

# *Electromagnetism & Gravity Supplemental Animations*

Please first review the presentation:

[An Exploitable Link between Electromagnetism and Gravity](#),  
because this presentation is to illustrate concepts discussed  
in that previous presentation.

and thank you to Ashni Jeewandara and her husband,  
Hasindu, for assisting with these animations. ;^)

***In-Work document***

*Please click on a slide to start animation  
motions if they are not initially in motion.*

*Author:*

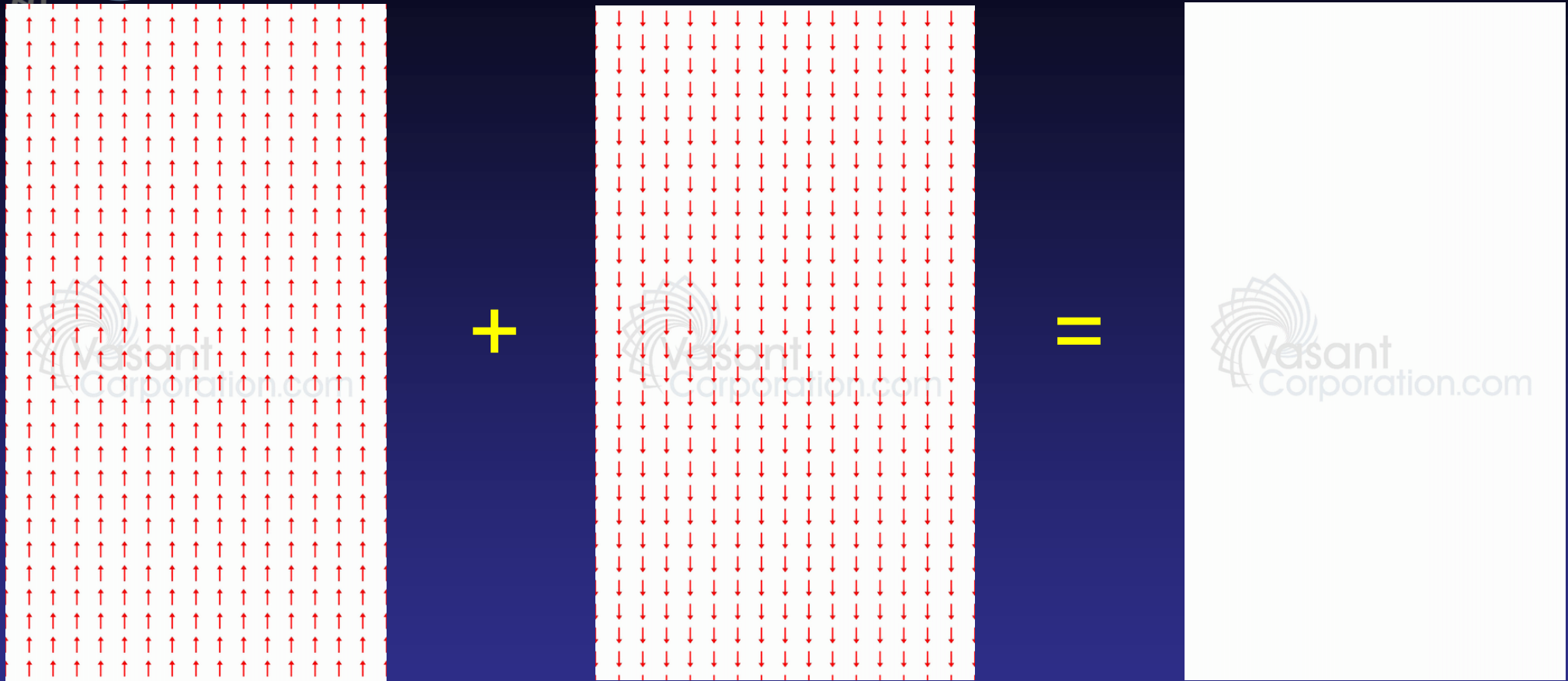
*Mr. George J Bugh  
CEO at Vasant Corporation*



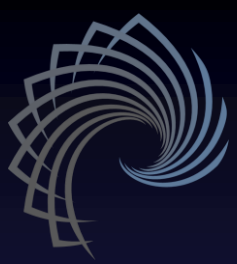
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# Simplified Vector Summation Diagrams

of many electron spins in same atomic orbitals:



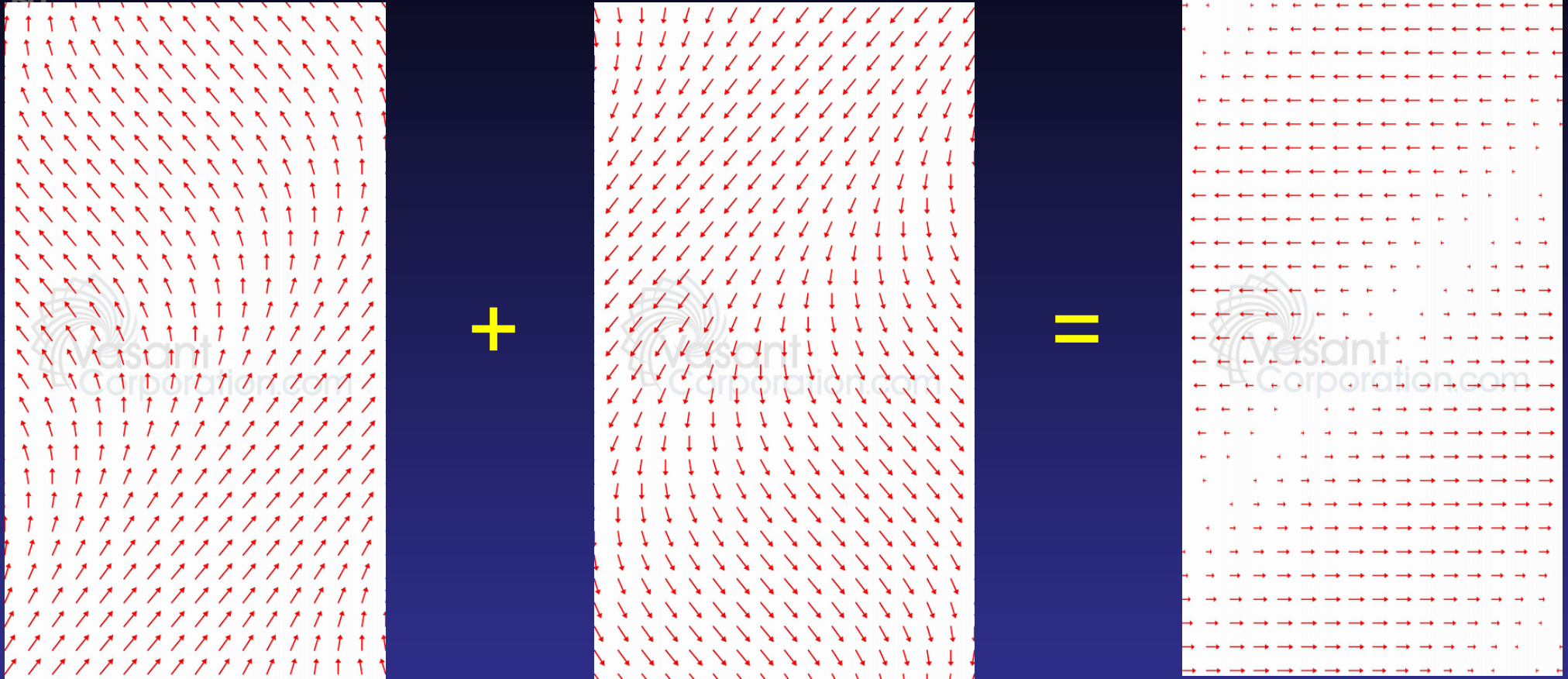
- With all paired electrons in all atomic orbitals, the vector portions of their magnetic fields that are aligned with their precession axes will compensate each other and so will not extend outside of atoms.
- But the precessing portions of these magnetic fields do not fully compensate, and the 3<sup>rd</sup> diagram shows their vector summation.



# Regarding the Electromagnetic Radiation from these Electron Spins

- As previously discussed in detail in the presentation: “An Exploitable Link between Electromagnetism and Gravity”, slides 14 and 15;
- The summation of the electric field components of the radiated EM emissions from these spins will be forming small EMF loops at the times when the magnetic vectors compensate each other and,
- When the magnetic field vectors add in one direction or the other, at these points in time, the electric field components cancel out.
- This leaves only magnetic field vectors that radiate into free space with their vectors pointing with or against the direction of propagation.
- These vectors are no longer rotating, only increasing then decreasing in magnitude in one direction and then the other.
- These unique magnetic waves cannot induce current flow but can apply torque on other spin orientations.

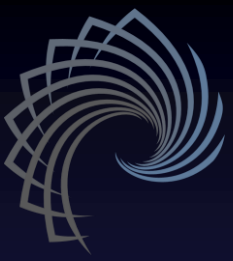
# Classical Interactions with less than Perfect Synchronization



- Although these spin interactions always trend towards perfect synchronization and *harmony*\* like shown on the previous slides,
- There will be spinwaves over a range of frequencies and directions of propagation, more complex than the above simplified example.

\* Example of one of the 3 fundamental qualities of nature (Gunas): activity, inertia and harmony (or the lack thereof for each)

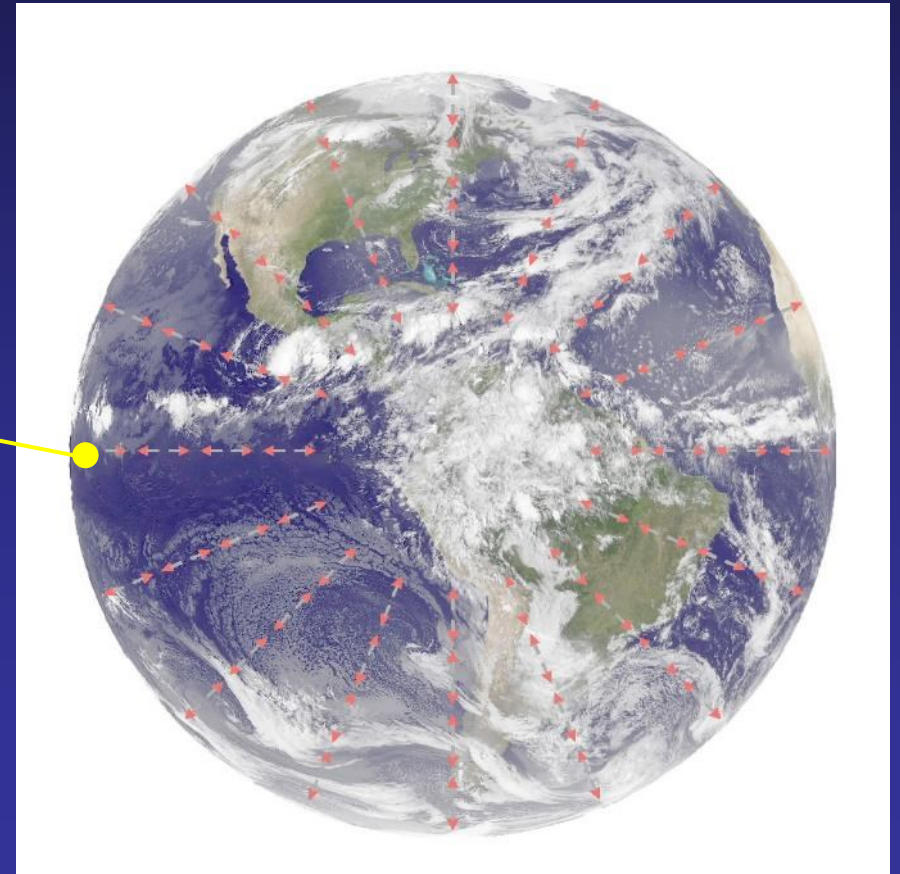
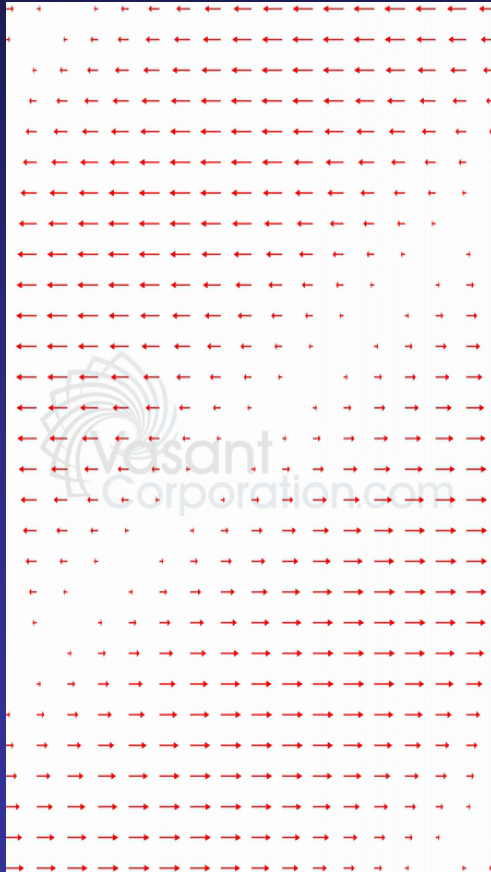




# The Diverging/Converging of Toggling Magnetic Fields Causes Attraction

- Torque among spin orientations moves them all to orientations and phases of greater order.
- The diverging/converging of these toggling magnetic fields causes attraction to centers of convergence.

*Symbolic diagram of vector summation of extremely high number of paired spins*





# Zeroing in on Greater Animation Accuracy

- The preceding animations were created to help people visualize this gravity theory previously proposed. However,
  - After analyzing these initial animations, further accuracy is needed.
  - For example, these vector summations of precessing spins are shown with spinwaves that vary in timing of when various precessing pairs will reach maximums one way, then the other. But they are shown all pointing exactly in the same direction. This is a problem because,
  - Although the trend would always be towards pointing a similar direction, two things will happen:
    - 1. At a larger scale, at least some of the similar pointing directions may loop back to be joining each other to be in a lower energy state. This would be somewhat like how static magnetic domains in magnetic materials orient relative each other to form complete loop paths for magnetic flux. See the discussion related to this in the original gravity videos of 2016: <https://youtu.be/fVQiuwpgf4I?t=5767>
    - 2. The direction these toggling magnetic fields are pointing might continuously vary and have an additional form of spinwaves of these variations in their directions.



# Zeroing in on Greater Animation Accuracy

*continued*

- Better visual animations of better computer simulations based on better math of classical interactions are required.

## UPDATE:

- While thinking about what would be the best math to animate an additional form of spinwave as discussed in -2. on the previous slide,
- It seems like this might all fall into place naturally by substituting the original math of a simple spin axis precession of orbital electrons with the math for total spin + orbital angular momentum often described on physics websites like this:  
<https://web.archive.org/web/20230417023433/http://hyperphysics.phy-astr.gsu.edu/hbase/quantum/vecmod.html>
- Regardless of what combined precession frequencies might occur and regardless of relative orientations that occur, there will still be a constant trend towards harmony and an attraction among all these spins from toggling magnetic fields pulling on each other, a.k.a. Gravity.



# Zeroing in on Greater Animation Accuracy

*continued*

- More specifically, this would be the source of the Gravity B waves first introduced and discussed by Bob Lazar many years ago.
- Similar spin interactions of quarks within nucleons would cause the Gravity A waves first introduced and discussed by Bob Lazar many years ago.
- These gravity A waves cause inertial resistance to acceleration.
- Both forms of gravity cause the total gravitational force that attracts matter to matter.
- However, the gravity A waves' magnitude may decrease with distance from a mass much more gradually than the gravity B waves.
- Please standby while we work on better animations of all this. ;^)
- *In-work, under construction*