

# O-Animator

I said I would

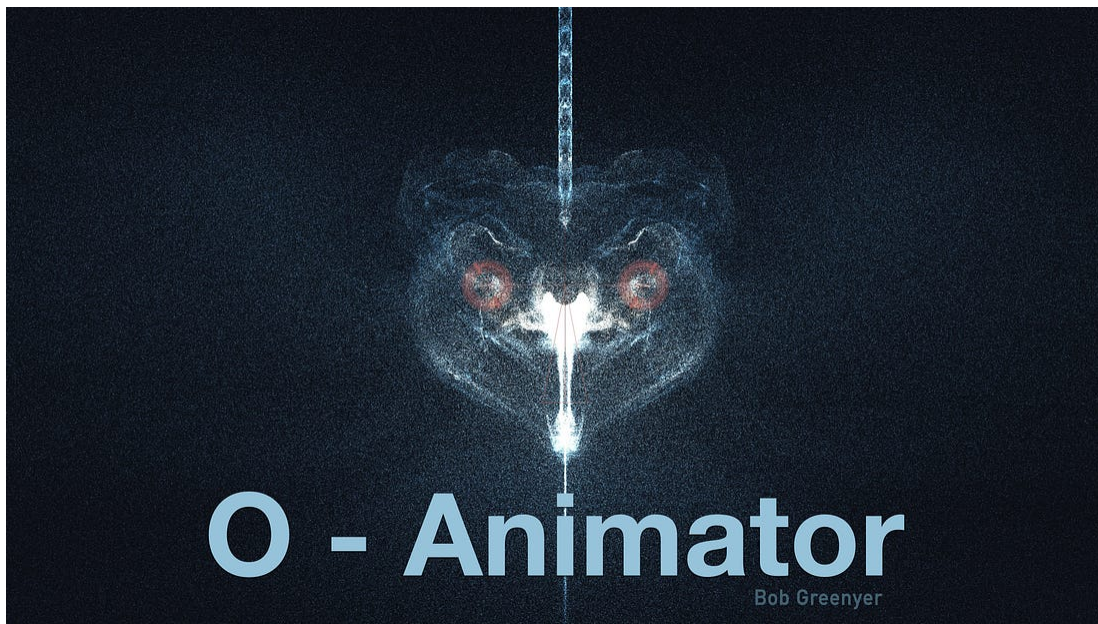


BOB GREENYER

JUL 18, 2026

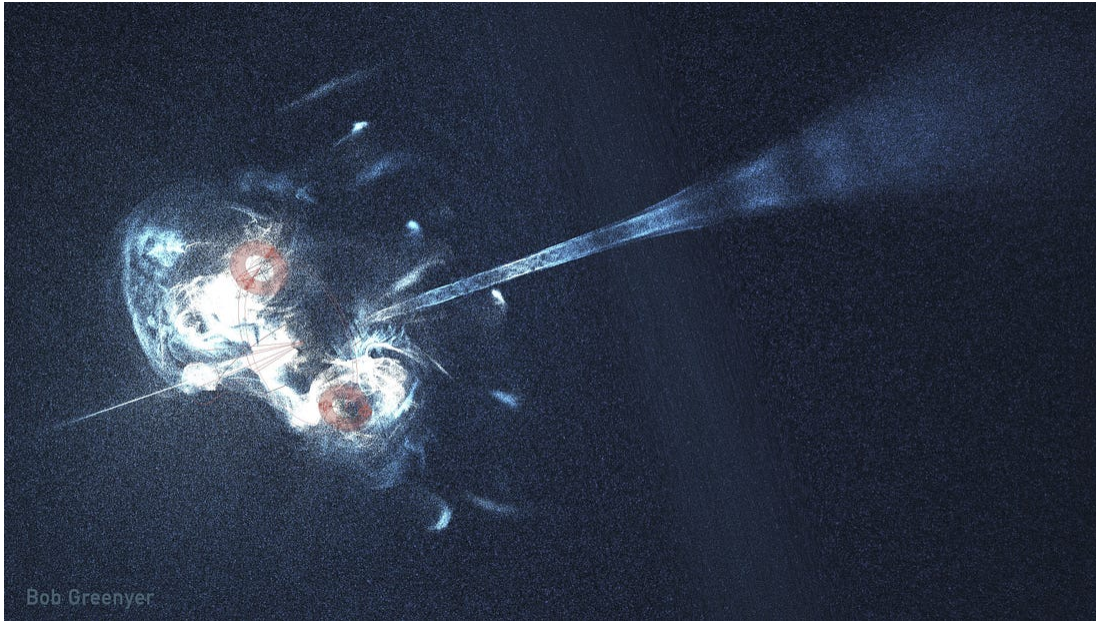
Many moons ago, I set about defining the structure of O based on multiple physical experimental observations. I committed to you all that I would animate it in time. That time is nearly here.

**Not just a pipe dream, but physics-based.**

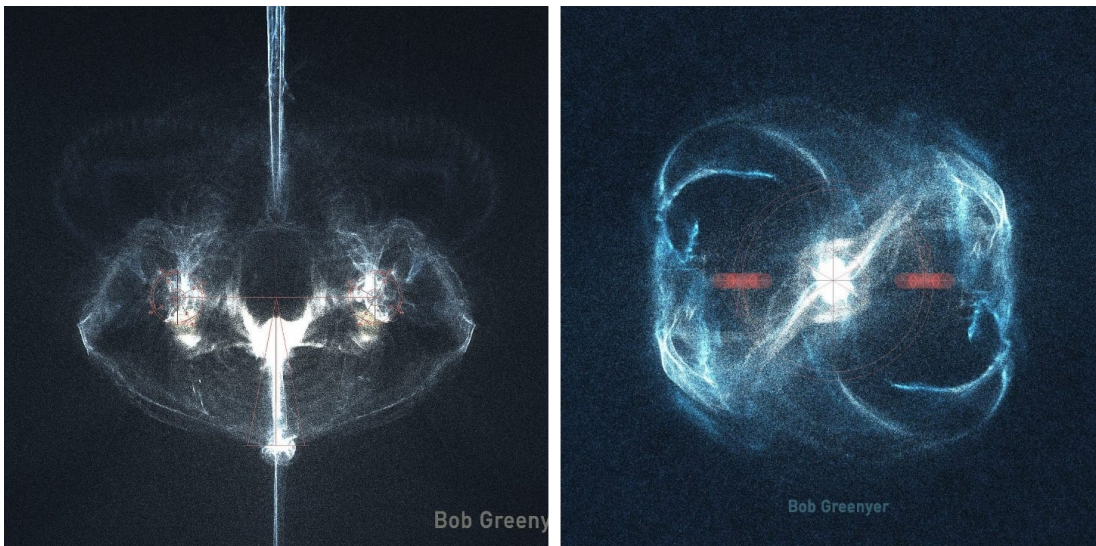


This image was the first thing that came out of it. Go figure.

And it is really fun to play with! It's like a galaxy builder...

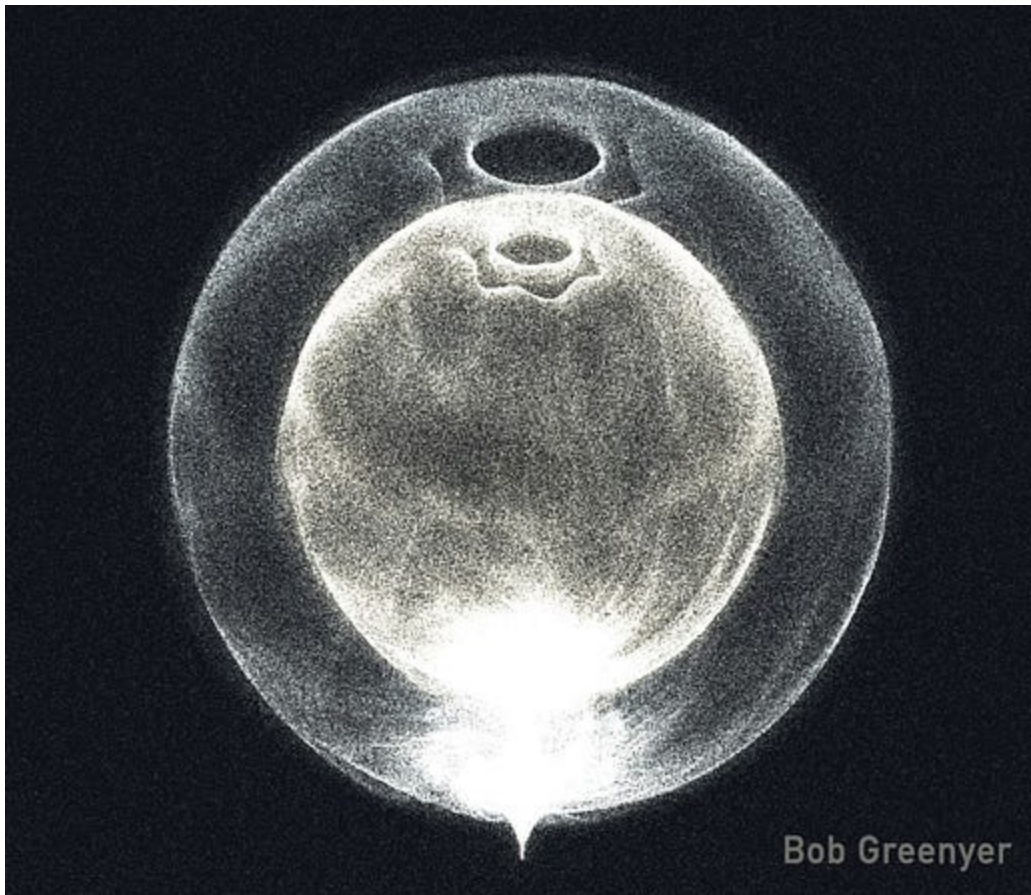


With real-time animation of particles... like free electrons and protons and Fe atoms - all responding appropriately to the electrodynamics and moving as they should and aggregating where they should.

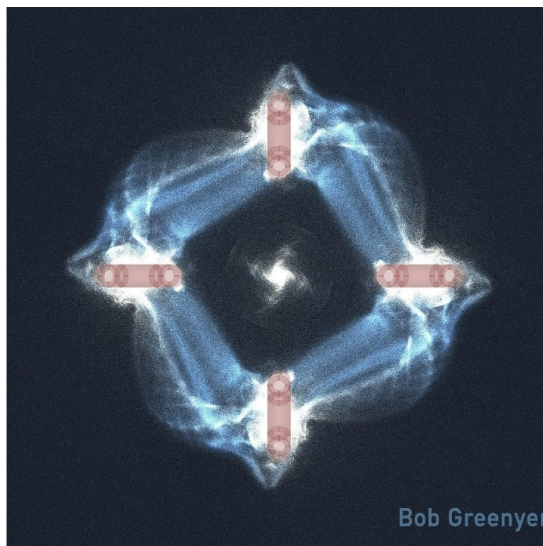
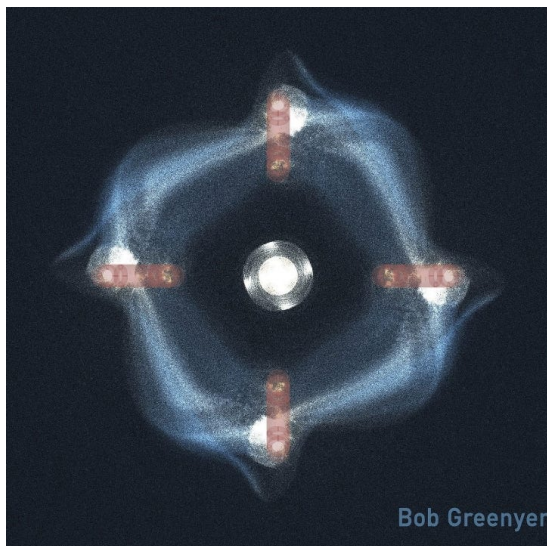


What do you know, it made, from real physics, a "hollow core" - with a hole in it.

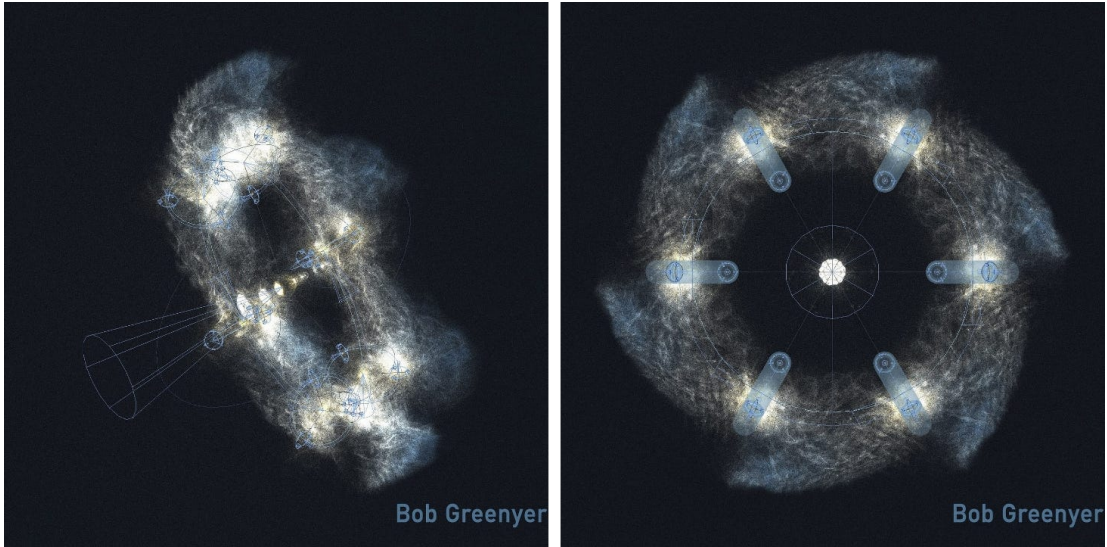




Change a parameter...

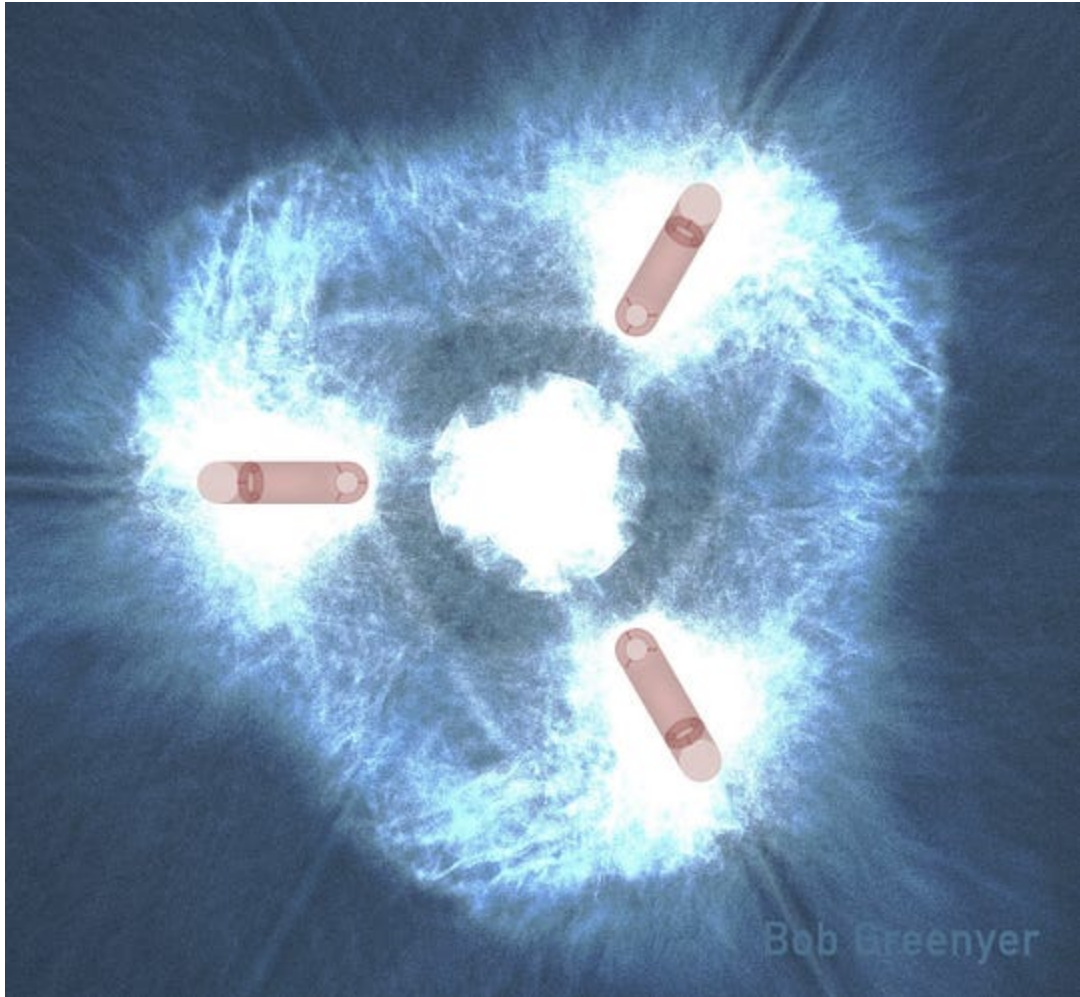


Change an angle...



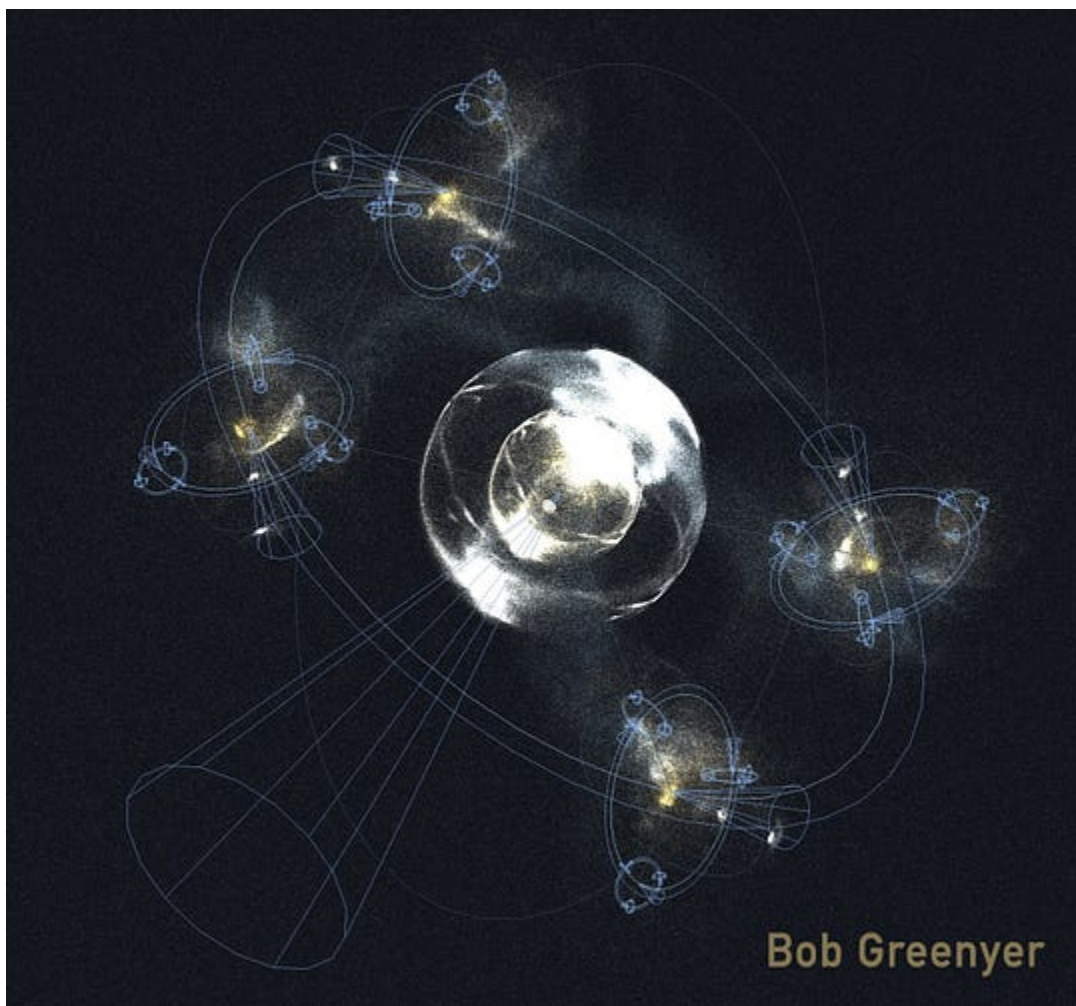
## Fractal Toroidal Moment playground

Easily adjust the number of sub tors and see the particle physics update in real time.

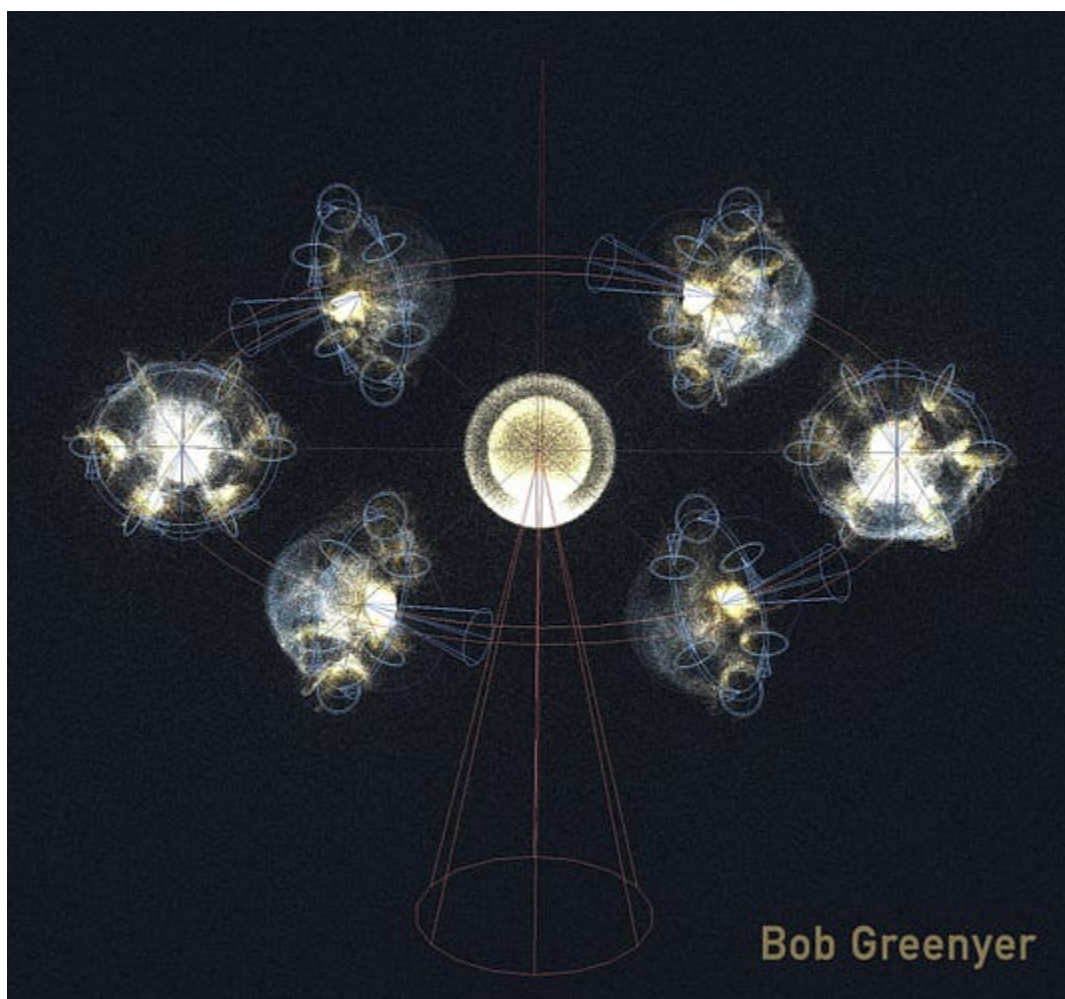


333 RRR



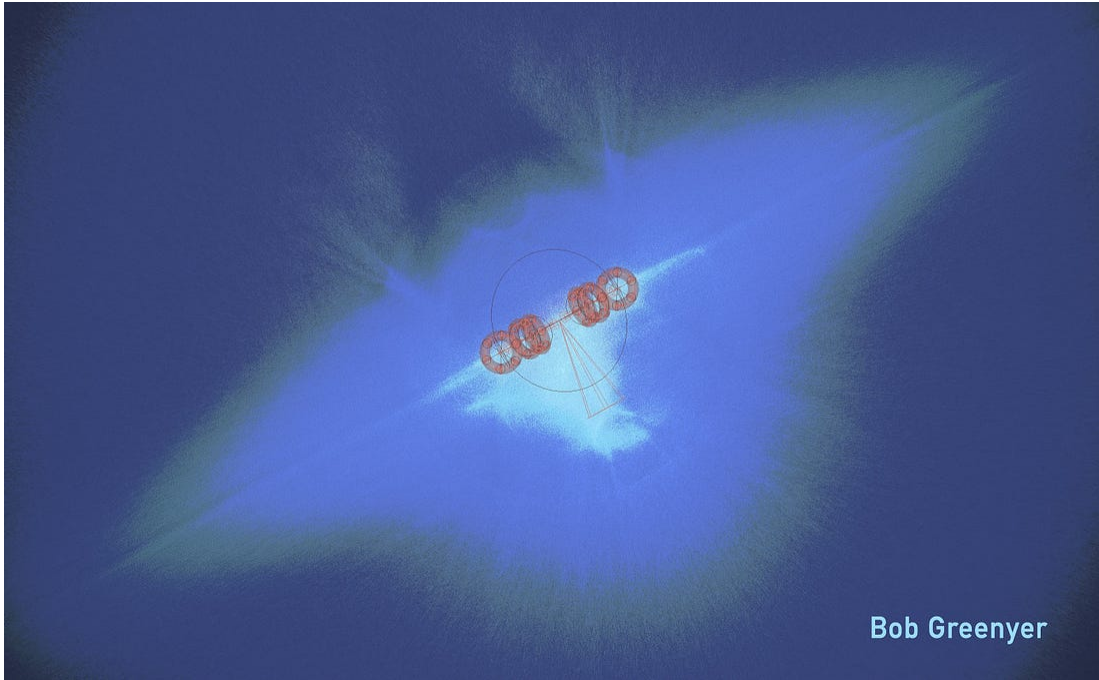


4333 LLLL



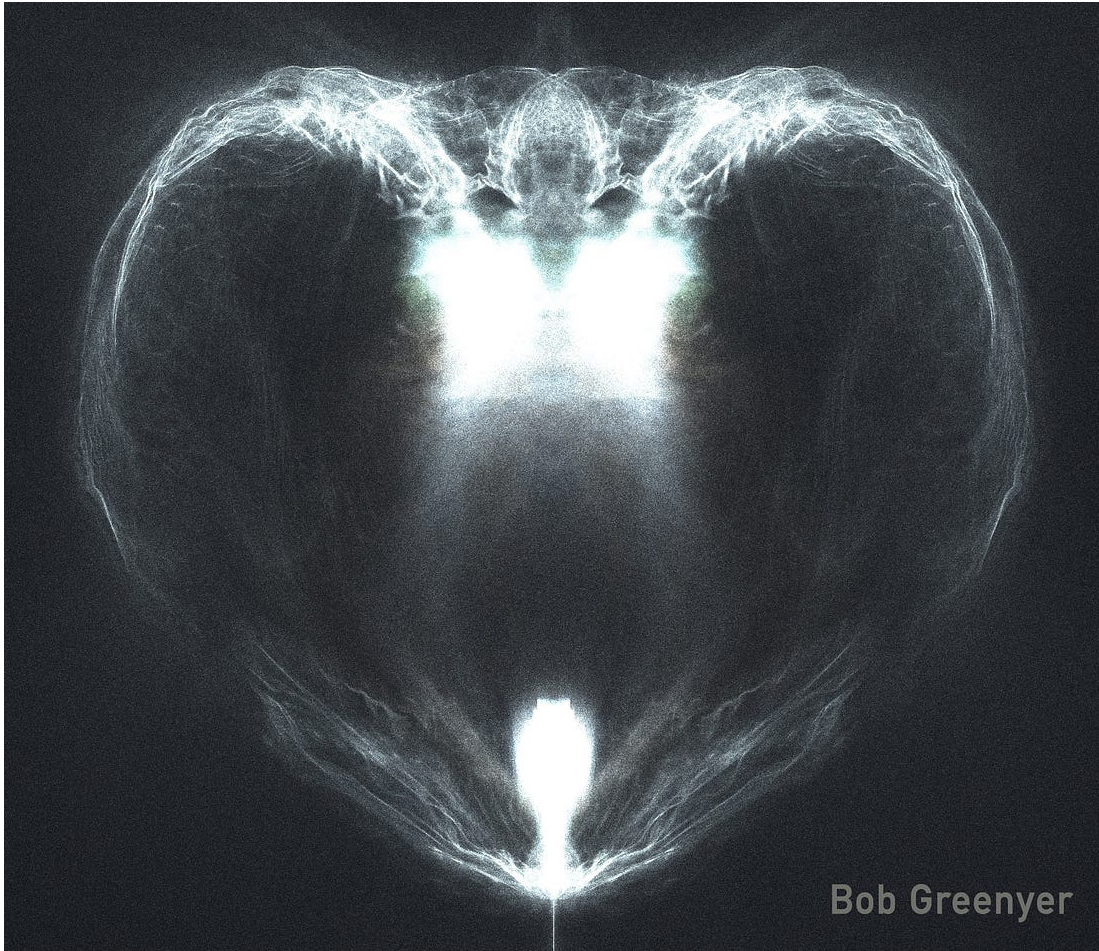
366 RLL

**Ever seen a “UAP” that looked a bit like this???**



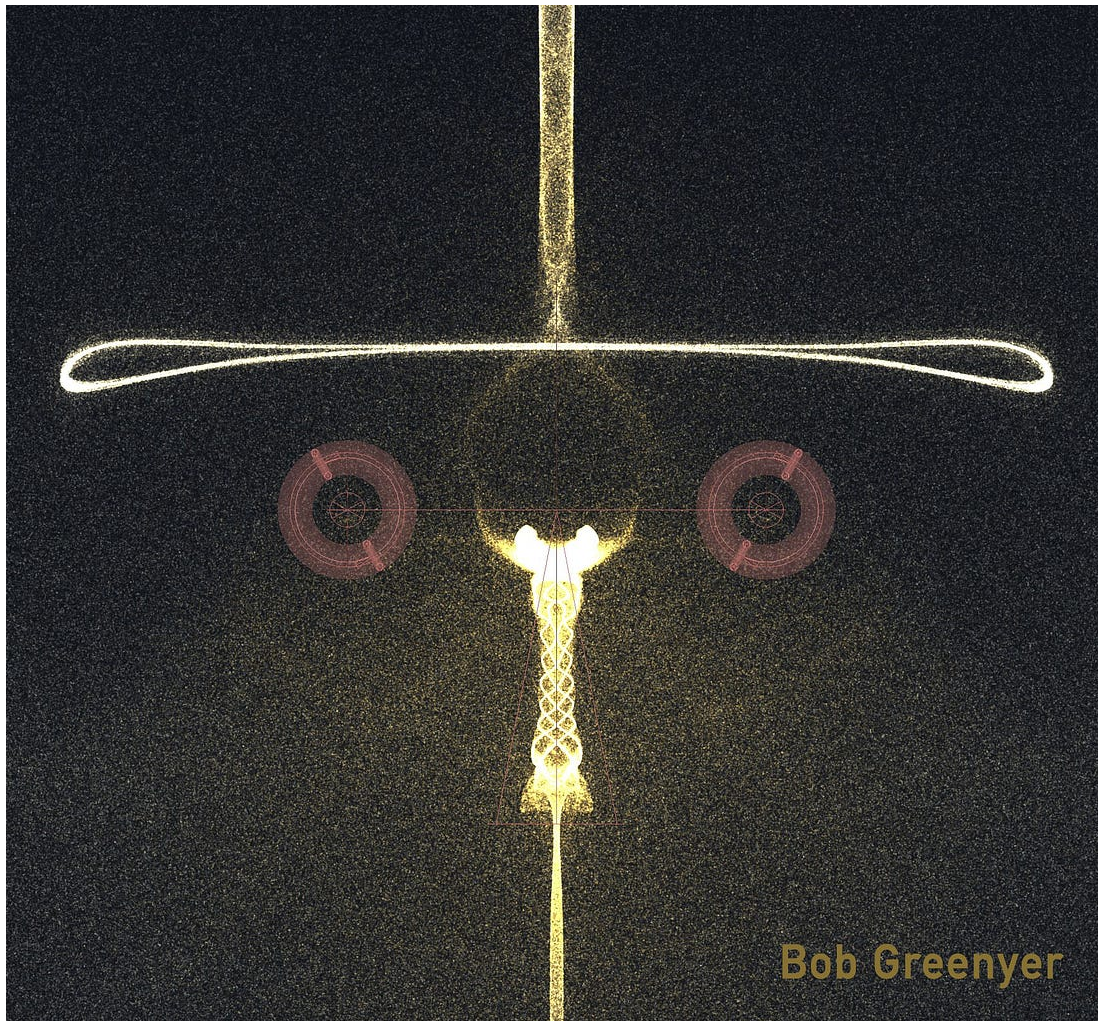
**Can create stunning art - I call this “Angel heart”**





**And this one Chalice**





## Create art and animations with physics

O-Animator will be made available first to paid subscribers until its official open release after my Tesla Tech presentation.

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