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Introduction

All ideas, images and imaginations are abstracts or they are abstracted objective selections and this includes The Big Picture and its' numerous smaller screen sizes. In the beginning of all imaging is the Grand 'Abstract A' and it has always been there and it always will be there on The Big Screen until the end of forever.

Any smaller parts, that are of 'Abstract A', are chips that are taken off of The Large Old Block or Rock or Stone then they are bookchips or seeds of stone just like the sands of all the times. 'Abstract A' is 'Library Central' where all DNA and all elements and every molecular particle of code begins and then pair and balance and then expand.

'Abstract A' is where the pairing and the balancing acts begin. To see this clear and to sense it near and far then know that it is deeply compiled high over you and it is also wrapped snug and fit tight all around and about you, Driver of the vehicle. You can see and sense 'A' big picture of it all and you can also perceive a Grand Abstract being that is verbing and is meaning to be paired and perfectly balanced so as to be well settled.

This is a journey about the reality of a Master Commander Pilot who is also The Driver and operates The Universal Vehicle and who knows how to navigate and to search through the many panels in the ships memory libraries and find the best locations or image selections and he knows the command and tools well that are best used to manipulate and process his abstracted selections with. The active Pilot is always drawing and he is constant at mapping and plotting out courses and routes through many complex and raw obstacles, always prepared for specific landings and take offs. The Pilot does know the high active command and he operates in all and any moving travelling vehicles, even those that are composed of pure free thought and are built to phase in or out of the authorized and popular realms of reality.

Every image is viewed as different even when it is seen by every eye that is pointing straight to it in the same direction and all at the same time. No two images or objects are ever exactly alike or are ever exactly the same, nor does the viewpoint from any straight eye ever remain constant or unchangeable pointing to a target. But in reality, there is always the constant changing of the image views, just like the active 4 Winds.

A cameras' eye and the like stabilize and store abstract image views the same as your eyes and memory do. There are current valued views of the memories and there are ancient or old seemingly less valued views that may currently be inactive or unseen, yet these still exist and are buried deep in the Universal Memory Stacks of image code collection and they are all filed 'properly' somewheres. Of these images none are ever erased or forever lost, they are in savings as a seed that is patiently awaiting its' rewrap again so to go pair and try at it again on another meaningful activated rotation that is to be balanced.

All the image views that are here since the beginning of forever or since the beginning of the 'Abstract A' are saved internally in an active or in an inactive pod, or you can call it a file in a folder somewhere in the stacks of The Main Library or it can also be called The Main Copy Office. The image and memory views are meant to be there for all times and this is because they are 'a set' or they have become 'a set' and they are now one of a kind. They are like an alphabet set or a command set or even a sequenced ordered number set, or it is a tool set where all parts make up as one and all are necessary or needed and useful for some particular any moment point in time for 'clarifying' or for clear and direct communications or they are used for refining something to an upgrading. All tools are meant to be refined on more and in time upgraded and this is a continual natural event formation and an ongoing functioning process.

This statement do reassure that there is always going to be and there always will be a continuance that is of a very calculated and meaningful manner and purpose for all Drivers or operators who capture the image and embrace the pairing and balance skills and command tools and keep bringing back up forwards 'Abstract A' and its' almost forgotten about fruit producing memory parts so to manipulate upon them and to pair or to repair them or fix them and to perfectly balance them.

All imaging began and begins with 'Abstract A' and at first its' parts are paired and then they are balanced. Balance is not an automatic function, it is a learned manual skill that develops and graduates into various types and scenes and on into higher Master stages. You can not fly or walk or crawl correctly in line without it. Anything being developed and refined with knowledge and skills does have a higher value than those things which are not or are developed less, and they are supposed to. Just to try at a thing over and again to better improve it is what the true nature and essence of balance really is and what in particular it will be all about.

Here at Creation Chip we do know and understand that balance is fully realized or visualized by the tools that are used and by the seen physical processes that are being done on selections that actually will produce a perfect balance object and this is done on a simple 2 Dimensional Build Stage. Doing it this way then you can begin and learn and understand 'The Balance' on the seen reality of a 3 Dimensional Build Stage.

The 2 Dimensional image product that is made by a pairing balance are models and they are being representative of some real Paradise that might seem to be lost or it has just been tucked away unseen somewhere in The Stone from view waiting for activation or cultivation and refinements. The fruit and the products of balance is always 'beautiful' and the balanced product is continually refined upon to become even 'more beautiful'. The produced perfectly balanced image is just about the same thing in every way as the real good and refreshing 3 dimensional fruit.

Creation Chips' Abstract Application Packages (A through J) are our Lethal Knockout actions that are meant for serious copyright multiplication. The Feature Actions in any particular action set assumes that you have 'only' a single abstract image to process upon. They are the main items in the action sets and they are the main focus and point of purchasing the particular set item. However, there are many more actions in the action sets that we call Abstract Manipulators and they have a basic image size control set on them. These are our best Abstract Manipulators and you will never get bored or tired of mastering at them and producing from them. By using the manipulation actions in the set intelligently you can and will always produce new unique textile chip design types or copyrights. The Feature Actions produce diagonal and symmetrical design types.

The Feature Actions in the different sets are not the same and they will not produce any images that are the same as those that are produced in another Abstract Package. This means that if all the Main Feature Actions were processed upon the same image file there would not be two files that are alike. The sum total of all the Feature Actions combined and then processed on the same single layer image file will create at least 1920 different and unique diagonal and symmetrical perfectly balanced images or copyrights.

The symmetrical images that are produced by the Main Feature Action in the set are stacked and sized on a 1x1 Inch/720 Resolution image file. The Diagonalize actions will produce four images from each image that is on an abstract image stack. The Diagonalize actions being in each set will produce images of two sizes, these are 1x1 Inch/720 Resolution and the other size is the same as the description size of the particular action set package.

Understand that 'Abstract Applications Package B--2x2 Inch Images' will process, produce and stack [2x2=4] symmetrical image files. The 'Abstract Applications Package C--3x3 Inch Images' will process, produce and stack [3x3=9] symmetrical image files, and all of our set packages go along this way to our 'Abstract Applications Package J--10x10 Inch Images' that will produce [10x10=100] symmetrical stacked image files. The 1x1 Inch action set 'Abstract Applications Package A' do not create a symmetrical image stack it will produce single layer image files. It is our standardized size package and it would be the most valued package. Mostly all of Creation Chips' actions that are in our various other action sets process upon this standardized size and resolution.

symmetrical

Diagonal