

THE DEVELOPMENT OF SONIC LOCALIZATION AND ANTI-CHAMBERS

Joshua Bazemorr, Octávio Souza, Astrid Kruze

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Moxie Doan; A.S.E., of the Pre-AUM Terra Community demonstrated the first use of Sonic Localization and Anti-Chambers during a Bloc Party at [REDACTED] during P.A. [REDACTED].¹ Many other individuals have been accredited with experimenting with Sonic Localization and Anti-Chambers before Doan; however, Doan's Model has led to the founding of AUM Sonic Localization Technologies and to the continued improvement of A-PART Social Energy. This publication aims to give a decontexted review of Doan's Model and the influence Moxie Doan has had on Sonic Localization. First, there will be definitions of Sonic Localization and Anti-Chambers.

¹ Refer to Document XX25-PAC

SONIC LOCALIZATION²:

There are two processes that must be performed in order to achieve Sonic Localization. The first process is diverting, shaping or destroying pathways to air for sound to travel. The purpose of this practice is to create an area where sound and vibration are solely localized within the predetermined space.

Sonic Localization's second process is the act of focusing Social Energy³. The amount of Social Energy needed for successful Sonic Localization, is proportional to the size and conditions of the area, and all parties present multiplied by the parties expected. Doan's Model depicts how to achieve Sonic Localization: $Sl = (APART/a - A_c)E_x$. Doan's Model explains that the only way to redefine the borders of the area beyond the physical sense is to multiply the number of parties expected. Parties expected and Social Energy are seen as interchangeable in Doan's Model. Sonic Localization has proven effective in all simulations utilizing Social Energy in place of parties expected and vice versa.

Doan's Model requires an area where the conditions of the area do not exceed the said area and the party present. However, if the Social Energy does not exceed a positive amount, Sonic Localization will never achieve a positive state. Moreover, if there is a positive amount of Social Energy but no party present, Sonic Localization has not been performed. There have been debates on whether the conditions of the area are necessary to conduct this procedure, but it has been concluded that without conditions there is no party present.

Once the two practices are performed, and the Sonic Localization achieves a positive state, the area will become an Anti-Chamber. If Sonic Localization achieves a negative or 0 state the area becomes a Chamber⁴.

ANTI-CHAMBER⁵:

An Anti-Chamber is constructed once an area has a positive Sonic Localization value. These areas have the potential to dramatically increase the amount of space the participant perceives. Once a participant expects more parties, the borders of the area begin to break down. As researched by Hanne Vundernik at the Alpha-Terra University, "Social Energy is not restricted by physical borders. Physical borders are shaped and restricted by the amount of Social Energy present" (*Document XX13-ACP "THE BEHAVIOR OF SOCIAL ENERGY"* Vundernik 19). Anti-Chambers are able to fluctuate in area based on the amount of Social Energy present. Descriptions of Anti-Chambers are varied but the physiological experiences remain consistent with Doan's Model.

Anti-Chambers have a decay formula displayed as follows: $\lambda AC = E_x (APART)/T_p$. The decay of an Anti-Chamber is determined by the party present multiplied by the amount of parties

² Sonic Localization has been defined by the authors and AUM. Other terms have been recovered that describe elements of Sonic Localization; the following have been approved: "Acoustic Localization," "Padding," and "Proofing." The term "Sound Proofing" has been routinely denied for AUM approval.

³ Refer to Document XX13-AC for more information about Social Energy.

⁴ Spaces that are defined by their borders.

⁵ Anti-Chamber has been defined by the authors and AUM.

expected, all divided by the Perception of Time⁶. The party present must stay present in order for an Anti-Chamber to exist. However, if there are no parties expected (or no Social Energy present), an Anti-Chamber will decay. The greater the amount of time perceived, the weaker the Anti-Chamber.

The purposes of Anti-Chambers are to generate an abundant amount of Social Energy and to redefine borders of an occupied space. Anti-Chamber Technology refers to developments in processing and acquiring Social Energy through locations.

Historians have recorded that many Anti-Chambers have been created before Doan's Model. However, these Anti-Chambers have been extremely brief and unsustainable. Previously, Anti-Chambers were described as "[REDACTED]," "[REDACTED]" as well as "[REDACTED]"⁷.

Moxie Doan's Influence on the Development of Sonic Localization and Anti-Chambers

Moxie Doan first started researching Sonic Localization during her time living at [REDACTED] as a local music organizer⁸. She had planned and organized several concerts at her neighbor's houses and apartments. Her success was in part due to her innovative techniques in eliminating exterior sound from a certain area. She would augment the conditions of the environment, as well as position speakers in specific locations in the area to minimize audio bleed. Doan's technical success had led to research into another facet of her expertise. Doan was extremely adept at procuring participants to her events.

Doan's Model was first exhibited during "SLAMDOWN ANNIHILATION" on [REDACTED]. Unknowingly, Doan had created an ideal environment for Sonic Localization. During the performance of [REDACTED], Doan experienced her physical boundaries redefined by the Social Energy present, and the expectation of more parties. "There is an expanse within these walls." (*Exhibit AA23 H31150UND <https://h31150und.blogspot.com/sonicfuck>*).

Through this event, Doan was able to focus the parties' Social Energy. Doan observed that every party present that she interacted with, expected more parties. As the concert went on, miraculously the amount of time perceived dwindled. As Social Energy began to grow exponentially within the area, the amount of perceived space grew in correlation. Exterior forces were unaware of the concert due to successful Sonic Localization. The area had become, as Moxie Doan describes, an Anti-Chamber.

Physical borders were redefined by the parties present through their amount of Social Energy. This "expanse" that Doan describes is existential. The Anti-Chamber harbors a volume surrounded around the perimeter of the initial area called Negative Space⁹. Locations within Negative Space are experienced collectively with parties present and develop within expected parties. Those who are not expected parties rarely, if ever, experience Negative Space.

⁶ For more information about the perception of time within the context of Anti-Chambers refer to Document XX25-PAC.

⁷ For more criticism referring to these previous Anti-Chambers refer to Document XX25-PAC.

⁸ This was not her formal title as she did not have one.

⁹ "Negative Space," is explained in detail in Document XX45-AC.

Moxie Doan's expertise with audio and Social Energy generation, has been the bedrock for Sonic Localization Theory and Anti-Chamber Research. With Doan's research, documented in her many journals and archived blog-posts, the formulas were recontexted and made accessible for general use. There is still little known about Negative Space, but the benefits of Anti-Chambers cannot be ignored. Through more efficient ways to achieve positive Sonic Localization, there have been more sustainable Anti-Chambers.

Effects of Anti-Chambers and Sonic Localization

"There is an expanse in these walls. I saw beyond Ricky's shitty two-bedroom; and into a vapid landscape I can barely describe. It's not cold, but I wouldn't say it's warm. After [REDACTED]'s last song I came to and couldn't remember the start of the set. I felt like I was baptized, and was pretty lethargic. I want more, this can't end here."

-Moxie Doan "*SLAMDOWN ANNIHILATION: H31150UND p.34*"

Anti-Chambers have elicited a number of consistent side effects in those who have experienced them. One of the most common side effects is an augmented perception of time. As the party present becomes more aware of the passing of time, the Anti-Chamber begins to weaken and decay. However, many who have exited an Anti-Chamber claim that no time passed at all while participating. Moreover, they fail to recall particular details of the event; while retaining an intense feeling.

There are numerous theories concerning the origin, purpose and development of this feeling and yet there is no consensus¹⁰. This feeling is so consistent with parties who have experienced an Anti-Chamber that it was named Doan Syndrome.

While the symptoms of Doan Syndrome can vary some consistent symptoms are feelings of accomplishment, ecstasy, amiability, exhaustion and clarity. Most parties, in the right conditions, will elicit this response after their experience in an Anti-Chamber. Dr. Armanda Márquez Cuellar during their time at Sub-Terra XXM University, studied the physiological effects of parties post their experience in Anti-Chambers. A sample of expected parties were asked to first rate their overall satisfaction of their life before participating in an Anti-Chamber. They were then given a physical and an MRI. The same procedure followed after their participation in an Anti-Chamber. The study found that exposed parties had higher levels of oxytocin, dopamine and serotonin. On an MRI, exposed parties demonstrated higher brain activity in their anterior insular cortex and amygdala.

"Post Anti-Chamber participation, every single party failed to recall specifics of occurrences while in the Anti-Chamber. General information such as; where it took place or what the event was, mainly surfaced when describing the decay. Life satisfaction varied minimally

¹⁰ For further information about theories concerning the origin of Doan Syndrome refer to "*Document XX45-DC Doan Syndrome: Supposed Origins and Purposes.*"

between the pre-interview versus the post-interview. However, each party reported a feeling of satisfaction from their answer” (*Document XXI2-PAC/DC “Physiological Responses from Anti-Chambers”* Cueller 127).

The sample of parties were then interviewed seven years later. Key findings were that 96% of participants had returned to an Anti-Chamber since the first questionnaire, 56% had routinely attended Anti-Chambers and the participants had an increase of overall life satisfaction by an average of ~32% (Cueller 187-190). These findings have been replicated by numerous universities, all leading to results consistent to Cueller’s experiment.

Applications and Advances of Sonic Localization

By applying Doan’s model to civil engineering and logistics; almost all of the territory inhabited by A-PART has been optimized for Sonic Localization. This has led to a massive Anti-Chamber stretching across all of AUM, and being sustained by the Negative Space in between.

Derek Slorvack of the AUM-VII Terra Ministry of Social Energy wrote in his piece “Year Over Year Analysis of 21XX: Developments in Social Energy Cultivation,” that the implementation of Doan’s model to the development of the AUM-VII Terra region has “significantly increased production of social energy; as the parties expected multiplies in proportion to the size of the Anti-Chamber” (Slorvack 119). This development has unveiled a reciprocal relationship between the Anti-Chamber and the parties present. As a region develops based on Doan’s model; the Anti-Chamber is perceived more evidently than the previous perception of space. The previous perception of space (the space before Sonic Localization has been performed, and where the borders align with the space allotted), becomes more difficult to perceive once the Anti-Chamber has been established for over 1 hour and has increased in size to at least 133% in perceived space.

Once this Anti-Chamber has continued to survive for more than eight days the previous perceived space shall begin to fade completely from the societal consciousness. New borders will continue to develop along the edges of the Anti-Chamber creating a saturation of Negative Space that can be interacted with physically. This interaction with Negative Space over a prolonged period has led to increased awareness of Social Energy, and more opportunities to increase it.

While it has become more common to attempt to optimize a development for the max amount of social energy production, this has proven to be a futile task as the perceived space becomes unrecognizable to the previous perceived space. I.e. The many generations that have been raised within Negative Space fail to find the origin of the Anti-Chamber they inhabit, or the borders themselves. As more space is perceived, more parties are expected, leading to the increase in social energy production; which only tends upwards and cannot achieve a flat velocity.

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