

What are Hyper Objects?

Overview

Hyperobjects are at the core of Platonic Surrealism, Ufology and the ‘paranormal’.

I was very pleasantly surprised to come across this term, as I had been using this concept for decades, but did not have a word for it!

I don’t get things from books or via words, but when the words come along from a secondary scholarly theory, it’s just delightful.

[Here’s what Meta.ai says about hyperobjects, let’s start there! >](#)

“Hyperobjects are a concept developed by philosopher Timothy Morton to describe entities that are so massively distributed in time and space that they transcend human perception and understanding.

Characteristics of Hyperobjects

1. **Viscosity:** Hyperobjects are sticky and adhere to other objects, including humans, affecting their behavior and relationships.
2. **Nonlocality:** Hyperobjects exist in multiple places simultaneously and can affect other objects regardless of distance.
3. **Temporal undulation:** Hyperobjects can oscillate between different time scales, making it difficult to pinpoint their existence or effects.
4. **Phasing:** Hyperobjects can phase in and out of human perception, making them appear and disappear.

Examples of Hyperobjects

1. **Climate change:** A global phenomenon that affects various aspects of life, from weather patterns to ecosystems.
2. **Plastic pollution:** A ubiquitous presence in oceans, soil, and human bodies, with far-reaching consequences.
3. **Nuclear waste:** A hazardous material that remains radioactive for thousands of years, posing a threat to human health and the environment.
4. **The Internet:** A vast network of interconnected devices, data, and humans, shaping modern society and culture.

Implications of Hyperobjects

1. **Challenging human dominance:** Hyperobjects reveal the limits of human control and understanding.

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2. **Rethinking causality:** Hyperobjects demonstrate complex, non-linear relationships between causes and effects.
3. **New forms of agency:** Hyperobjects demand recognition of non-human agency and its impact on human societies.

By acknowledging and exploring hyperobjects, we can better comprehend the intricate web of relationships between humans, non-humans, and the environment.”

Also:

“Is there any scientific acceptance of this concept?”

The concept of hyperobjects, introduced by Timothy Morton, has garnered significant attention in various fields, including philosophy, ecology, and anthropology. While it may not be a directly testable scientific hypothesis, hyperobjects have influenced discussions in several scientific communities ¹.

In the context of climate change, hyperobjects have been used to describe the complex, large-scale, and interconnected nature of the issue. Climate scientists and philosophers have explored the concept to better understand the relationships between human societies, the environment, and the economy ².

Some researchers have also applied the concept of hyperobjects to other fields, such as:

- **Environmental ethics:** Hyperobjects have been used to reframe environmental ethics, emphasizing the need for a more radical and post-human approach to understanding and addressing ecological issues ¹.
- **Anthropocene studies:** The concept of hyperobjects has been linked to the Anthropocene, highlighting the impact of human activities on the planet and the need for new perspectives on human-nature relationships ³.
- **Philosophy of science:** Hyperobjects have been discussed in the context of the philosophy of science, particularly in relation to the limits of scientific knowledge and the challenges of understanding complex systems ⁴.

While the scientific community has not universally accepted hyperobjects as a formal concept, it has certainly inspired interdisciplinary discussions and debates, encouraging researchers to think differently about complex, large-scale phenomena.”

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Commentary

Monads

In Platonic Surrealism, Monads are hyperobjects. While at its birth, a monad has only one bit of information defined, “I exist” (the capability for reflexive self-absorption), they rapidly (if a time-full word even makes sense for a nearly timeless being) start accumulating information.

Now let’s get one thing clear here, in a sense Monads already possess ALL INFORMATION, as they can read ANY and ALL of the properties and interactions of POTENTIALITY.

But what they cannot do is understand all this data from their personal standpoint. How ‘they’ fit into the big picture.

They do not have this information, and out of curiosity they explore all worlds and times, inserting themselves into them, to gain this information.

Strangely almost, while POTENTIALITY is the source of all subjectivity, and in a sense, objectivity does not exist at all (the potentials in POTENTIALITY are not ‘active’ not a ‘dualistic source’, so there is no ‘correct or objective’.

So, any temporary living beings are of necessity subjective in nature, as only subjectivity exists.

Monads Become Universes

Universes are also hyperobjects.

When you look at one, you see that it is a Monad that sacrificed itself, to become this palette of expression and communication.

It’s generally considered wise to completely sacrifice any sense of self, and to simply let your accumulated information act as a low-entropy starter point for a new Universe.

Some are greedy, selfish and foolish, and retain their ‘individuality’ and those would be considered to be ‘Hell Worlds’ in a tradition like Buddhism.

It’s not common; most ‘Universes’ are not these tormented creatures.

Now I know this sounds awfully theistic, but it’s actually not.

“Monads” are not god or gods, though I could understand the confusion about that; as they ARE vast accumulations of knowledge and experience with commiserate enormous ‘power’.

For a Monad, to think a thing is for it to come true instantly.

Unless of course that impinges upon another Monad, in which case it cancels out.

The most advanced Monad in all of existence cannot override even a newborn, 1 bit Monad.

That’s just how it works.

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So, if Monads want to 'throw down' they have to send out streamers of information and intent to a neutral meeting place (such as Earth), which is really a 'read-only echo' of the original Monad that formed the 'rules of engagement'.

That's kind of humorous actually.

If you want to play at being 'a god' of a 'universe', you have to sacrifice yourself to do so, losing most of your ability to do anything or influence anything, except at the most minimal level, as a sort of 'rich field' of 'Morphic Resonance Accumulation' by other beings, who slowly over time approach being more like you were, when you had your vast knowledge and being.

This is why all the human gods are crap. The only 'true god' metaphorically speaking is a DEAD GOD.

Nietzsche was wrong. 'God' started out being dead.

The Hindu cultures understand this very well, in the Story of Kali mounting the dead body of Shiva in the graveyard. Shiva is dead and can do nothing, and only Shakti (in her guise as Kali) can (and sorry for the poor humor here, but it's true) "Get a rise out of him".

Really the Hindu philosophy predated the Judeo-Christian philosophies by over a thousand years, and it has a richness that is second to none.

Now, again, I know that I'm using anthropocentric terms here, as that's how human brains tend to work, but Monads are vast information repositories and computational engines, of a semi-transtemporal nature and not 'beings' in any way that humans might easily understand.

However It can also be stated, that one can look at this entire universe thing In more classical terms, such as to the inner eye this universe appears like a vast collection of fibers, like dendrites, braking off from a 'Bulk' like in string theory, and you can also see an 'anti-matter universe' in an inverse time-like cone spreading away from 'us'.

THIS IS ALSO TRUE.

So how can 'an object' be two such different things at once?

Well, THAT'S the VERY ESSENCE OF HYPEROBJECTS.

When an object is 'many objects at once, all concurrently' across worlds and times, THAT IS A HYPEROBJECT.

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Monads Become 'UFOs' Too

So, are 'UFOs' 'nuts and bolts or some sort of 'psychic waveform in consciousness'?

Well, both, silly.

Now, a 'UFO' doesn't have to show any 'nuts and bolts like characteristics', but you know, to please humans and to (quite honestly) screw with them, the 'UFO entities' often DO appear as 'real', while simultaneously baking all our noodles and demonstrating that they are just SILLY and not 'real' at the same time.

Really, 'UFOs' at least the nice ones, are like a mother duck leading her babies to water for the first time, and they do this by demonstrating that **ABSURDITY IS EQUIVALENT TO ALL OUR TREASURED "PHYSICAL SCIENCE"**.

Both spring from the same hyperobjects, and the most absurd and the most Einstein-like wonders of science ARE ONTOLOGICALLY EQUIVALENT AT THE SAME TIME.

Monads Become Human

Would it surprise you, if I told you that Humans are hyperobjects too?

Well, good, I'm glad that you are not surprised then.

Let's leave this here, for the moment.

Much more to come.

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