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3D SCIENCE

- CATEGORY OF NUMBERS
    - three
    - third
    - three dimensional

3D REPRESENTATIONS

- 1. 3D Geometric Shapes:
    - Spheres/ Cubes: Assign a specific size (volume) to each number. Larger shapes represent larger numbers.
    - Height variations: Create a grid or platform where each point represents a number. Elevate the points along a z-axis according to the number's value.
    - Stacked shapes: Use blocks or similar objects to build structures. The height or number of blocks used can represent the value.
- 2. Color Coding:
    - Hue/Saturation/Brightness: Assign a unique color to each number based on its position on a color spectrum. Hue could represent the number itself, saturation its order (e.g., brighter for smaller numbers), and brightness its relative size.
    - Color Gradient: Create a gradient where one end represents a minimum value and the other a maximum. Numbers fall somewhere in between based on their position within the gradient space.
- 3. Particle Systems:
    - Number of Particles: Represent a number by the quantity of particles in a 3D space. More particles signify a larger number.
    - Particle Density: Vary the density of particles within a fixed volume. Denser regions represent higher values.
    - Particle Movement: Particles could move along a path or pattern, with speed or direction encoding the number's value.
- 4. 3D Text/Symbols:
    - 3D Typography: Design unique 3D shapes for each digit or numeral, creating a visually interesting representation.
    - Layered Text: Layer text representing the number on a z-axis, with each layer slightly offset or rotated.
- 5. Interactive Representations:
    - Interactive Points: Create points in 3D space that change size, color, or position when interacted with, providing additional information about the number.
    - 3D Scanning: Imagine scanning a physical object representing a number, like a sculpture with varying size or complexity.

SCIENCE CONCERNED WITH THE 3D EXISTENCE IN REALITY

- Science according to the Mutual interactions and by the order of nature , Evidence or observations based (Dualist schools)
    - scientiarum naturalium (natural sciences) the use of the scientific method to study the universe
        - vita scientiarum (life sciences)

- physica scientia (physical sciences)
    - Physics
    - Chemistry
    - Astronomy
    - Earth science
- Science according to the skills and abilities of human and its interactions , Foundation being the human whether ignorant or intelligent (Traditional Schools)
    - socialium (social sciences) the use of the scientific method to study society
    - applicatas scientias (applied sciences) the study of technology