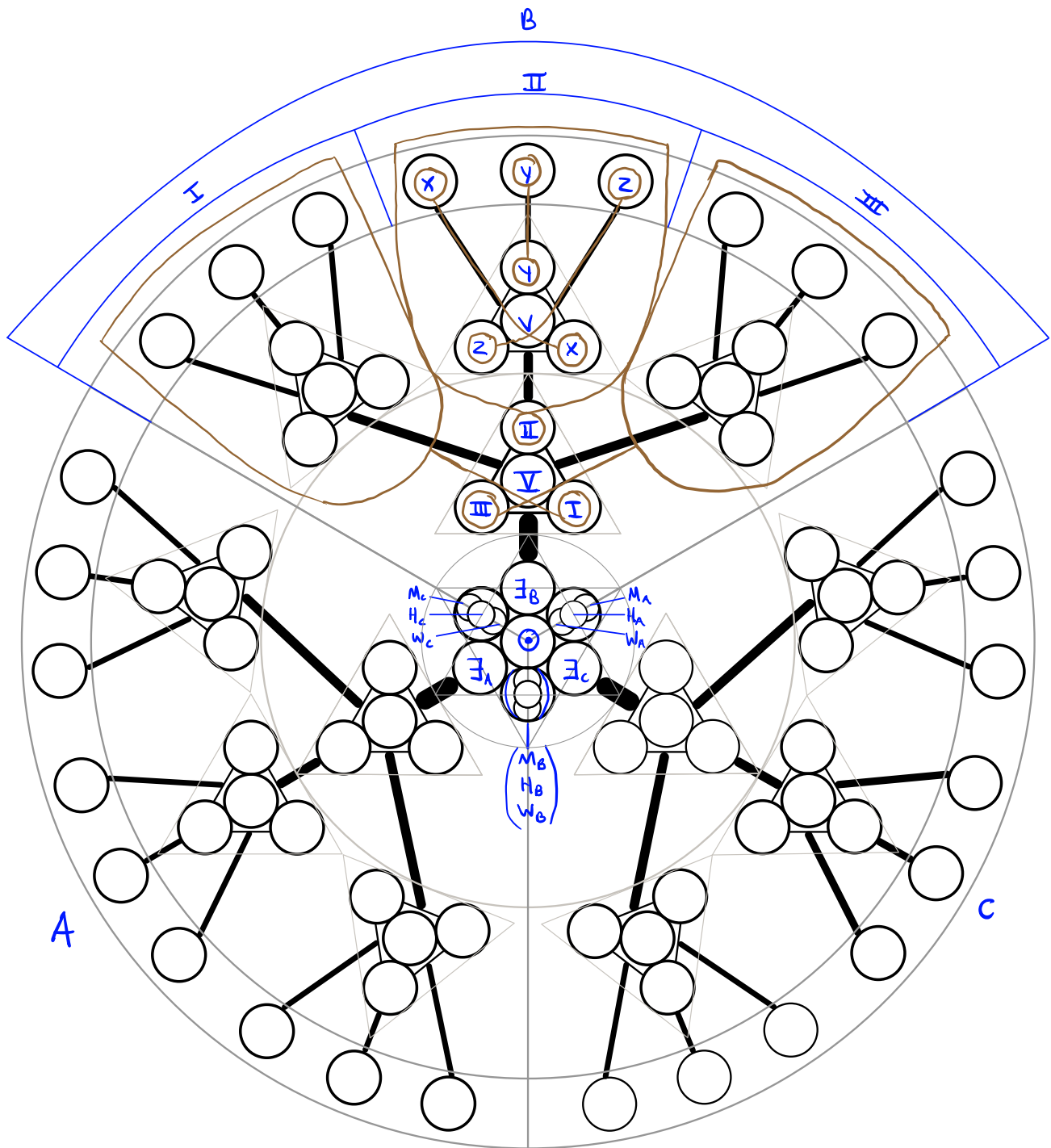




WINGS are outlined in brown

9 WINGS: $\{M, E, A, B, C\} \{I, II, III, IV, V\}$

TRIDENTS are separated by gray straight lines

3 TRIDENTS: $\{A, B, C\}$

SPHERES are separated by gray concentric circles

4 SPHERES: $\{I, II, III, IV\}$

The symbol (denotes the word) — which represents a Tree Component

$\exists$ (Exists) — ESSENCE

M (Mind) — EYE

H (Heart) — HEART

W (Will) — CORE

$\odot$ (Sun) — SOL

WIRE ≡ Metallic String

- TREE WIRE ≡ seeeee
- LEAF WIRE ≡ Thin WIRE that holds a group of BEADS together to make a LEAF

ROOT ≡ WIRES that wrap the BASE CRYSTAL

- ≡ 3 → 1 WIRE ROOT
 - ≡ Group of 8 (on a T_{21})
 - ≡ Group of 6 (on a T_4)
- ≡ 1 WIRE ROOT
 - ≡ Group of 4 (on a T_3)

TRUNK ≡ Primary Supporting Member of the FRACTAL

- ≡ 27 = 3³ WIRE Braid TRUNK
- REL ≡ 27 = 3³ WIRE Braid TRUNK
- KL ≡ 27 = 3³ WIRE Braid TRUNK

BRANCH ≡ (N) WIRE Group in the FRACTAL

- ↳ STEM ≡ Goes into a TRINE
- ↳ ≡ Goes out of a TRINE
- RAY ≡ 9 WIRE BRANCH = TRIDENT BRANCH
 - ≡ TRUNK on a T_4
 - They Exist between Spheres $\hat{J}$ and $\hat{K}$ (on a T_{21})
 - ≡ Group of 3 RAYS that Emerge from a Common TRINE
- KEY ≡ 3 WIRE BRANCH = WING BRANCH
 - ≡ TRUNK on a T_4
 - They Exist between Spheres $\hat{K}$ and $\hat{L}$ (on a T_{21})
 - ≡ Group of 3 KEYS that Emerge from a Common TRINE
- SI ≡ 1 WIRE BRANCH = SHINE BRANCH
 - They Exist in Sphere: $\hat{L}$ (on a T_{21}), $\hat{K}$ (on a T_4), $\hat{J}$ (on a T_3).
 - SPARK ≡ Group of 3

BEAD ≡ CRYSTAL with a hole straight through it, allowing a WIRE to pass through its Center

- 3 Types (STYLE Options)
 - CHIPS ≡ Chaotically Shaped BEAD MgP :
 - 2 Types (SUB-STYLE Options)
 - Smooth
 - Rough
 - ORBS ≡ Sphere-like Shaped BEAD
 - 2 Types (SUB-STYLE Options)
 - Round
 - Faceted
 - POINTS ≡
 - 2 Types (SUB-STYLE Options)
 - Natural
 - Shaped

LEAF ≡ Sequence/Group of Beads Strung onto One Common WIRE

- 1, 2, 3 SECTORS ≡ Sections of a Leaf
- max of 27, 11, 213 BEADS
- 1 LEAF WIRE

3 Types (on a TREE)

- ≡ LEAF in the SOL / Sphere $\hat{J}$
- ≡ LEAF in a TRINE / Sphere $\hat{J}$ or $\hat{K}$
- SHINE ≡ LEAF in Sphere $\hat{L}$
- 1 SHINE BRANCH

2 Types (off a TREE)

- SEED ≡ detached LEAF All on its own to be used as a Node in a Crystal Grid
- ≡ detached LEAF with a loop to attach to other things

3 Options

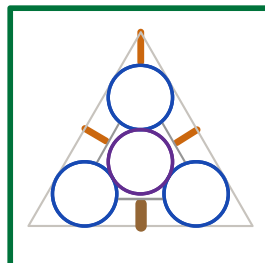
- I-SECTOR LEAF ≡ LEAF with only 1 SECTOR — CREATION
 - max of 21 BEADS
- BI-SECTOR LEAF ≡ LEAF with 2 SECTORS — PARTNERSHIP
 - max of 11 BEADS per SECTOR
- TRI-SECTOR LEAF ≡ LEAF with 3 SECTORS — DIVINITY
 - max of 7 BEADS per SECTOR

TRINE ≡ Area where One BRANCH splits into Three

- 1 FLOWER ≡ A Triangularly Arranged Group of 4 LEAVES
- 1 SOURCE ≡ A LEAF at the NEXUS of a TRINE
 - Central Energy Source of the TRINE
- 1 FLARE ≡ Group of 3 LEAVES in a TRINE
 - Radiates the Energy from the SOURCE
- 1 NEXUS ≡ Point where 1 BRANCH splits into 3
 - This is the Central Point of a TRINE

2 Types:

- ① ≡ 3 Inner / Major TRINES
 - = TRINES in Sphere $\hat{J}$
 - = TRIDENT TRINES
 - 1 RAY
 - 3 KEYS = 1 KI
- ② ≡ 9 Outer / Minor TRINES
 - = TRINES in Sphere $\hat{K}$
 - = WING TRINES
 - 1 KEY
 - 3 = 1 SPARK



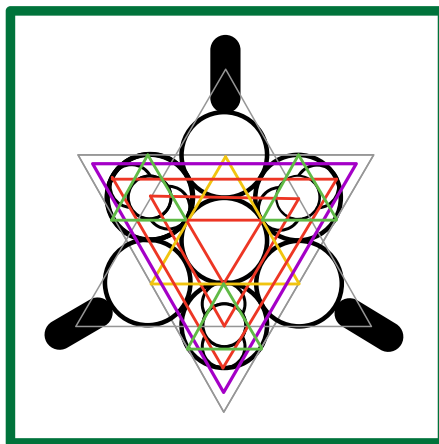
- (Copper Branches) are to (Crystals) Leaves
- STEM(1) is to • SOURCE(1)
- ARMS(3) are to • FLARE LEAVES(3)

• 5 SOL TRINES from 1 Common SOL SOURCE = LUX
 • 8 SOL FLARES
 • 13 SOL CLUSTERS

SOL = Point where the TRUNK splits into 3 BRANCHES

5 SOL TRINES from 1 Common Source = LUX
 8 SOL FLARES
 13 SOL LEAVES

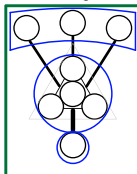
- LUX = The SOURCE of the SOL TRINE
 Its the Common SOURCE for the ESSENCE & CHAKRA TRINES
 = 1 LEAF
- ESSENCE = The Main/Central TRINE of the SOL
 = 1 FLARE
- 3 CHAKRA TRINES
 - EYE = Higher SOL TRINE
 = 1 FLARE
 - HEART = Primary SOL TRINE
 = 1 FLARE
 - CORE = Lower SOL TRINE
 = 1 FLARE
- UNION = Collective TRINE
 = 3 TRINITIES
- TRINITY = Unified FLARE



TREE =

- 1 BASE =
 - 1 BASE CRYSTAL =
 - 8 ROOTS =
- 1 TRUNK =
- 1 FRACTAL
 - 3 TRIDENTS = 13 FRACTAL
 3 TRIDENTS as opposed to 4 Quadrants
 - 1 TRIDENT =
 - 1 INNER TRINE
 - 3 WINGS = 13 FRACTAL
 - 1 OUTER TRINE
 - 1 TRIAD = SHINE FLARE = Group of 3 SHINES from a Common KEY
 = 3 SHINES

WING



TRIDENT

