Eyrie → OASIS
Together, Full, All-Out

Synopsis

Rationale, Objectives

For years (literally) the struggle was about how to build something that will do all of this:

- be useful and desirable for the world, the masses, all sorts of people everywhere
- directly and implicitly help with health, wellness, both physical and psychological, individual and social
- be fun, entertaining, and serving the whole "COMEET" (COMET) activity-space
- truly and sensibly integrate "physical real-world" and "digital virtual-world" and not be only some VR escape-world (everything is only in the internet contrived-fantasy-space, etc.)
- be useful for diverse groups of the population including for families, for elders, for disabled people, for literally "all types of audiences"
- allow seamless movement of thought, feeling, action by people between their different "places and spaces" that are linked with both physical and digital realms
- be easily, sustainably, securely a commercially viable and profitable operation that is not dependent solely upon advertising and everything that has dominated the internet and internet social business offerings since the beginning
- produce Wealth, Influence and Power that will enable TI and IRI to do all the STEM and psychsocioeconomic things that we want to do because they are so needed in our world
- be easily understandable and attractive to just a few persons, a small number, who will be the "kernel" for everything including the fund-raising and then the management and control of everything
- be fun and exciting to the few but brilliant-genius persons who will do all the STEAM ("A" for arts) and this means content of all types and media

Now it is all clear and all together and all here. Things just took some time to refine...

What It Is

Operating environment, using internet and any typical devices, using browsers and server-side tools that are all built out of open-source, expandable, and content-focused tools - like Open Street Maps, Open GeoSpace, Open Simulator (all described previously re: OASIS and Eyrie) – that enables people to navigate and do COMEET (COMET) activities – solo or together – using both "RW" (PR, physical reality world) places and things and "DW" (DR, digital world, VR, virtual reality world) places and things, seamlessly, moving "back and forth" as desired.

It is like taking the best of

- Zoom (or other teleconf tools)
- WhatsApp (or other chat tools)
- Open Street Maps (or Google Maps)
- Second Life (or any other popular VR "world")
- Facebook (what it was supposed to be, not what it became)
- "Oasis" of "Ready Player One" (the novel)
- "Terrain" of "REAMDE" (the novel)

and properly integrating them so that people can have

1:1 or 1:Many or Many:Many

interactions that can be for many purposes (again, simply think of "COMEET")

using both – seamlessly and back-and-forth and without confusion -

RW and DW spaces, constructions, objects.

One Example
You invite people to a meeting in your office. It looks like your office – RW video, images, whatever. It can be "live" or "static" (pre-recorded, etc.)

You switch to your preferred DW space. It could be:
      penthouse on top of a skyscraper
      cool camp in the forest
      yurt tent in the Gobi desert
      spaceship orbiting an exoplanet

Each (any) of those DW spaces has been designed by you either very intricately, or by contracting it out to someone else, and each may be done in any one of several different applications and tools (e.g., Open Simulator (preferred), Unity, Reality Engine, A-Frame, whatever you wish).

You can move "back and forth".
Things from both types of spaces also can move "back and forth" as you wish.
Nobody is forced to do anything, certainly not complex work.
Everybody gets to have a "starting" set of DW to begin with – an "address" or "lot" within DW part of OASIS.
You can do anything you want in terms of how you design your DW space.

More of a "Walk-Thru"
(Text first, today, then images and graphics (including links to certain sites) will aid further in visualizing and understanding)

We start with the physical, the real-world (PW, RW).
It is Eyrie, looking like Open Street Maps (OSM), which also in some ways looks and feels like Google Maps, but with the Google)))).

You can experiment with OSM since it is open, public, free, and on a lot of servers. Eyrie today needs only some server-space and some tweaking on front-end stuff – a few weeks by a few persons helping me and it is usable for the as-described-thus-far public-health and medical apps. But Eyrie is very focused, dedicated, to the health-med needs and uses, and it is mainly about literal maps and then clickable text, images, other media, all of which pertain to Eyrie functions.

You see a location on the map. It is an address. It may be a real house, your house, your "clubhouse", or your shop, office, anything.

It may also be just a placeholder for a "portal" that has nothing to do with what may be actually there at that site. (This gets a little bit like "entry points" in Harry Potter, or like Dr. Who's famous "telephone box"...))))

Go to it. Now if this portal point does connect with some RW place, then you are in the space as it has been designed, as it is wanted for layout, for photos, videos, texts, anything, for that place.

It is essentially a DIY (do-it-yourself) easy website. But it could also be a very elaborate fancy website. But it is still just that, for now.

However...

It can be also a portal (special symbol, like the typical teardrop "pins" in any mapping system) that leads into a DR, VR, AR type of space (DR= digital reality, VR = virtual reality, AR = augmented reality).

Or, such a portal can be anywhere in that RW space just mentioned. It's up to you as the owner-designer to put such portal connectors wherever you want.

Now it leads to a place that is "only" in OASIS but it may be quite connected indifferent ways with the PR (physical reality) place.

Now here is where it gets both interesting and "tricky", and sure, it will help when there are more visuals that will help you to understand.

Your DW space (let's say it is a basic room – home-like or office-like, or any style) has an Address within the digital universe. This gets technical and is actually very much like how things were defined in 2018 in the original design of OASIS architecture.

Here is the clincher, the gemstone of it all now:

The OASIS Terra architecture, which can accommodate literally an infinity of different "worlds" (think of them like "planets" with their own geographies, etc.), is one basic dataspace.

Things (places, actions) therein are

MAPPED

onto things (places, actions) that are in any number of a variety of digital and VR systems (datasets and their programs).

And, literally, going through one door or window in an OpenSimulator-designed space, can lead into some other space that is A-Frame, or Reality Engine, or the game-space of an MMORPG game that is running with an entirely different "system" as far as the software, the servers on which that software runs, etc.

But you need to think also in terms of the "other direction" of logical movement:

From the "concrete" phenomena, the software implementations, the code and content of some DW space, cooked up and running under any number of packages (like Open Simulator, etc.), this is

MAPPED

into the OASIS universe-space, and thus, it can

Literally
          Connect and be Connected
                    with Anything and Anyone Anywhere Anytime

including to have things like teleconferences and meetings where people are present in all sorts of "virtual" times and places. Yes. You don't need to be all together at the same time.

But this gets into the finery and details of what COMEET functionality is all about, when we Transcend Time and Space so that People can be present, active, and participating in "virtual space and time".

We are talking here of OASIS being built upon the conceptual framework of a Virtual Machine and this goes back a long, long ways in the annals and histories of computer science – back to the "Original-Think" that led, decades ago, to what we know and remember as "mainframes", as IBM's greayt leap forward that made them big ("VM" was in fact one of their leading operating system designs).

And thence later into the world of true parallel processing, and the foundations of real AI.

Imagine. Going back to IBM VM/370 (first release 1972!) and things like OCCAM and the Transputer (1980s).

And visions like Ted Nelson's Xanadu, precursor of what became in reduced-function format, the WWW and HTML.

And things from the 1990s like Silicon Dominion and Open Net, vMessaging, and STREAMS.

It's interesting how circles and spirals behave in real life...

Some Comments on Uses, Applications, Audiences, and Businesses

OASIS as it is and will be now enables a huge number of things that were and are simply impossible to do otherwise (or with others' stuff, and this includes Everyone else)

Business meetings that are teleconfs with or without RW meetings also going on, and they can be taking place in RW environments or DW spaces created to enhance, illustrate, and otherwise have value for the meeting

Education including courses, classes, that can easily branch off into Adventure in either RW-intensive or DW-intensive spaces, enabling more sensory and intellectual engagement, interest, attention, and so forth.

Entertainment that can even incorporate popular MMORPG into the context of some meeting, social event, anything personal or business, howsoever it is desired.

Meaningful services that can be done through such DW + RW mix-and-flow environments for people with all sorts of Needs – disabled, handicapped, the elderly, people with all sorts of diseases and infirmities. Imagine when people can describe things about their lives and situations better by using graphical, visual aids that illustrate better, this is how I feel, how I am, how I move, how I exist...

Yes, all this needs the visuals, and these are coming, yes, but I am in a hurry, to get something better expressed, and here it is in words first...

The importance of the OASIS Interface for Making and Creating Things

This again is about integration of existing standard tools and apps.

We will have a way to enable, for instance, that a person can easily(!) use

- Text
- Voice-to-text
- Typical CAD-type graphic design
- Actions that can be done more by selecting things by finger-pointing or mouse-clicking
- Moving and positioning things
- Using simple AI to assist

for doing things like

- Layout of a room or rooms or any type of indoor/outdoor space
- "Populating" (furnishing) their space with things, which are drawn from both DW and RW sources and examples
- Arranging and re-arranging things
- Attaching links and other attributes to different things, so that the objects do something or lead to something when a person interacts somehow with that thing

In other words – Making It Simple, Easy, Fast, "painless" to create Active DW spaces for whatever personal or business purposes.

Key Points to Remember
> It is not "just" VR, it is not just another "Second Life"
> Seamless transit and movement from RW to DW to RW...
> Emphasis on People in a RW interacting with People in a RW, buyt using, enjoying,m empowering, growing from, building in, different VW.
> Not about "escape" but "Better Living"
> Not requiring elaborate expensive headgear or compute-gear
> Something for Everyone

[end of M's initial writing on this, 29.aug.20, 3:00 pm EDT]