

Words Poorly Used #20 — 3D

All the movies ever made have been in 3 dimensions. The black and white, or color, spaces are arranged in 2-dimensional visible patterns where each referential part has two important unique characteristics, horizontal distance from a reference point and vertical distance from another reference point. The third and most important dimension of movies is movement — hence the name, movie. The movement is represented by change of the horizontal and vertical elements over a finite time. In movies we call this motion over time action or story or plot. The only reason that Hollywood came up with the label 3D to describe 4D is that they limited their conceptualization to the static visual dimensions of the work. The fact is that we experience the time dimension in a far different way, although we take it for granted. We can hardly tolerate stasis, we require motion and change. Therefore, our entire physical form is built to accommodate the dimension of change (time). Stasis is non-being. Stasis is for those who cannot keep up. Stasis is inaction. Stasis and state come from the same Latin word, which is more than a coincidence. The state is intended to keep everything in a *status quo* (again a word from that Latin root). A state has no physical ability to encourage motion or change; its job is to eliminate motion and change (liberty) throughout a various complex of dimensions. A human has no interest in stasis — they have an interest, a vital one, in what's next and how it may evolve. The state seeks to blunt that interest by making us fear change and to fixate on security, and then by lying to us about their interest in and ability to provide security via the *status quo*.

Kilgore