

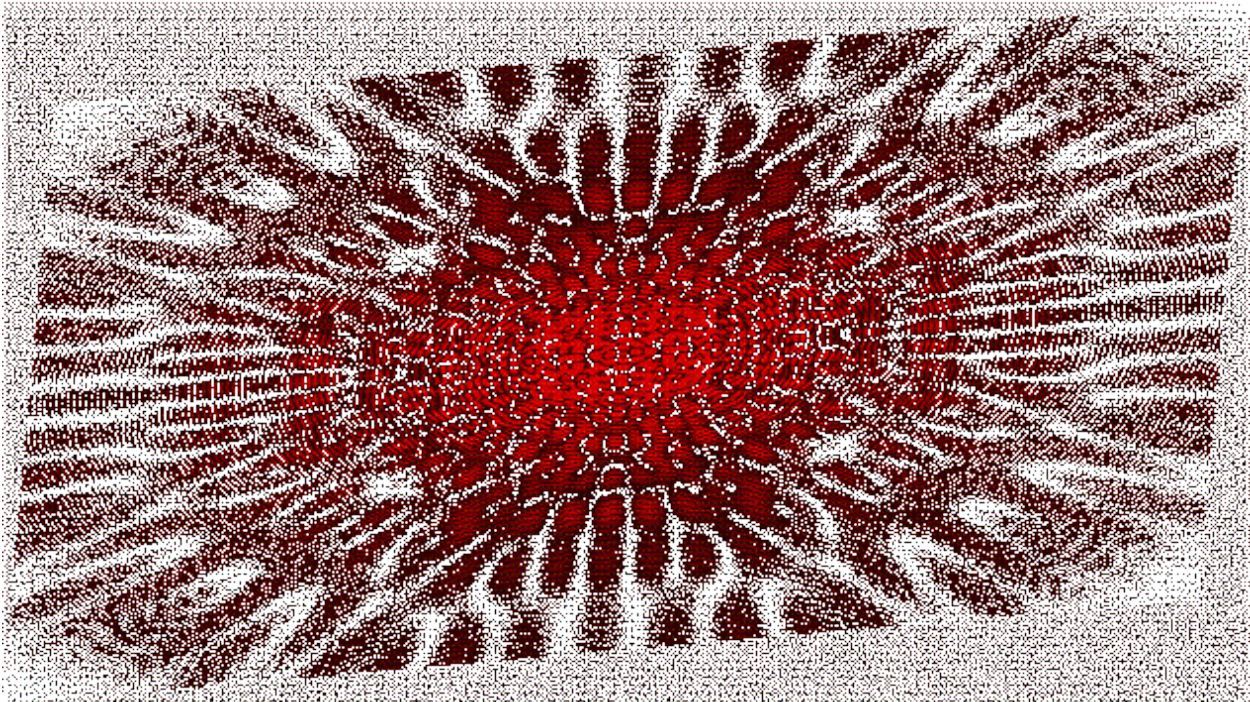
Biblical Manuscripts

Hyperspatial Holography: 4-Dimensional Holograms

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We have a unique methodology for storing the ancient manuscripts of the Bible – holograms. In addition, we use a new type of hologram, one that stores information in 4, rather than 3, dimensions. We call these holograms “4D holograms.” In addition, we have developed a *compressed* form of 4D hologram.

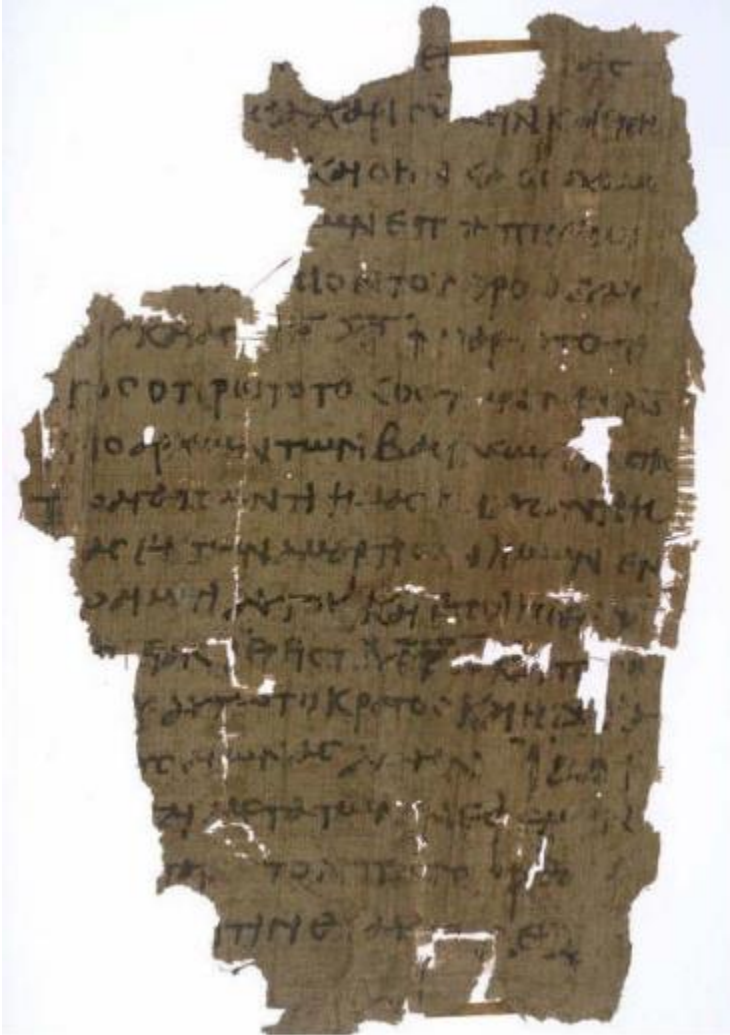
The compressed 4D holograms use a base template and DCMCs (Distinguishing Characteristic Modification Codes [commonly called “docmocs”]). Here is the base template:



We call this template the “Universal Manuscript Interference” or “UMI” for short. The DCMCs, docmocs, are used in conjunction with the base template, the UMI, to create the manuscript holograms. Here is an example of a docmoc:

$$\log(1) + \sin(1) + \text{vector}(1)$$

This docmoc is translated into a numerical value that modifies the base template to create the 4D hologram of a specific, Biblical manuscript. In this case, the 4D hologram is of a portion of the Book of Revelation:



Now the beauty of this template-docmoc methodology is that we can store all of the 4D holograms in a very small space.