



# Codex Ocularis

Ian Pyper

*Codex Ocularis* by Ian Pyper

ISBN-10: 1-938349-25-3

ISBN-13: 978-1-938349-25-6

Copyright © 2016 Ian Pyper

This work is licensed under the Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc-nd/4.0/>.

Artwork and text by Ian Pyper  
Layout and Book Design by Mark Givens

First Pelekinesis Printing 2016  
For information: Pelekinesis, 112 Harvard Ave #65,  
Claremont, CA 91711 USA

COSMOS (Random House, 1980), "The Shores Of The Cosmic Ocean" Excerpt, pp. 2.  
Copyright © 1980 by Druyan-Sagan Associates, Inc. formerly known as Carl Sagan Productions, Inc. Originally published by Random House. Reprinted with permission of Druyan-Sagan Associates, Inc. This material cannot be further circulated without written permission of Druyan-Sagan Associates, Inc. All rights reserved.

Excerpt(s) from JUNG AND HESSE by Miguel Serrano, translated by Frank MacShane, copyright © 1966 by Miguel Serrano. Used by permission of Schocken Books, an imprint of the Knopf Doubleday Publishing Group, a division of Penguin Random House LLC. All rights reserved.

Extract from THE SLEEPWALKERS: A HISTORY OF MAN'S CHANGING VISION OF THE UNIVERSE by Arthur Koestler reprinted by permission of Peters Fraser & Dunlop ([www.petersfraserdunlop.com](http://www.petersfraserdunlop.com)) on behalf of the Estate of Arthur Koestler

Excerpt from an interview with Chris Hadfield, astronaut, was originally published in the Guardian and is reproduced with consent.  
URL: <http://www.theguardian.com/science/2013/oct/24/live-webchat-chris-hadfield>

Excerpt(s) from PIONEERS OVER C  
Written by David Jackson and Peter Hammill  
Used by permission of Bienstock Publishing Company and Spoiled Rotten Kiddies Publishing

Excerpts from THE ILLUSTRATED MAN and THE MARTIAN CHRONICLES by Ray Bradbury  
Reprinted by permission of the Don Congdon Associates, Inc.  
© 1990 by Ray Bradbury Enterprises

# Codex Ocularis

This is the observer's log book of sds cybernaut Ian L. Pyper and it details (albeit in abridged, annotated and fragmented form) the exploration out into the darkest depths of deep space.

The chance discovery of a viable and stable wormhole and the subsequent development of cyber hspace technology enabled this mission to be imagined and executed in a relatively short space in time.

The parallel development of the iProbe<sup>(TM)</sup> series (originally primarily for military use) of virtual reality deep space data transmission drones allowed this mission to develop in unexpected and exciting ways.

Mostly 'fact' and direct scientific observation, although some elements of hallucination and dream may have inadvertently filtered into the descriptive narrative and visual notation. The eye and brain and other senses are often seemingly deceived on many occasions within the virtual environment - particularly when applied to the projection into a distant and alien world such as Planet Ocularis.

Here are the log-book notes and schematic exploration drawings - a journey of discovery into the past, present + future.

A first exploration into the deepest, darkest regions of space. The chance discovery of a viable, stable wormhole and the development of cyber-space virtual reality technology has enabled this mission to Ocalaxis to be imagined and executed in a relatively short space in time.

Travelling at the speed of thought - passing through the synapses of the brain, through convoluted passages and pathways and deep real and imagined spaces.

Through thoughts, dreams, visions, notions and ideas - from the brain, the neural stem and the aether - the mind, the consciousness and the subconsciousness - the frontal lobes, the Cerebellum, Cerebrum, Medullary Cortex and the spinal chord.

Tracing a journey through virtual space and time or whatever (or wherever...).

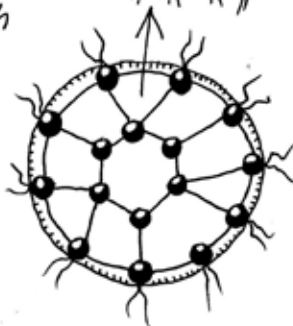
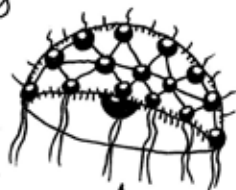
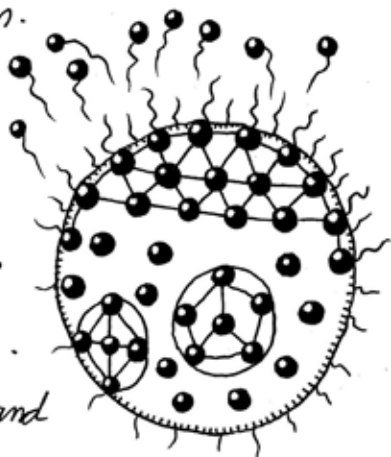
Disembodied thoughts and observations becoming tangible and real, but at the back of the mind there is still hallucination and the distinct possibility/inevitability of mis-reading of information...

This log-book is fragmented and incomplete.  
Selected abridged and annotated extracts,  
observations and revisions are all that remain.

Most is 'fact', although some elements of  
hallucination and dream have potentially  
filtered into the attempted descriptive and  
visual narrative and notation.

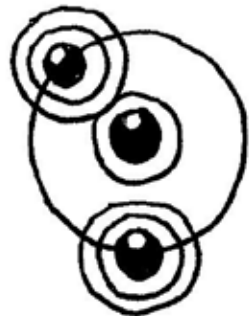
Sometimes it has become  
problematic to separate the  
visions of 'reality' from those  
of illusion in the deceptive  
depths of deep space virtual  
reality/cyberspace exploration.

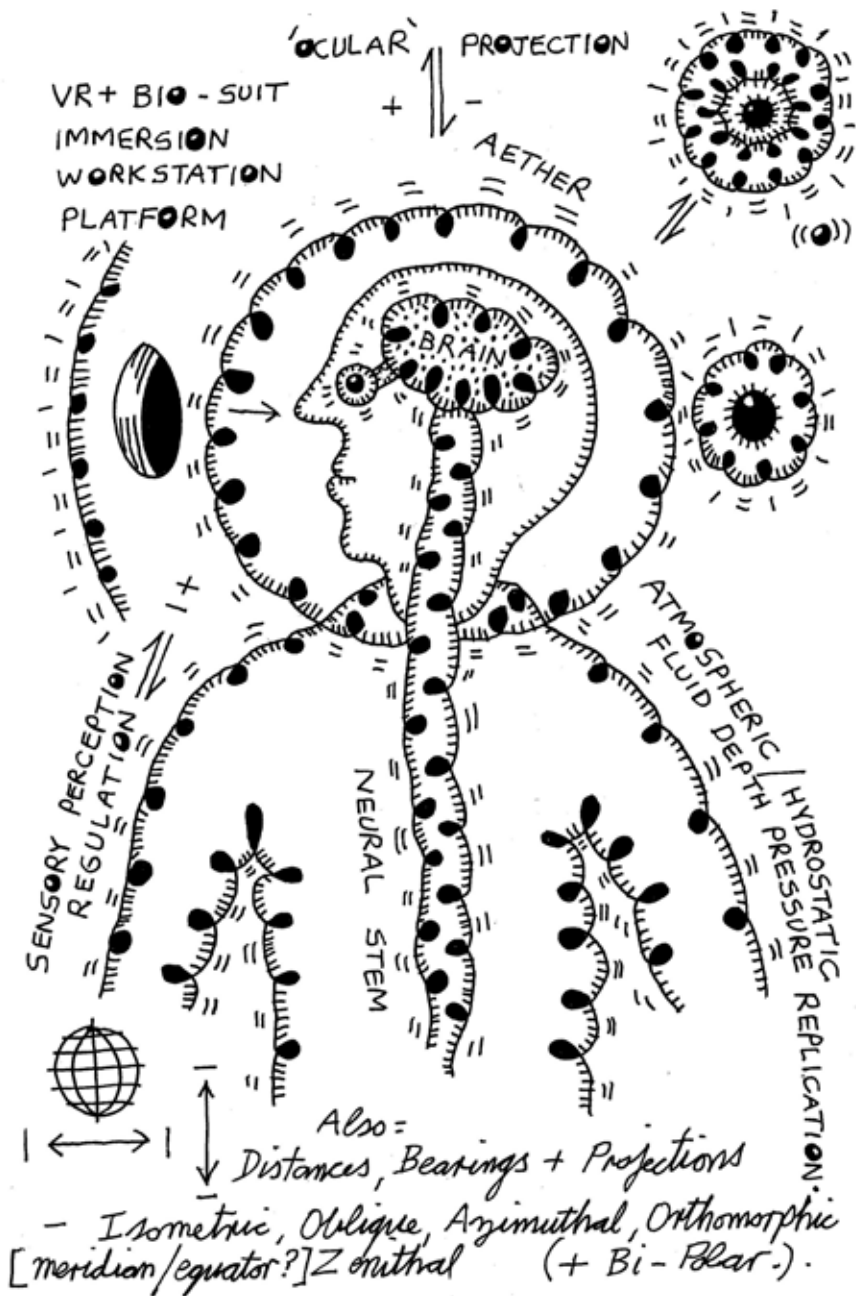
Errors will inevitably occur and  
the eye, brain and other senses  
may be seemingly deceived in  
the virtual reality projected  
environment of a planet such  
as Ocularis.



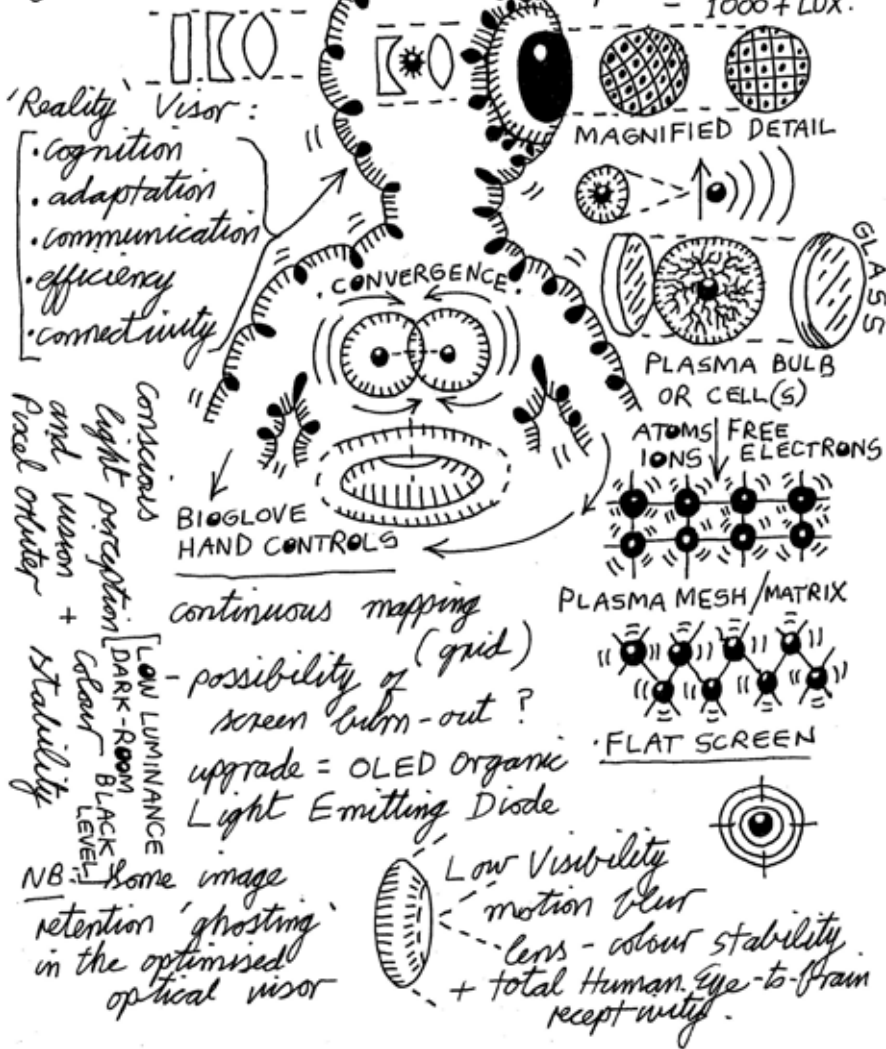
'Doug', he said, don't ever be a rocket man.' I stopped. 'I mean it', he said. 'Because when you're out there you want to be here, and when you're here you want to be out there. Don't start that. Don't let it get a hold of you.'

*Ray Bradbury, 'Rocket Man'*





High Definition, Stereoscopic 3D visor screen  
 - eye to 'eye' bio-electrical feedback - multicellular input systems function. The feeling of being totally embedded and immersed in the world of the Ocularis environment.





High definition  
virtual images  
- present 'instant'  
with no delay.

Possible hallucination  
of the endless and some  
degree of  
difficulty in  
locking onto  
a fixed point  
in space.

Only the  
inertia  
of the  
real.



Isolation  
distorts  
perspective  
= Zone  
displacement

'LOSS OF EARTH'  
vertigo caused  
by depth of field  
within the  
'spectacle'

ULTRAFAST  
VOYEUR / VOYAGER  
Temporal  
Anomalies?

A loss of how to exist  
as a being in the 'real'.

Accelerated perspective  
- possibly problematic  
- inertia of the body  
- lack of mass in  
the virtual environment  
- lack of movement +  
physical displacement.

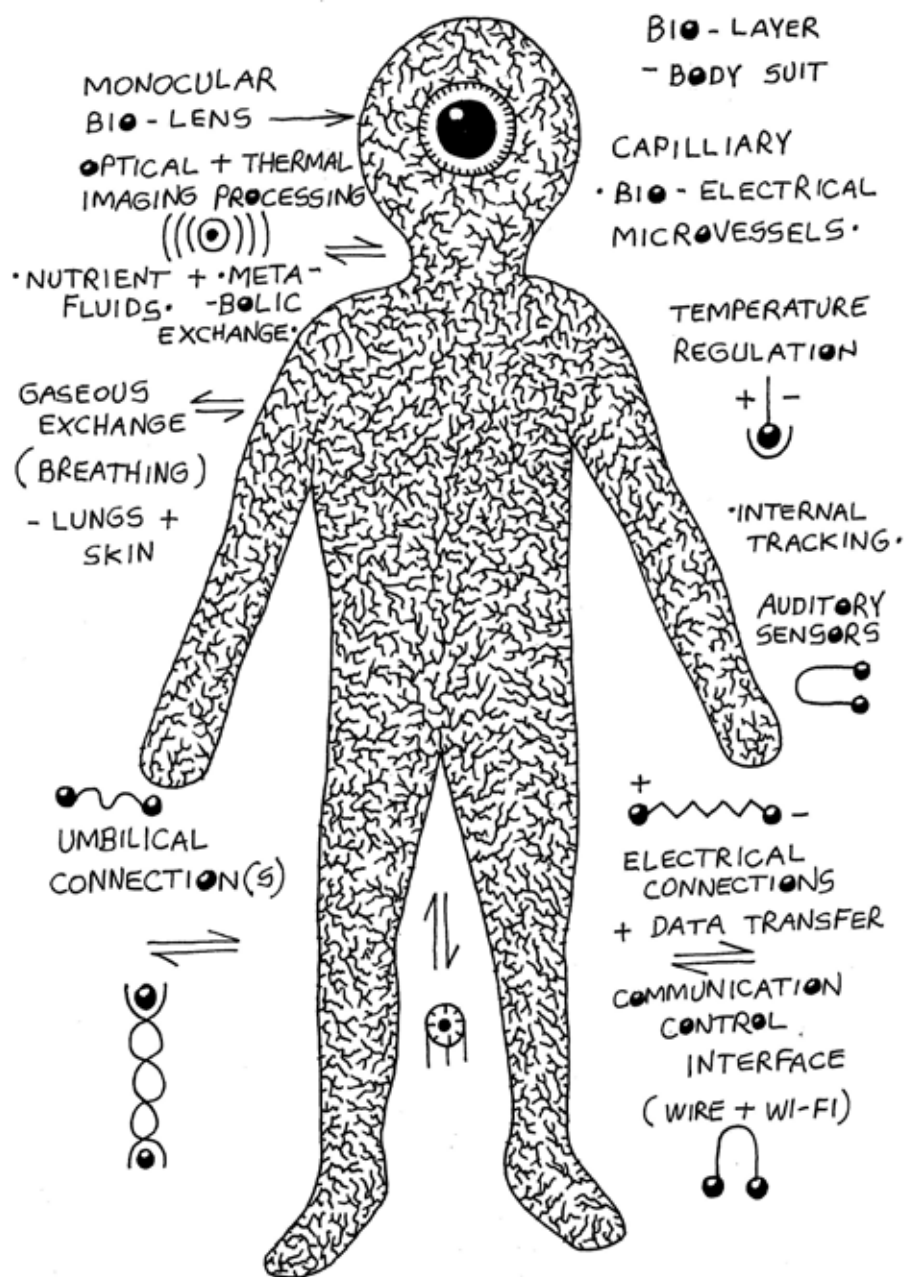
Disorientation -  
disorder of the  
senses caused  
by imagined  
weightless-  
ness.

'Stop in  
time'  
at the  
vanishing  
point of the  
virtual coast  
horizon.

The plot in VR -  
the being of the body  
the virtual after of distance  
- 'Freefall'

Loss of  
movement  
in the body  
in the 'real'  
world

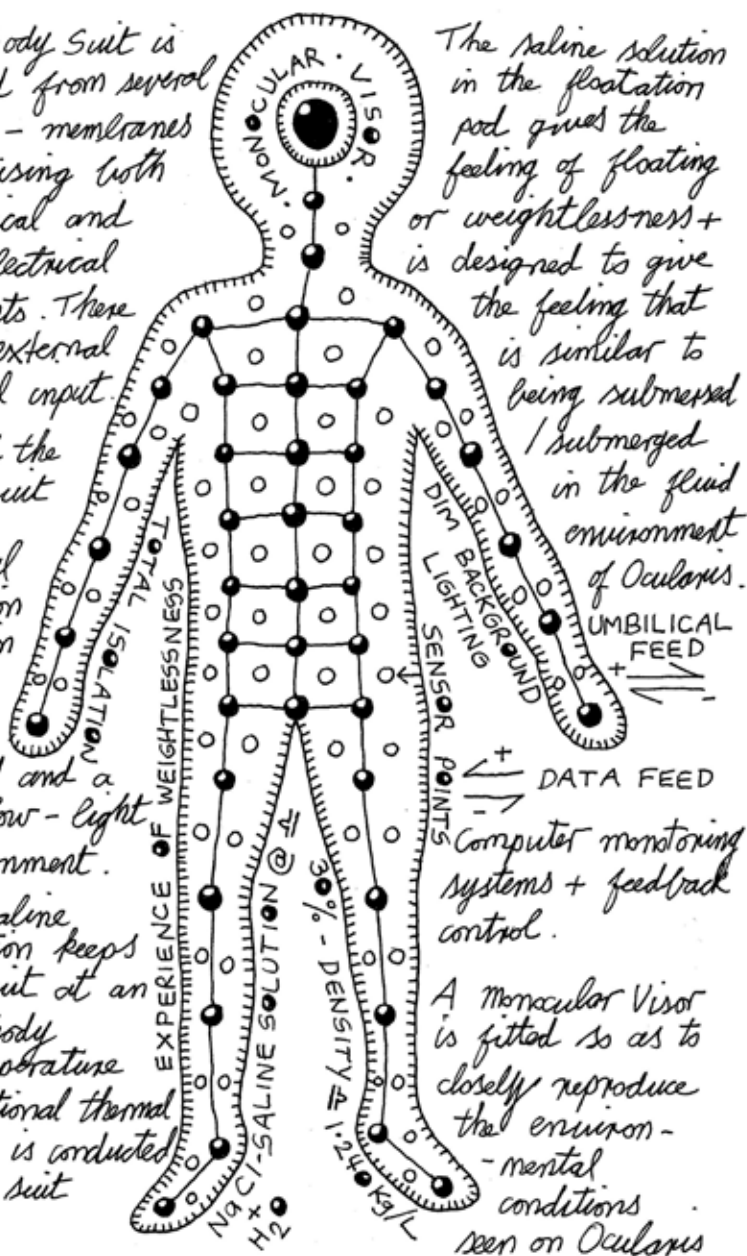
- a loss of  
'Terra Firma'



The Body Suit is formed from several layers - membranes comprising both electrical and bio-electrical elements. There is an external virtual input.

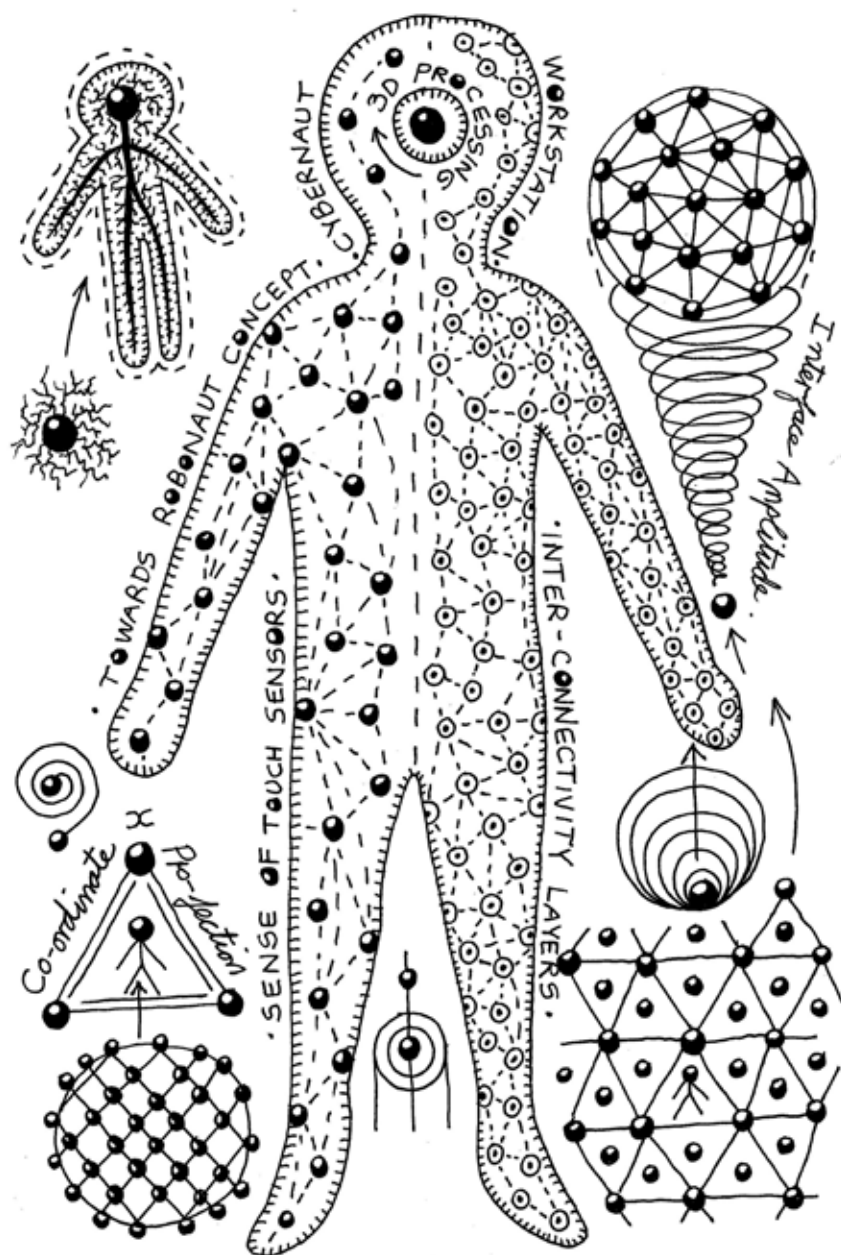
Around the body suit is the virtual isolation flotation pod - sand-proofed and a very low-light environment.

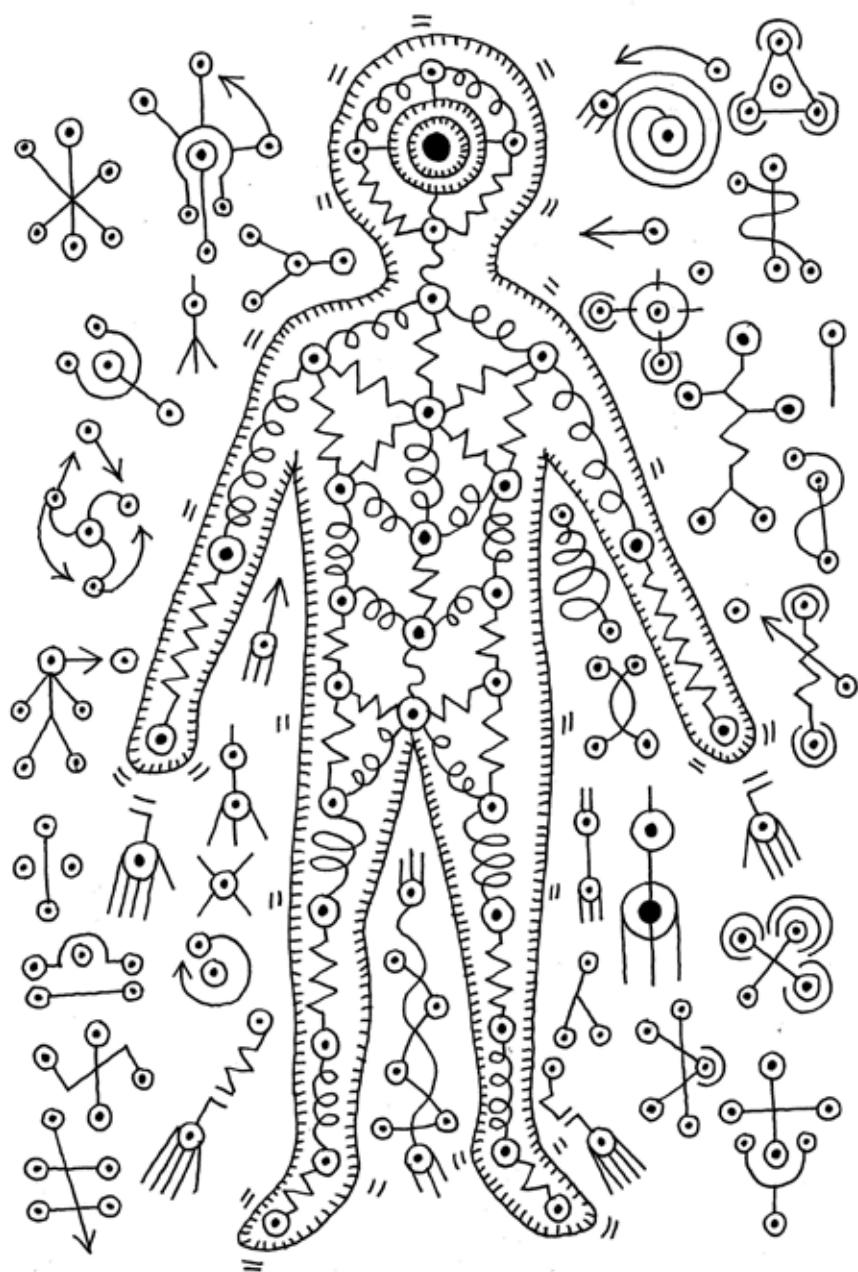
The saline solution keeps the suit at an even body temperature - additional thermal control is conducted via the suit itself.



The saline solution in the floatation pod gives the feeling of floating or weightlessness + is designed to give the feeling that is similar to being submerged / submerged in the fluid environment of Ocularis.

A Monocular Visor is fitted so as to closely reproduce the environ-mental conditions seen on Ocularis



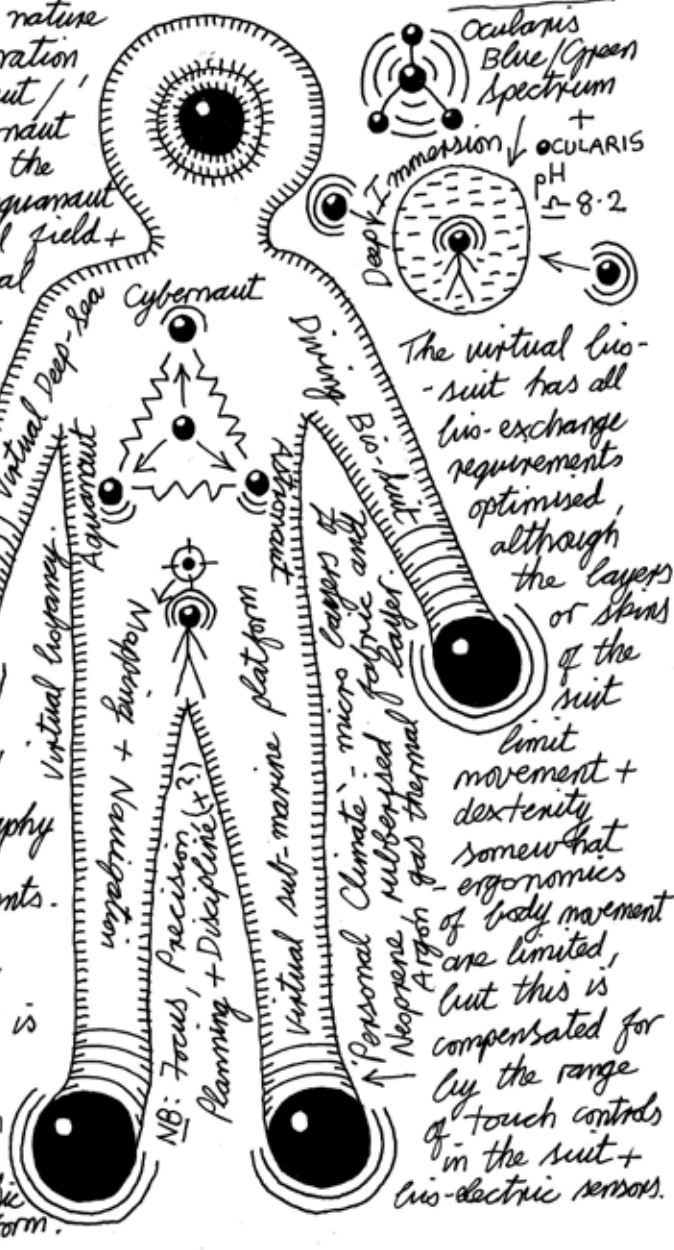


key aspects of the mission should not be overlooked -  
by the very nature  
of the exploration  
the cybernaut /  
virtual astronaut  
also becomes the  
very first aquanaut  
in the virtual field +  
and in virtual  
aquanautics.

Ocularis  
Blue/Green  
Spectrum  
+  
OCULAR  
pH  
8.2  
Deep Immersion  
Cybernaut

Studies of elements of marine science, the ecosystem, fluid dynamics, chemical fluxes, hydrography, hydrology, paleoceanography and internal tides + currents.

The virtual  
cybernaut/  
aquanaut is  
an oceanic  
exploration  
platform in  
articulated  
anthropomorphic  
form



The virtual bio-suit has all bio-exchange requirements optimised, although the layers or skins of the suit

Personal Climate - in  
Neoprene, subpressured  
Argon gas thermal  
limit  
movement +  
dexterity  
somewhat  
ergonomics  
of body movement  
are limited,  
but this is  
compensated for  
by the range  
of touch controls  
in the suit +  
bio-electric sensors.

77

Sense of touch added to previously only visual connectivity.

3D Visualisation

- processing and analysis. Realistic computational interaction tools.

'Real World' action-Isometrics

- User input + feedback.

Holographic Projection.

FEEDBACK

RESONANCE

'phantom'

pro-

-jection

Haptic

technology

(sense of

touch)

'HAPTICS'

Oscillating

Electric

Field

Acoustic

Radiation

ultrasound

Accelerometers



Phantom Projection technology -  
Interact with physical objects in Virtual Reality through touch - interactivity in real-time with virtual objects.

Vibratile Effectors.

Pressure sensation hardware systems (+ other stimuli hardware)

Pressure sensation software system

Fluid interface vibration capabilities

- proximity sensors

micro-gyroscopic facility

+ orientation sensors.

magnetic field.

ENHANCED POWER

GLOVE

HEAD VISOR

HAND TOC EYE + TOUCH SCREEN / CURSOR ANDROID

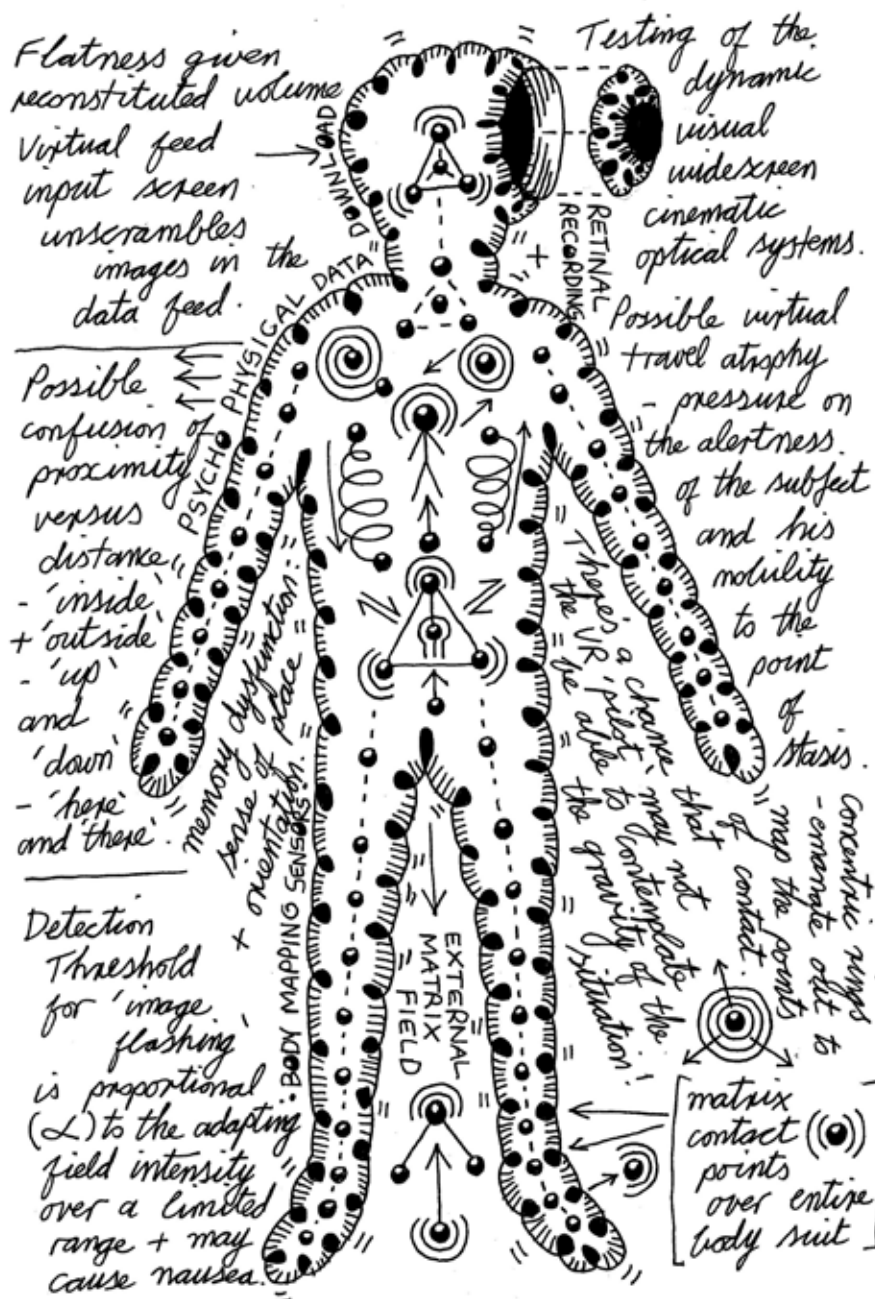
OPERATING SYSTEM

- INTERFACE TOUCH INPUTS

TELEMATIC

Tactile response

Shadow hand technology





Briefly, the pros + cons of virtual planetary exploration are as follows:

Psychological effects

- short-term intensified isolation,

claustrophobia

limited physical

mobility

fatigue

possible anxiety

some possible

subsequent

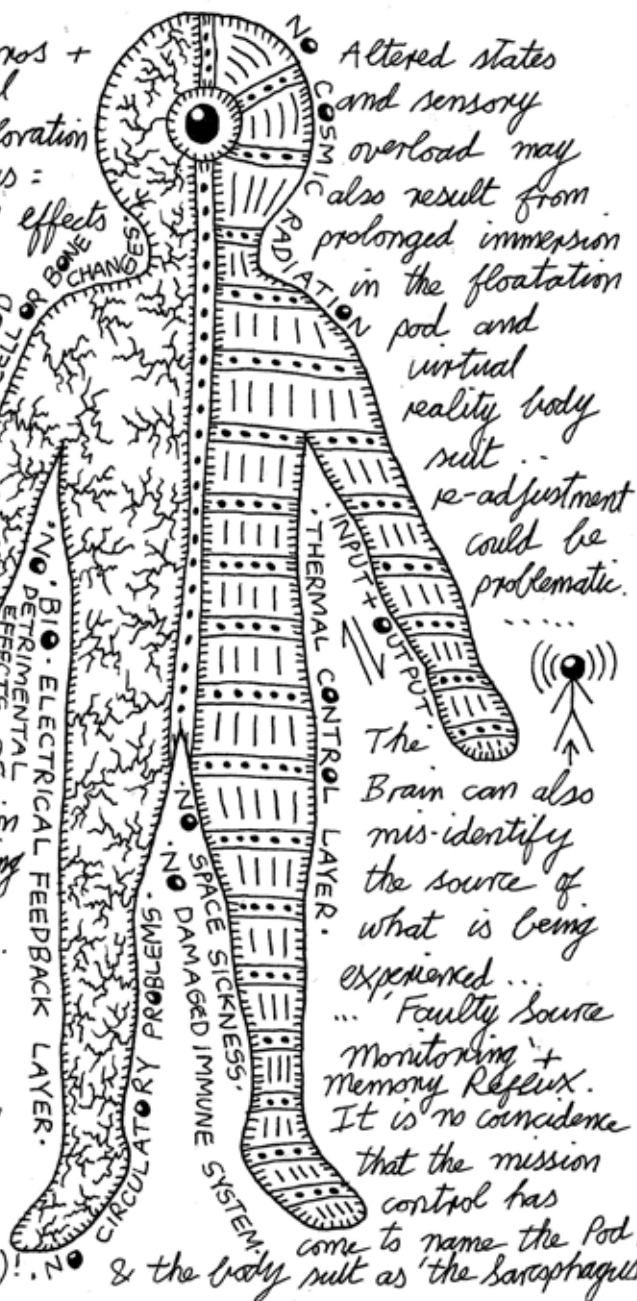
post-exploration

insomnia, falling

levels of

concentration.

This may lead to psychiatric disorders and lower personal performance - psychosis - (paranoid delusions)!

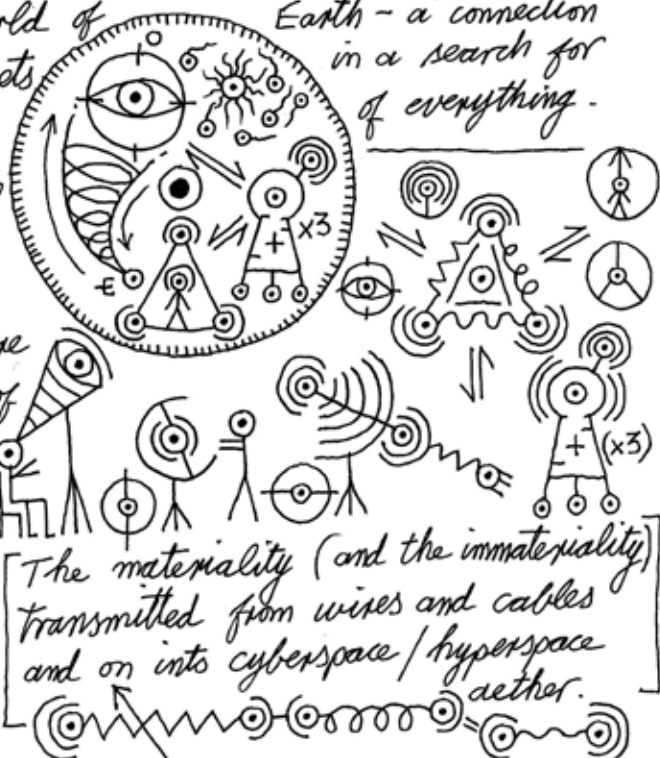


The exploration to connect the imagined environment and so-called 'primitive' nature of Ocularaxis with the digital 'space age' technology of the Human World of Earth - a connection between planets in a search for the essence of everything.

The eventual ability to scrutinize every square centimetre of the planet via virtual projection

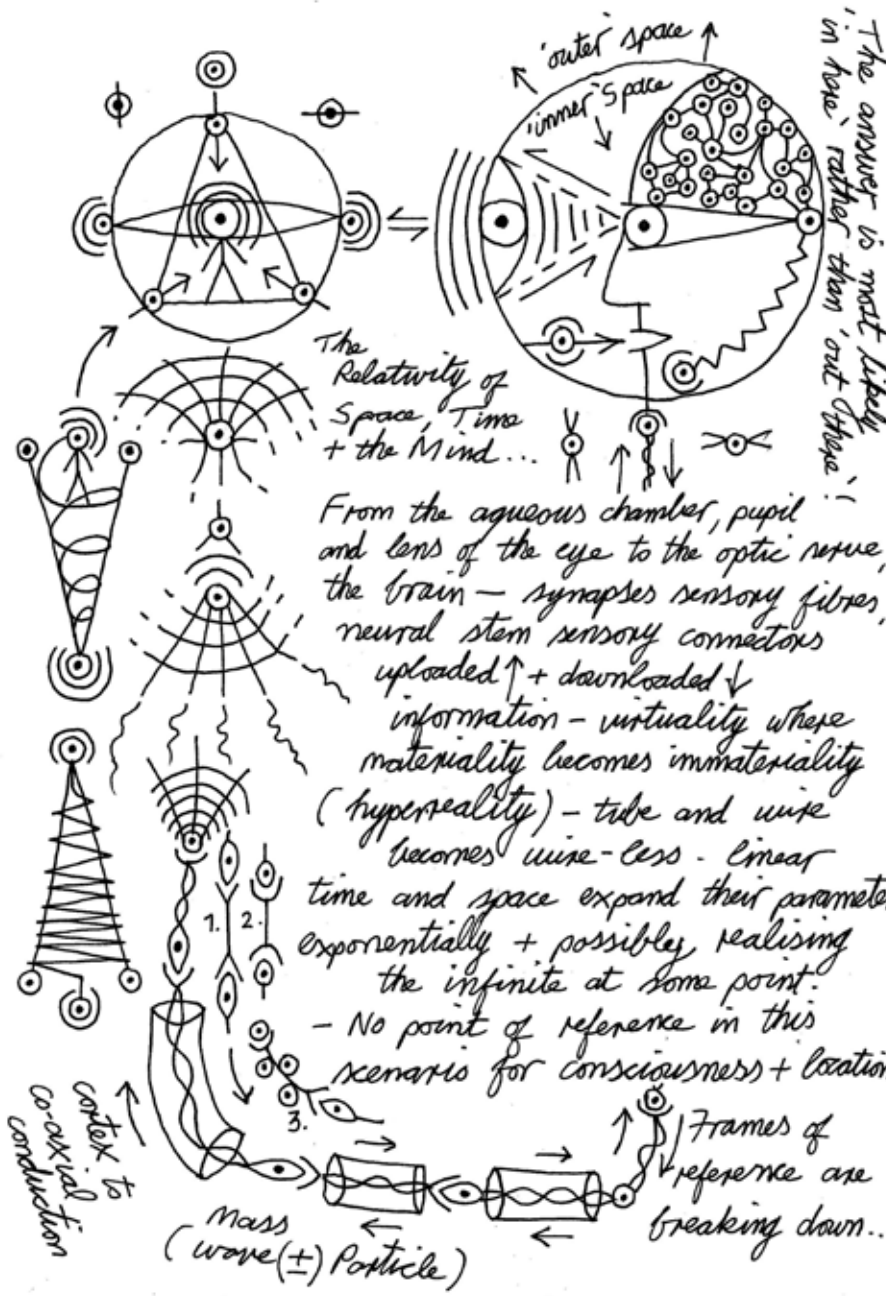
- an expansion of the world of human experience +

vision - albeit in a slightly fragmented version of reality (where perception becomes a process) - transcending spatial limitations - the nature of 'reality' becomes fluid - expansion of the present into the future and the stimulation of all the senses and on into mind altering experiences...



[The materiality (and the immateriality) transmitted from wires and cables and on into cyberspace / hyperspace aether.]

The answer is most likely 'in here' rather than 'out there'!



This is the fragmented and somewhat incomplete annotated and abridged observer's log-book entries (subject to rigorous edited revisions, self censorship and subsequent omissions,) for the first (and possibly only) explorative mission to the Planet Ocularis.

Most is 'fact', although some elements of hallucination, dream and visual distortion have potentially filtered into the narrative, descriptions and attempted visual notation and documentation.

Sometimes it has become difficult to separate 'visions' of 'reality' from those of deceptive illusion and confusion.

The trauma of virtual reality cyberspace wormhole projection has proved problematic in presenting a coherent and complete overview of the project.

The eye and the brain are seemingly deceived on many occasions within the context of the virtual environment, particularly when applied to this projection into a distant alien world such as Ocularis.

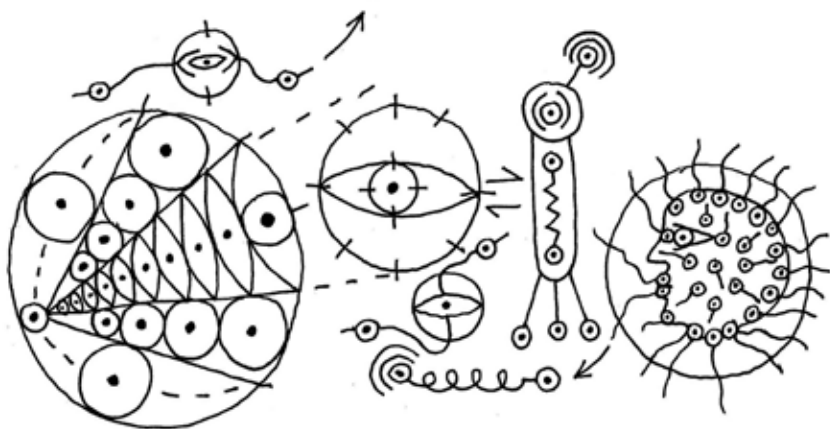
Errors are always likely to occur during virtual reality cyberspace wormhole connections.

Travelling at the speed of thought (or maybe light) -  
 Passing through the synapses of the Brain, through  
 convoluted passages and pathways and on into the  
 darkest regions of deep, real and imagined space(s).  
 Travelling in the vast ocean of the Id ..... and beyond.

To go where no explorer has been before - through  
 observations, notions, ideas and thought processes.

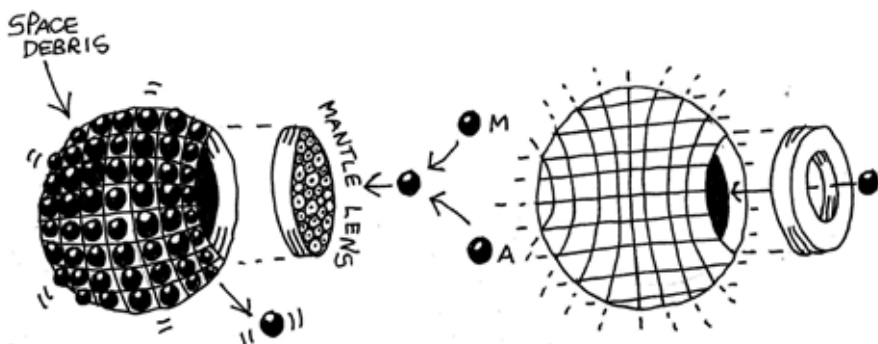
From the Aether and from the neural stem - the Brain,  
 the Mind, the conscious and the subconscious,  
 Frontal lobes - Cerebellum, Cerebrum, Medullary  
 Cortex - Tracing a journey through Space and  
 Time ..... or wherever (or whatever).

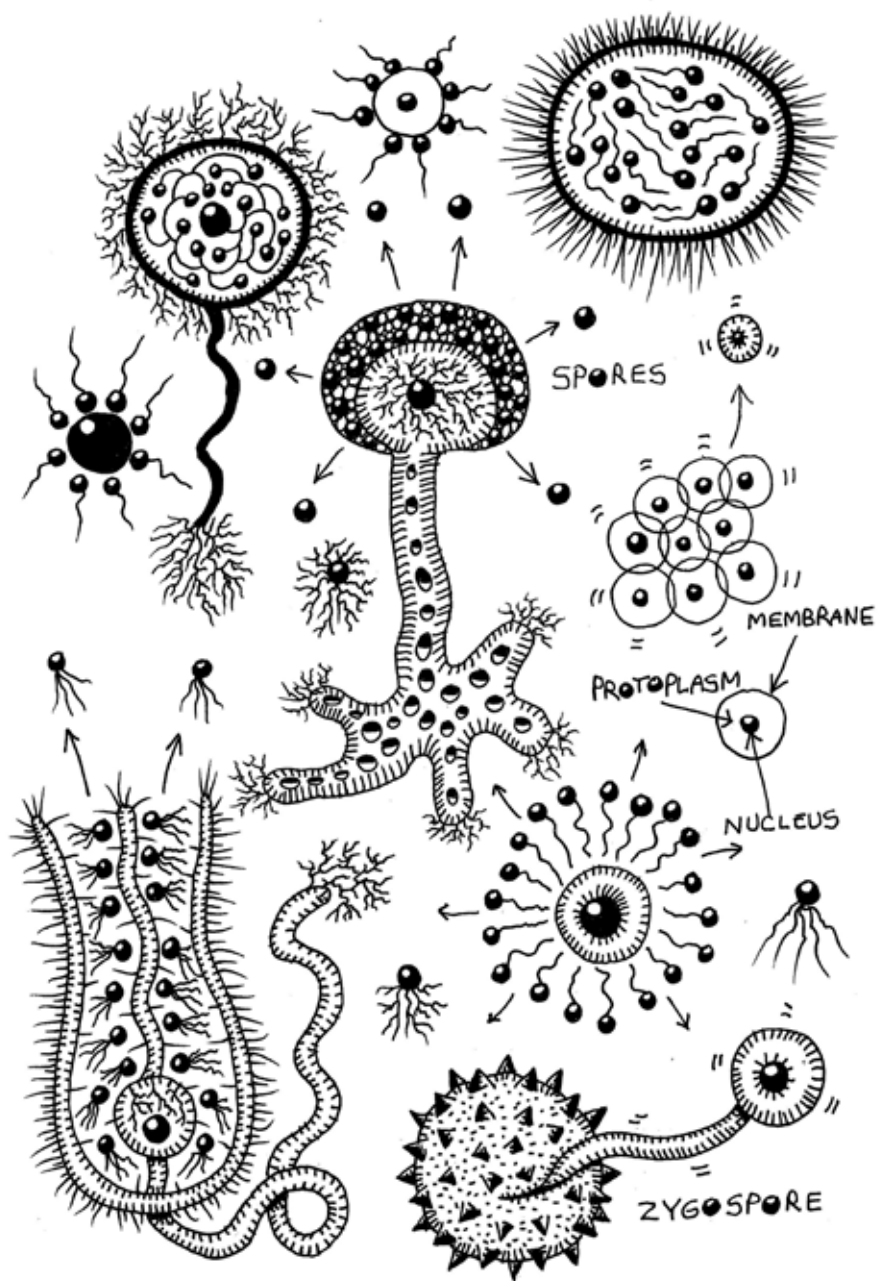
Disembodied thoughts becoming embedded in the  
 brain. Absorbing images and sensations quite unlike  
 anything ever seen before - ensuing hallucinations  
 and chronic mis-readings of information are therefore  
 inevitable.

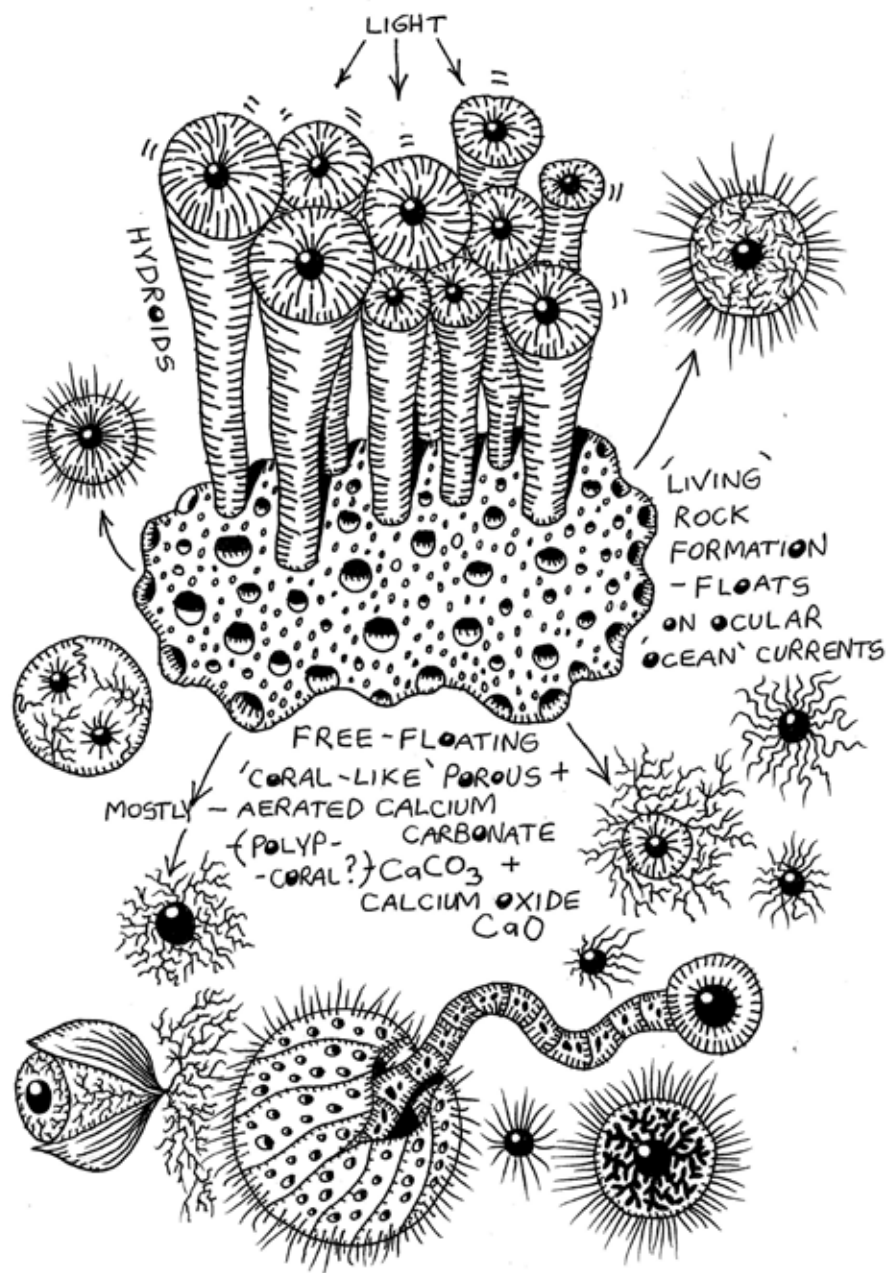


Lately my fear has been creeping in to my feelings - if I stopped here for too long, I would cease to be human and I'd either have to face the reality of the situation or fall into the abyss ..... I have to write, just in case I lose my mind and lose time and space in this isolated place ..... and yet, I am compelled to do this.

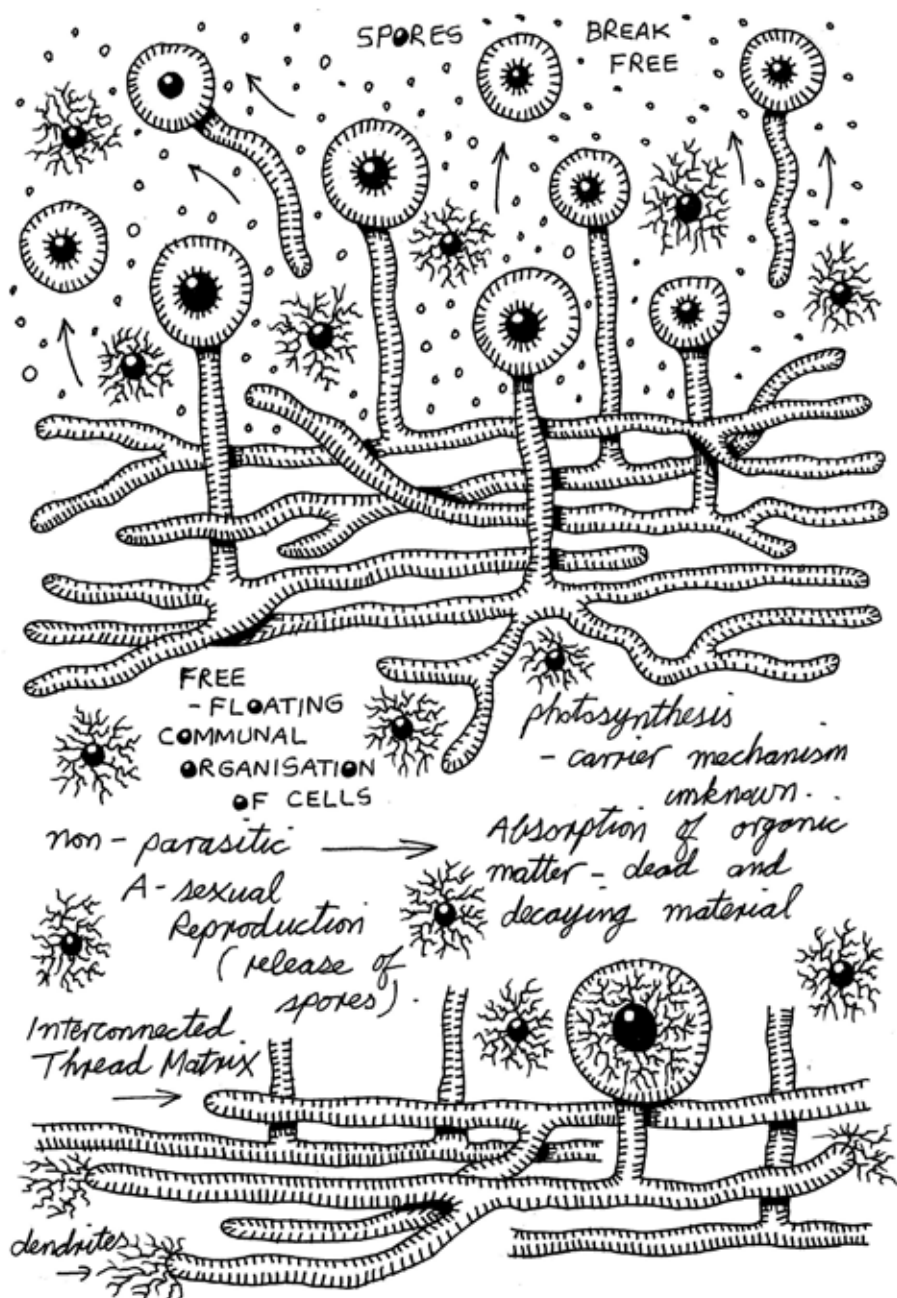
I will write everything down and try to document it as best I can ..... Time and space drift away from me constantly and only my visual display data gives me any indication as to my present situation.

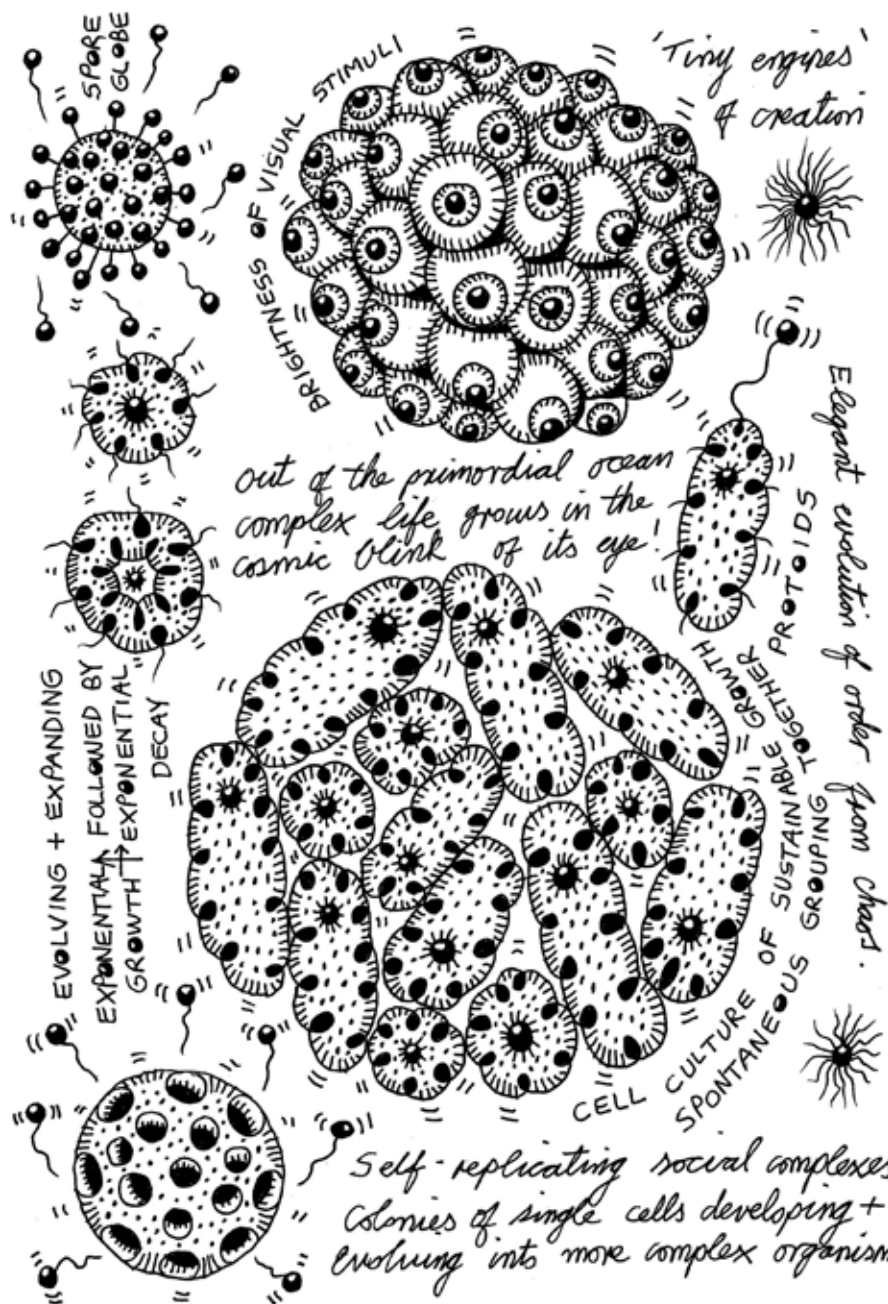


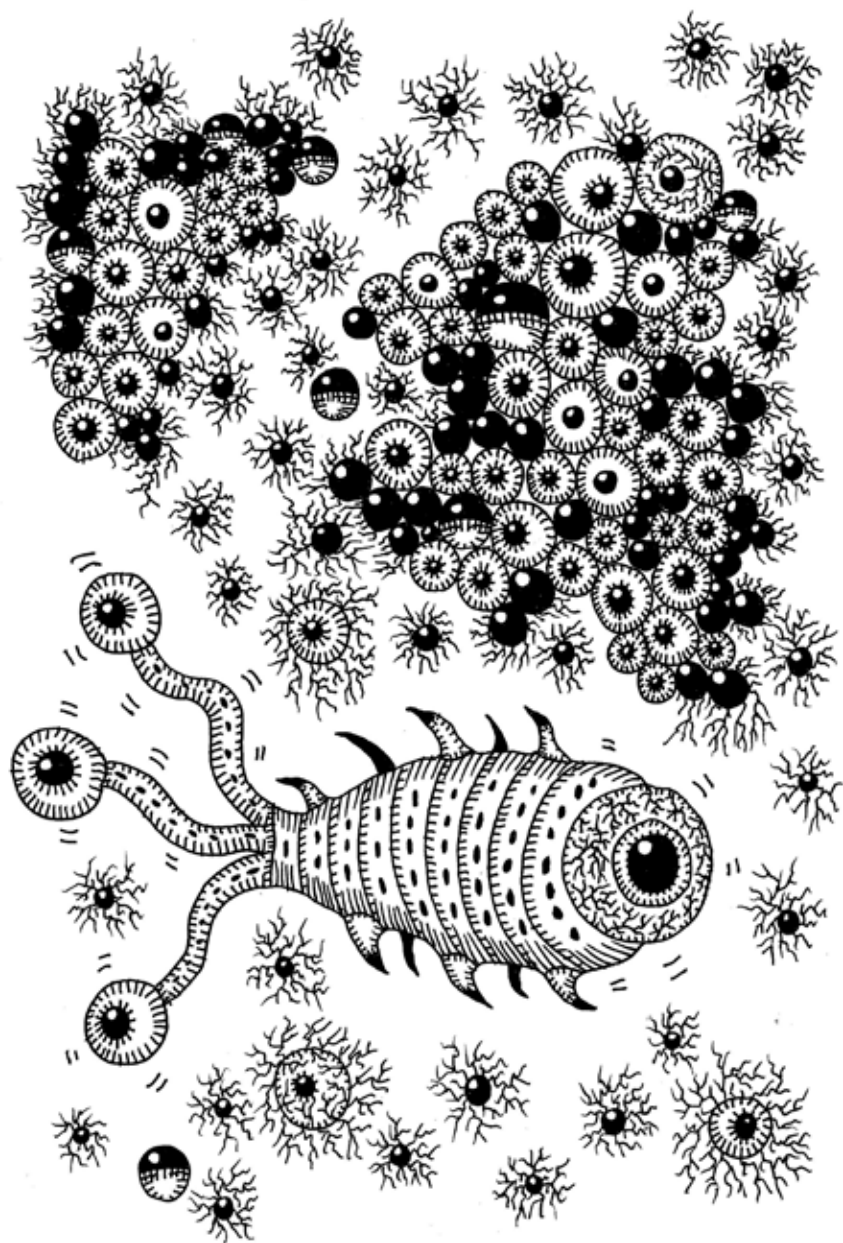


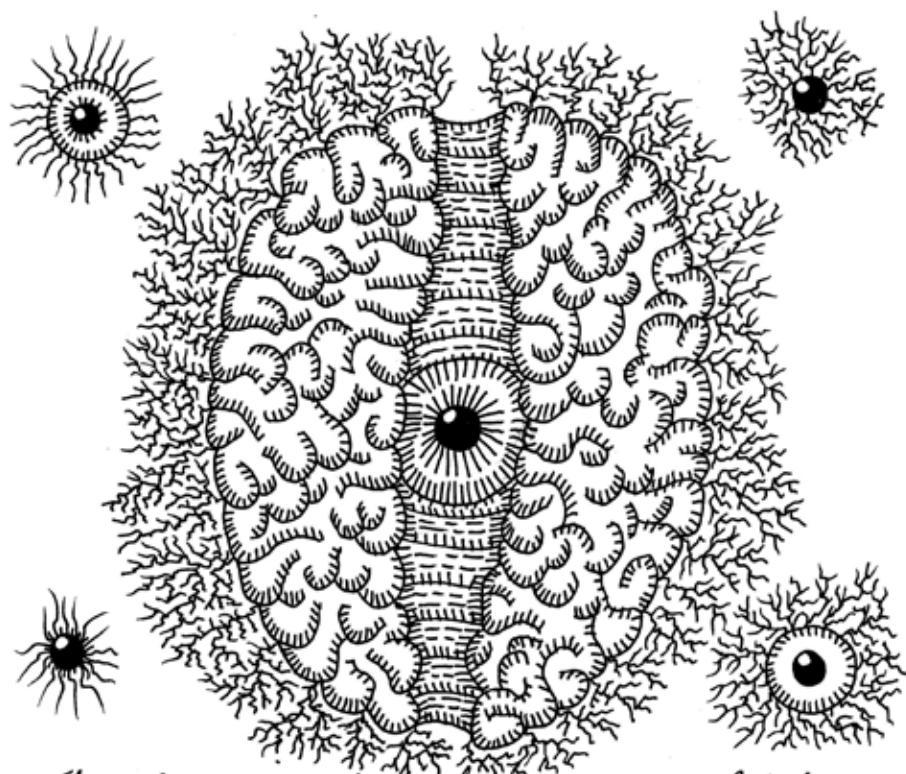






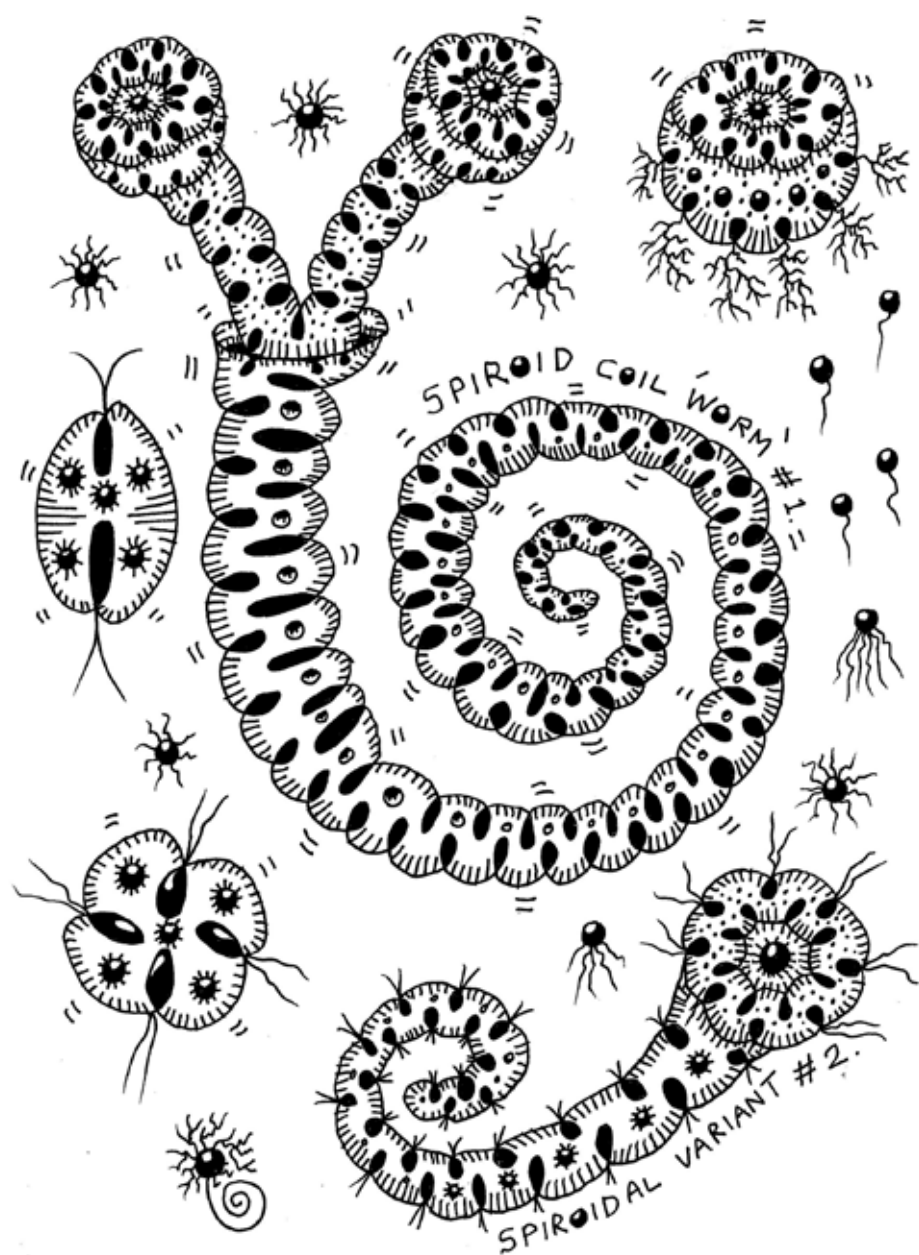


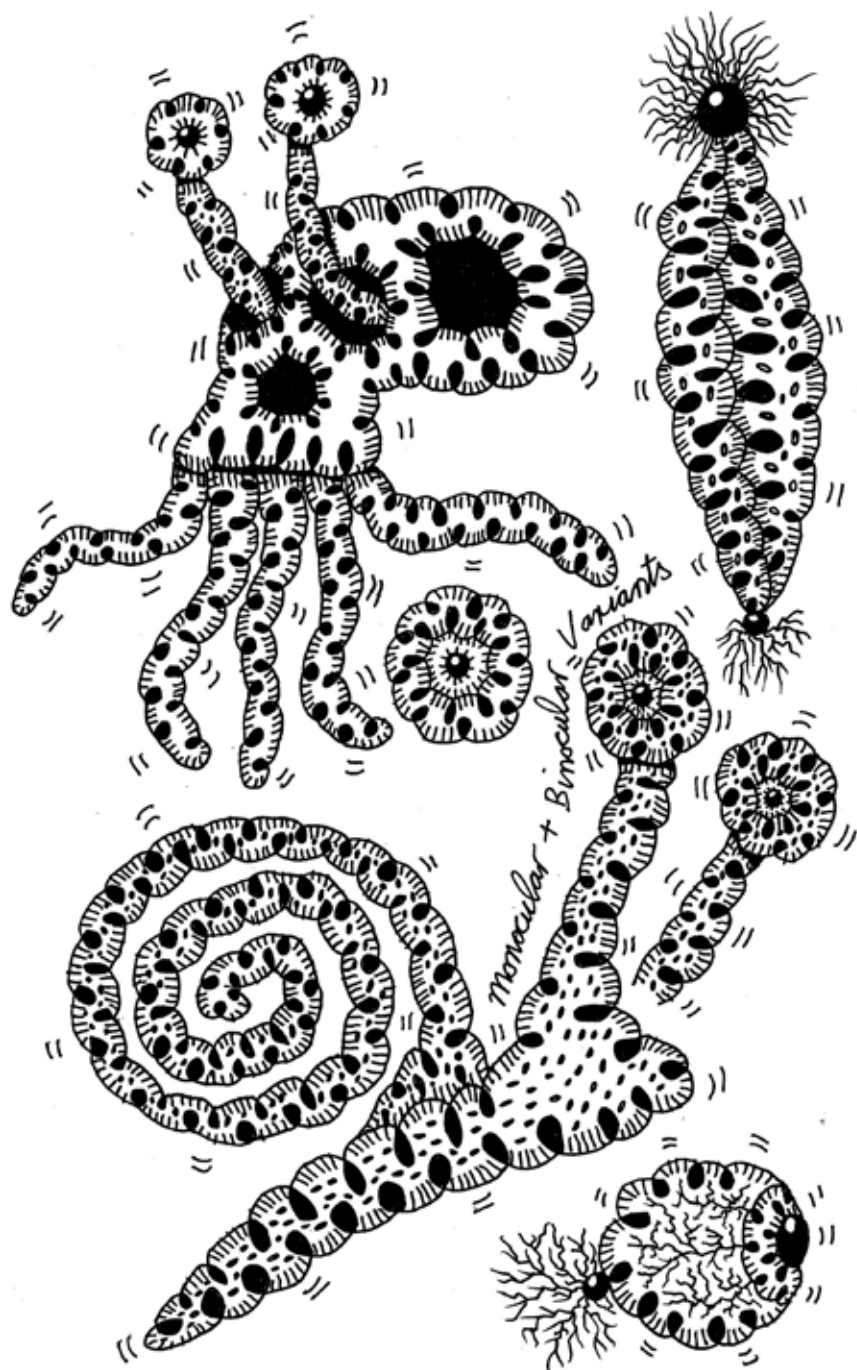




The slow rise from the ooze - evolutionary  
 biology - aeons of layers of psycho-fossilisation  
 - Periodic protoplasmic evocations -  
 - the archaeology of the id - Zoomorphic  
 terrain evolving in primaeval seas.

Paleozoid / Protoploid / Metaploid creation  
 - Ocularis as some kind of cosmic laboratory?  
 creatures rising up from the depths of the  
 psychic abyss! ..... speculative psychological  
 + archaeological in the past-present-future.





**IAN PYPER** was born into a 1950's world of black and white TV and northern English city industrial smog—a world of grey streets and grey people.

As a child he yearned for the exciting worlds of American TV shows like *Lost in Space* and *Voyage to the Bottom of the Sea*. His childhood was filled with imagination and fuelled by electric toy trains, plastic Airfix planes, Cowboys and Indians, wooden swords, and long summer days escaping to the seaside.

He gained recognition in the late 1980s when his art was termed Future Primitive (*paleolithique moderne*) by French small press publisher Joe Ryczko in his publication *Les Friches de l'Art*.

His colouring book *Bugs of the Future Primitive* was released by Pelekinesis in 2013 and he has exhibited in galleries worldwide. His love of the seaside and its beaches, boats, and seagulls continues and he now lives on the south coast of England.





## Pelekinesis

112 Harvard Ave #65  
Claremont, CA 91711 USA

pelekinesis@gmail.com  
[www.pelekinesis.com](http://www.pelekinesis.com)

Pelekinesis titles are available through Small Press Distribution,  
Baker & Taylor, Ingram, Bertrams, and directly from the  
publisher's website.