

# Definitions

**Angled Plane**- a limitless 2 **dimensional** object, centered at the **origin**, most easily recognized by its constrained, though chaotic motion. This motion may be random under the constraint that it remains always perpendicular to **gravity** and parallel to **sea**.

**Boat**- considered the frame of reference, though the presence of a number of forces suggests it is not an inertial one. As the frame, all subcomponents of **boat** must be motionless and all motionless objects are subcomponents of **boat**, including **observer**. **Boat** is centered at the **origin**.

**Dimension**- A method of describing the space taken by a subject in terms of variables each possessing its own piece of information, or **dimension**. Here, specifically, three: **x, y, z**.

**Foam**- White or white-ish. Found most commonly intersecting planes of **wave** and another object (excluding **angled plane**). Commonly occurring after **splash**.

**Glitter**- a luminescent quality. Visible only when the angle of a line between **observer** and the normal vector of the object at the point exhibiting **glitter** is equal to that of the normal to a line drawn through the **glitter** point and the sun. Occurs most commonly along outer surface of **wave, sea** and **splash**.

**Gravity**- A (vector) force upon all objects, the direction of which may vary, though it rarely assumes a vector more than 30 degrees from **-z**.

**Moon**- Follows a similar path to **sun**, though out of phase by a factor of ~7%.

**Observer**- a subcomponent of **boat**, existing off center slightly in the **+z** direction. Most always proximate to **shirt-collar**.

**Origin**- **Dimensionless**. **x=0; y=0; z=0**

**Sea**- A heavily sub-divided object. Its primary component is **angled plane**. Secondary components are **foam, wave, glitter, splash**, and **vapor**.

**Shirt-collar**- A triangular fluttering, strongly correlated with the behavior of **wind**. Located slightly **-z** of **observer**.

**Sky**- A slowly rotating sphere of period ~24 hours sphere which of radius  $\gg$  all other measurable radii. One hemisphere is blue, the other black. The angular momentum vector extends in the **-y** direction.

**Splash**- a disturbance in the fabric of **sea**. Often precedes **foam**. Commonly exists at the point of initial intersection of **sea** and another object.

**Stars**- A disordered group of point light sources adhered to the black hemisphere of **sky**.

**Sun**- A white circle, adhered to **sky**. **Sun** Traverses **sky**, tracing a somewhat sinusoidal curve, the amplitude and period of which are proportional to the motion of **angled plane** and, therefore, **gravity**.

**Vapor**- A liquid particulate, generally distributed in thin planar layers usually parallel to **angled plane** tilted slightly in the direction of **wind** propagation, the density of which decreases in the **-gravity** direction. Strict adherence to the distribution pattern breaks down when **z** approaches 0.

**Wind**- (a vector) random force most readily discernable by the motion of **shirt-collar** though not without measurable influence on **foam** and **splash**.

**Wave**- a subcomponent of **sea**, characterized by a three-dimensional upwelling which travels parallel to **angled plane**. Commonly found in large groups sharing similar trajectories.

**x**- (a vector) runs left to right (**x**=0 at center of **boat**)

**y**- (a vector) runs from backwards to forwards (**y**=0 at center of **boat**)

**z**- (a vector) runs from down to up (**z**=0 at center of **boat**).