"A manual for the Information Age."
Arriving 2023

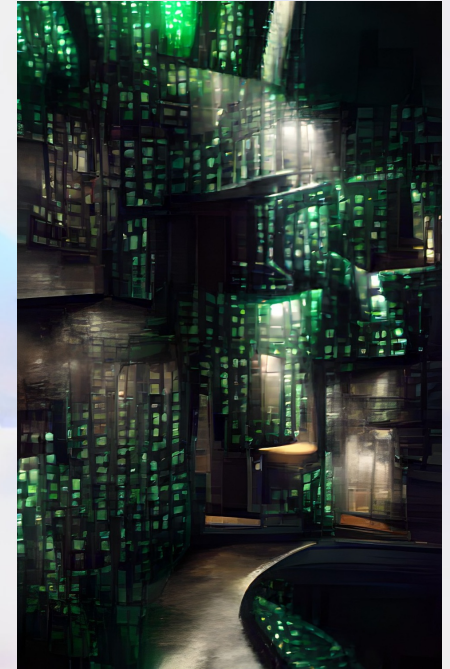# REALITY TUNNELS

by Doctor Richard Waterloo

Doctor Richard Waterloo's forthcoming book, *Reality Tunnels*, seeks to reinsert the meme of subjective perception and maybe logic back into the world.

Making a map of the territory, the text explores two axioms:

1. We live within a world best described as a computational simulation.

2. Information within the Simulation is received, processed, and transmitted within the world by human biocomputers.

And emergent from the interaction of these axioms is the flow of information is called a reality tunnel.

Doctor Richard Waterloo is a meta-character within the Simulation and apparently writes in the third person. He once served as a Professor of Guerrilla Ontology at the People's Institute for Revolutionary Semiotics, but now spends much of his time reading and occasionally writing. His current interests are cybernetics, propaganda, psychology, ontology, psychedelics, digital culture, neurology, and linguistics.

You can find his public work here:

• Discord Workshop: discord.gg/A8JakXKXPH

• Twitter: twitter.com/TunnelsReality

• Substack: dankphilosophy.substack.com

We begin inside a world of information, processing requirements, and computational physics. From this axiom, we find a space philosophically relatable to our modern Information Age.

How can we tell if we are in a simulation?

What is the probability we are in one?

How can we perceive culture as a type of simulation?

Within the Simulation, sensory systems which receive, process, and transmit information are called biocomputers - computational beings which engage in programmed and programmable processing and behavior. The human biocomputer is the bipedal, hairless, tech-using variety of these.

2.0 - The Human Biocomputer
2.1 - Information Processor
2.2 - The Self-Referencing Machine
2.3 - Patterns & Programs
2.4 - Extensions

How is information processed?

What does this mean for memory? Time? Free will?

Are we already cyborgs...?

Layer 1: Data & Possibility

Layer 2: Information & Perception

Layer 3: Knowledge & Language

Layer 4: Narrative & Identity

Emergent from the human biocomputer's relationship with the Simulation is a process of information abstraction which travels through four layers and shapes perception. This is called a reality tunnel.

3.0 - Reality Tunnels
3.1 - A Brief History
3.2 - The Belief Filter
3.3 - The Crystallization of Reality
3.4 - Consensus Reality Tunnels

What is a reality tunnel?

And a belief filter?

How do consensus reality tunnels take form?

We enter the reality tunnel from outside sensed perception,
in an endless fractal of possibility...

4.0 - Layer 1: Data & Possibility
4.1 - There is chaos...
4.2 - and there is order.

*How can we imagine anything outside of our own perceptions
from inside the Simulation?*

Where do paradoxes fit in?

What might the Outside look like if it reflects an Inside?

Abstracted from **Layer 1** is the felt presence of the immediate experience, the nondual state of receiving information within the Simulation. It exists prior to any description.

5.0 - Layer 2: Information & Perception
5.1 - The Edges of Perception
5.2 - Altered States
5.3 - It's all relative!

But how can we speak of something which precedes language?

What are the limits of perception?

Are these really the limits?

Can we alter them?

Isn't this just solipsism...?

In an attempt to communicate about our own experiences, we abstract information from **Layer 2** and create language, which, situated over time, becomes knowledge. It is this medium of information which is exchanged and from which consensus reality tunnels emerge, shaping much of our phenomenal experience and world view.

6.0 - Layer 3: Knowledge & Language

6.1 - Information Exchange
6.2 - A World of Words

What is the Code?

How does language impact our sense perception?

Or our worldview?

What does this mean for history? ... And our future?

The final layer of the reality tunnel is the most seductive and entrancing. As language maps the territory and changes over time, stories situate our selves in the present, reference a past, and forecast a future. Identity is emergent from one's perceived place within this layer.

7.0 - Layer 4: Narrative & Identity
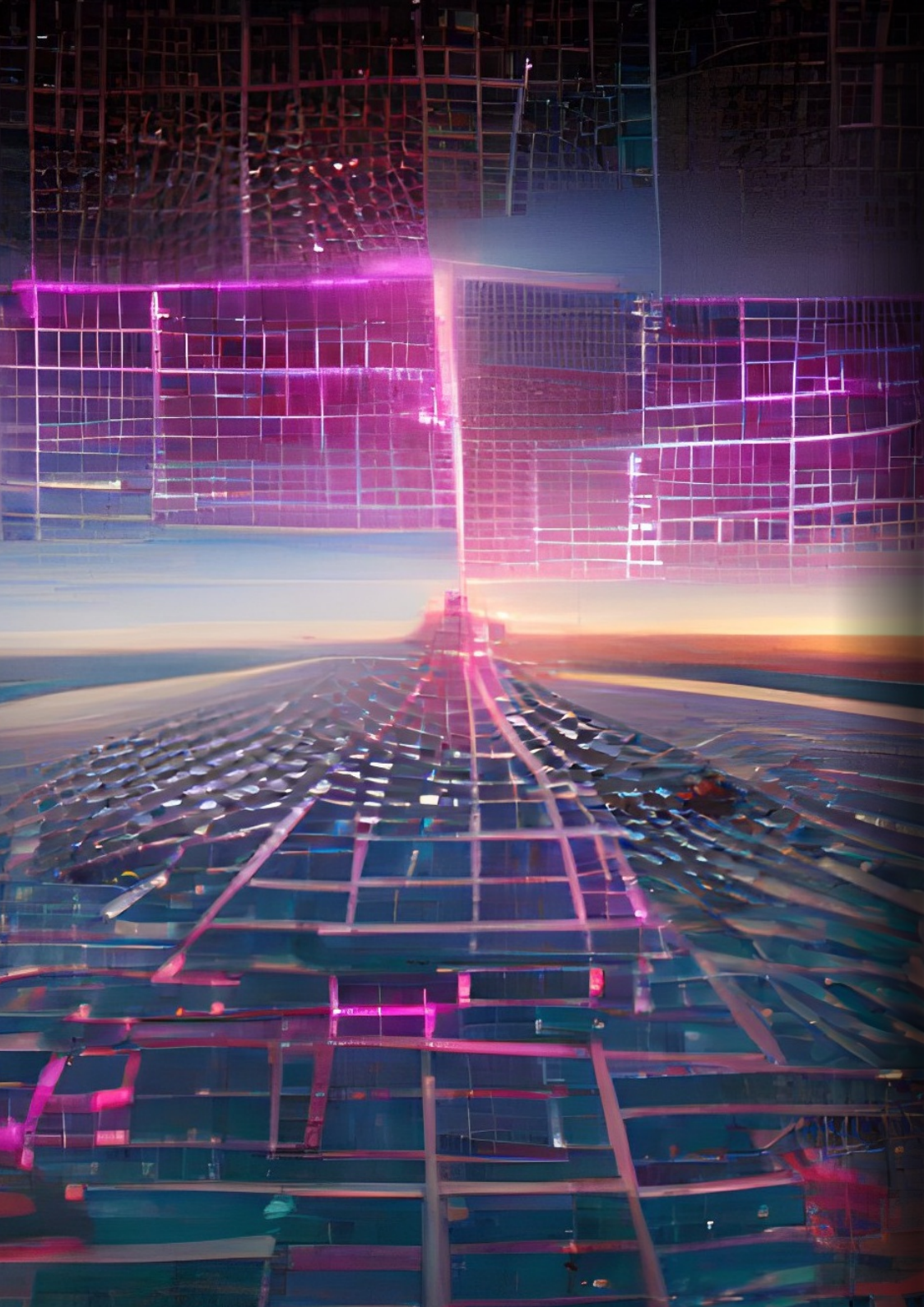### 7.1 - The Story of the "I"
7.2 - Consensus Narratives

Is there a "self"?

What does a narrative mean for identity?

At a social scale, how do group stories form?

How does consensus reality use narratives to program biocomputers?

Exiting the reality tunnel, we return to our contemporary Information Age, where distance and time have collapsed to video conferences and a permanent, ever-present Now. All events are situated in relation to the narrative of each changing moment. Information has become the map which covers the territory.

8.0 – Toward Tomorrow
8.1 – Navigating Hyperreality
8.2 – A Way Out (a manifesto)

Where can we find reality tunnels in our modern world?

How can we navigate a world full of them?

Is there a way out...?

Reality Tunnels

Arriving in 2023

All of the images created in this booklet were created in June 2022 by [Saint Tuesday](#) and Doctor Richard Waterloo using Dall-E mini and wombo.art image generators. Though this assemblage of machine learning and human beings is intriguing, I'm more excited to see what creative interpretations of these ideas can emerge from other humans.

This project is seeking artists, creatives, and looky-loos to be a part of a growing network of content that carries the meme of reality tunnels into the Information Age. Specifically, I am looking for artists that can create chapter images (similar to the ones in this booklet) which will eventually be published as physical and digital books. In the promotional period prior to the book's release, I'd love some assistance from meme-makers. And if you have any other ideas, I'm happy to entertain them and integrate what works. If you are interested in contributing to or observing this project, please visit the Discord workshop: https://discord.gg/A8JakXKXPH.

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