

## *From EYRIE to TERRA and Oasis World*

16.Feb.2020

These are notes for internal developers of all types and levels. Terms are used that are defined/described elsewhere. We will make some type of PPT that illustrates different aspects of EYRIE and its evolution into TERRA.

### **EYRIE is built with OSM and OSSEO**

[1] EYRIE is focused upon health – especially public health, with an emphasis on infectious diseases, contagion, epidemic, but also other aspects of public health that matter strongly, influentially, upon social stability, social integrity, socioeconomics.

[2] There is no VR or AR within EYRIE. Users add data and the system provides information, all in the context of the mapping facilities and the text/graphics embedded. This is not a “social community” nor are there the other COMET (“COMEET”) functions and experiences that have been described in earlier IRI tech/operations documents. There is no explicit use of VR – everything is about the real-world (RW) as it is in every rich detail that needs to be incorporated – streets, buildings, routes, crowds, and bio-health conditions, known/suspected/projected.

But there are the logical connectors, bridges and paths to the dynamic reality (DR) environment of Oasis World and activities that span what COMET is all about and for. Because from the very beginning, we are cultivating and steering people toward those things.

[3] COMET is not just for having fun, passing time, making friends, making money. COMET also is very important for --- public health and individual health and stability!

Communicating – more purposively, more personally, more concretely.

Collaborating – on how to do things together as neighborhoods, communities, towns, cities, and beyond. Collaborating with information-sharing and information-directing, in purposive ways. Within EYRIE this is focused on staying healthy and avoiding disease. More broadly, it is not limited to just medical and health care matters, and certainly not to only avoidance, protection, and averting problems.

Making – not only about getting together and fabricating something physically or otherwise as some project, event, anything that is a “construction” done typically as some group of people working on it together. Making includes making plans, alternatives, work-arounds, such as in how EYRIE serves – dealing for instance with closed or should-be-closed methods of public transportation or places where there could be crowds, and thus, greater probability of contagion from some infectious diseases.

Educating – practical-minded, and group-oriented. People learn more, and learn better, when learning as a team, a group, a class.

Entertaining – making fun and leisure and relaxation be a part of the whole experience, which means all the other activities. Making use of Games – real Games, that are played with objectives of attaining some “high score” and winning something, like a prize, like money, like reputation that is not just ephemeral and for a moment.

Trading – sharing, bartering, dealing, buying, selling, and this can be about anything, but it is focused with what people like to do as individuals and as groups. I/we have X, and you have Z, and “Let's Make a Deal” that involves something gainful for both of us. It could be with real objects, real commodities, it could involve money-as-a-medium, or it could be simply, “I will help You get X if you help me get Z”.

We have referred to multiple Oasis Worlds before and to TERRA as the name of the first. For now, it is the one-and-only, and any variants and extensions that may turn out to be “other worlds” will all come from, derive from, grow out of, and remain somehow within TERRA. (We also used the name, “Terrain or T'Rain” but we will stick with just the original, classical “TERRA”).

[ Acronym? Terrestrial Environment for Realistic Rational/Responsive Action... ??? ]

## **TERRA**

It begins with and includes the RW, coming out of OSM & OSGEO.

This RW is the whole world, as it is, all 360-degrees, all Lat/Long. (For now, nothing “off planet”, but no fixed limits to such, either!)

What gets added:

Portals, gateways, entrances, just like example @ 2/15 in the “Eureka Moment” memo, about going to address #12 and next door in RW is #14, but now suddenly there is a gateway to #13 which is VR/AR.

So within a MAP of some RW place, there is an entrance that is into somebody's created, invented, crafted, furnished and populated VW – it may be a house, apartment, part, or anything. A vehicle that can travel through the RW streets (and also go places in different VW, when and where such travel (driving, etc.) is allowed).

Every VW place and every VW “blended experience” with the RW is controlled, governed by rules and these include the possible places of entry and exit. There can be multiple portals to the same place(s) – almost like “wormholes”.

TERRA is built with OSM and OSGEO, but it also includes a wide open-ended variety of VR (VW) environments that – for what is inside and interior to them – can be built using any number of tools, as long as they are basically compatible for interfacing with the “basic” TERRA which is OSM+OSGEO.

Go back to the earlier 2018-2019 IRI documents about Oasis World. Remember that the complex variety of worlds is now all woven together into one, TERRA. That is the one basic change.

Also, we begin with what comes from EYRIE, the focus on practicals, of health, wellness, and

particularly public health and infectious diseases, and community/individual mental health.

But within TERRA, we now open up to the full range of the COMET experiences, as presented back in 2018-2019.

It will be good to reflect upon “*Detroit Knights*” documents, about that as an “XMOS Game” within Oasis World. We can do ALL of that in the context of the RW which is built from OSM etc. and with VW entry points.

Important!

Anyone can build any kind of VW that interfaces seamlessly within TERRA. And one can certainly move easily from one VW to another, without necessarily having to spend much or any “time” in the RW! But what we want to do is create ways that Encourage People to also be active in the RW, and especially in the context of Improving Their Lives and this gets back to EYRIE and Health.

We want the events, scenes, actions, environments of the VW components of TERRA to ideally have Strong Connections with Real Situations and Actions in the RW.

THIS IS PART OF WHAT MAKES TERRA SO UNIQUE AND SO POWERFUL.

It is really a Total Break from the way things have been done and are going from esp. Year 2000 on with internet and “social media/networks”.

### **Seamless Integration of Experiences, Styles, Capabilities, Complexities**

Not everyone wants a deep, rich, thinking-intensive and time-intensive experience. A lot of people want simple-simple-simple, like one finds in most of the social networks up until now (Twitter, Facebook, LinkedIn, VK, and almost all the blog sites). VR worlds are not really that popular, they have never been, and for obvious reasons – it takes a lot of work, effort, time, and often also technical know-how.

TERRA offers something for everyone. A person can interact purely with text or simple graphic/video posts. They can simply be a voyeur, or a casual visitor. They do not need to have their own special, unique, VR-enabled personal world. They can participate purely through the RW, purely through the VW, or through both modes.

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### **Previous notes (mostly 15.Feb.20):**

EYRIE, and within it, the core of OTEM, which is all about, with, through, and by means of maps.

But also it has a lot of social network and social community aspects.

And it dovetails, fits with, flows into, Oasis World with incredibly smooth, seamless and symmetry-building elegance.

Many of the qualities and functions of Oasis World are “natural” for building the easy use, the popularity, for EYRIE.

And what EYRIE is all about, with its focus on health, safety, security, family, community, normalcy, survival, sustainability – this is what is the driving force at the heart of Oasis World. Its raison d'etre.

So much of EYRIE and also Oasis World is and should be built upon and with

OpenStreetMaps and Open-Source Geo Spatial technologies.

OSM and OSGEO.

Very well established, and tonnes and tonnes of everything we need for EYRIE and for Oasis Worlds == all done, already done, all tested, all refined, and in wide use worldwide.

And moreover, what brought about all of OSM in particular, the desire to be Open and not restricted and brutally, brutishly controlled and used by Google, gives us an even broader and more comprehensive worldwide, generation-wide base of familiarity, acceptance, and use. “Google Maps” is a very familiar resource and experience for millions and even billions.

There is No Learning Curve of any significance for people to flow right into easy use of EYRIE and the Oasis Worlds.

We have a much smaller, lighter, quicker set of tasks ahead. Not only for EYRIE to become very widely used by all sorts of people in all sorts of environments around the whole world. But also to move right straight directly and full-force-ahead into Oasis World.

Simple apps and interfaces. Modifications and adaptations, not anything brand-new or hard/long to do

Simple back-end database modifications. Not anything brand-new or hard/long to do.

The Main Work for EYRIE is in what we Do with all the data and information we acquire and analyze and turn into real and accurate Knowledge.

And other maps, the worlds, that EYRIE uses – they start with, they build upon, the real-world maps of OSM and OSGEO constructs and environments and systems.

The Main Work for Oasis World, for TERRA as the first, the primary (and perhaps the “one always at the center”, after all) – is the integration of VR and AR media and experiences with the real-world maps and 3-D environments built from those maps.

**RW (real-world) + VW (virtual-world) = DW (Dynamic World).**

(Example)

You go down Avenida La Luna in some real town. You come to a real address, # 12. Next door is #14.

But then, press a magic button, make a magic move, and suddenly there is #13. Just like some of those wonderful neighborhoods frequented by Harry Potter and his friends...

You go into #13. It may be your apartment, your condominium, your house and yard. As you like it and want it. With things from your real home or those of your friends or any number of others.

And in #13 you do as you want and please.

But you are not ever totally removed or lost or out of touch with that “real world” of #12 and #14 and all the others. Sure, you can be a recluse in your DW and focus all your energy, time, attention and experience on the VR elements. But TERRA will remind you of the RW now and then, and certainly sometimes, when something important is going on – but mostly you will go on your own accord.

And that connection-link is powered strongly by and with EYRIE.

You can always go to EYRIE when there is something critical going on in the RW or when you feel and think there is something critical you need to do, to know, to say, to express.

EYRIE is focused upon health, and especially, public health, and with health of all sorts, with safety and security.

EYRIE is like a “magic bridge” that is always there to help you to reconnected and stay connected.

EYRIE is also how we learn about the All of You and how you are doing and feeling and with a big focus upon matters of health that matter for everyone else in your RW community and in our collective and very Real World.

TERRA is both RW and VW. It is truly a Dynamic World. You make it what it is. We make it what it is and can be and will be.

And indeed, TERRA is a great place to “Meet and COMEET”. Best done in ways that make you and keep you Healthy – and also, Wealthy.

Now we have it.

What IRI was always about, what it was meant to be.

**life.empowered.lives.engaged.living.enhanced**