Master Universe Animations

MU_Animations_Banner.jpg

WELCOME

Welcome to the Master Universe collection of educational animations. This collection of artwork is offered freely to everyone without cost or copyright restrictions worldwide. You are free to use them any way you wish for educational purposes.

WHAT IS THE PURPOSE OF THE MASTER UNIVERSE ANIMATIONS?

The goal of these animations is to stimulate the mind by revealing certain aspects of the infinite cosmos that is not easily discerned through the use of static diagrams. There are certain universe dynamics at play that involve motion, direction, and varying intensities of influence. Adding elements of time lapse, motion, and direction to animate certain elements of the Master Universe Diagrams helps to reveal otherwise inexplicit and indistinguishable facets of the Master Universe Creation.

THE MASTER UNIVERSE IN MOTION

Master Universe - Motion of Space Levels

This animation shows the movement and direction of travel of the various space levels. The speeds of these orbits relative to each other are unknown, but it is understood that as the space zones get bigger as you move outward from Paradise that the time required for making a full revolution around Paradise increases.

SUZ = Superuniverse Zone
OSZ = Outer Space Zone

Master Universe - Motion of Space Levels with Master Spirits Influence

This animation shows the same movement and direction of travel of the various space levels with an added semi-transparent layer showing the spiritual and mindal influence of the seven Master Spirits. Each is identified by name and superuniverse number.

UB 16:0.12. Each Master Spirit maintains an enormous force-focal headquarters, which slowly circulates around the periphery of Paradise, always maintaining a position opposite the superuniverse of immediate supervision and at the Paradise focal point of its specialized power control and segmental energy distribution. The radial boundary lines of any one of the superuniverses do actually converge at the Paradise headquarters of the supervising Master Spirit.

SUZ = Superuniverse Zone
OSZ = Outer Space Zone

SPACE RESPIRATION IN ACTION

Master Universe - Space Respiration - switching during expansion phase

The 7 Sacred Spheres of the Father each act as a master switch that controls several aspects of the evolving Master Universe. As these 7 Sacred Spheres revolve around Paradise they activate the energy circuits in sequence as they pass in front of them. During space respiration expansion the energy flows outward from Paradise, through the Sacred Spheres, and into the Rods of Absolutum. This animation shows the details of a Peripheral Paradise energy circuit being activated as one of the 7 Sacred Father Spheres temporarily swings into position to complete the circuit (green).

Master Universe - Space Respiration - switching during contraction phase

During space respiration contraction the energy in the Rods of Absolutum flows back through the Sacred Spheres and returns to Paradise.

Master Universe - Space Respiration - the 7 master switches

Now that we've seen how the individual Sacred Spheres of the Father work as on/off switches for the Rods of Absolutum let's view all 7 and see how they work together as a system.

TIPS FOR UNDERSTANDING THE MASTER UNIVERSE ANIMATIONS

Please keep the following in mind while enjoying these beautiful and thought provoking animations. The Master Universe is so vast and complex that it is impossible to portray what it contains in great detail with the current state of human technology.While the Spirit revelators and their human collaborators have made every effort to be as accurate and forthcoming as possible in the creation of these animations and texts, there are limitations inherent in the media and techniques used. For example, if the Master Universe were drawn to scale with the Isle of Paradise depicted as 1 centimeter in diameter, then the diameter of the Master Universe to the outer edges of Outer Space Zone 4 would be about 150 meters across! Such scale simply cannot fit on a screen sized animation. Many simplifications had to be made in order to create suitable presentations at a usable size. The main design focus is always to give the broad concepts and principles the attention they deserve without letting too much detail get in the way.

Much time and effort was spent by both the Spirit revelators and their human collaborators in an attempt to harmonize these animations with the revelations from which they are derived, but the fact remains that no one is perfect, and neither are these animations.

Color is used primarily to create contrast, highlight items of interest, and improve the user experience, otherwise the choice of colors has no meaning.

We hope you will enjoy these beautiful educational animations.

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