Ware tetralogy (*Software*, *Wetware*, *Freeware*, and *Realware*); *White Light*, *Spacetime Donuts*, *Mathematicians in Love*, and *Postsingular*. His nonfiction

includes such works as *Geometry, Relativity, and the Fourth Dimension* and *The Lifebox, the Seashell, and the Soul: What Gnarly Computation Taught Me About Ultimate Reality, the Meaning Of Life, and How To Be Happy*. He is the great-great-great grandson of the philosopher Georg Wilhelm Friedrich Hegel. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. The robotic "moldies" are evolved artificial lifeforms made of soft plastic and gene-tweaked molds and algae. Universally despised, the moon is the place to be, if you're a persecuted "moldie" or an enlightened "flesher" intent on creating a new, more utopian hybrid civilization. On the moon, there are other intergalactic intelligences to contend with--and some not so intelligent--who have their own agendas and appetites.

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