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SCIENCE CONCERNED WITH THE 3D EXISTENCE IN REALITY 3

3D SCIENCE

- CATEGORY OF NUMBERS
 - [three](#)
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 - [3d modular measures](#)

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

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