

## ELITE DANGEROUS ALL GOOD THINGS ...

1. Examine living construct for surface detail
  - a. To be compared to the data streams for similarity

## BOOKMARKS

1. <https://forums.frontier.co.uk/threads/the-guardian-research-division.413129/>

GB = Guardian Beacon

GDS = Guardian Data Stream

## THE GUARDIANS, THE THARGOIDS AND THE CONSTRUCTS

### PART ONE. USING AI ASSETS IN THE CREATION OF THIS PAPER

#### Chat GPT

In order to establish a baseline for this study I wanted to use the tools that were at my disposal to the ultimate end. In this I found the artificial intelligence Chat GPT to be that ultimate tool which helped me establish a baseline that will be used as the “assumption” of this study.

I approached Chat GPT in the way you would talk to a child. Expecting it not to fully understand the question I was asking, I asked that question in multiple ways to ensure the purity of the final answer. To sum up, I asked five questions to get one answer.

A link to these 5 questions; 1 answer is contained at the bottom of the article.

#### Easy Diffusion (Stable Diffusion)

The Guardian Data Streams which have been recovered from the Guardian Beacons are of a very low resolution; six are 16bit images and one is a 8bit image. Want to fully explore every aspect of the discovery I used a.i upscaling software. This allowed me to improve the resolution bringing previously invisible information into view. Every image has a a.i. upscale partner to accompany it.

## SPOILER ALERT !

You can read the full five questions and answers here, but please wait until to read the article first otherwise you will spoil it for yourself!:

<google doc link>

## EASY DEFUSION (aka STABLE DEFUSION)

The data streams that the GB pooped out are very low resolution. Six out of the seven are no greater than 16 bit images and one is an 8 bit image. Using the Easy Defusion AI image program I have upscaled all of the 16 bit images in an attempt to reveal further data. As you will see these images produced by upscaling are remarkable and bring otherwise obscured data into view giving us a further depth when looking at and trying to interpret the Guardian Data Streams (GDS)

## PART TWO.

## DEFINITIONS USED WHICH WILL BE USED AS THE FOUNDATION STONE TO "INTERPRET" THE GDS.

Due to a lack of data regarding (1) The Thargoids, (2) The Guardians and (3) The Constructs aka the "subjects" being examined in this paper I thought it prudent to define these terms dfor the sake of clarity and to form the cornerstone which this paper is built.

## THE GUARDIANS

All we know about the Guardians is from the logs that were released by Ram Tah

From reading the data logs were can assume with a high percentage of certainty, that they; the Guardian, had an affinity for geometric shapes; especially the triangle. We know this because the glyphs that are found at the ancient sites, the Guardian Obelisks, are constructed from triangles or the base of 3.

For this study we will be assuming/speculating that anything with a geometric style/shape (especially the triangle) is Guardian related.

<reread all logs to reveal further information and expand section>

## THE THARGOIDS

I asked Chat GPT what it thought about how an alien could be represented pictorially so that someone looking at the shape will identify it as “alien”. The response is our baseline for what is a Thargoid in the Guardian Data Stream (GDS).

Question 4.

If humans represent a geometric shape and non-human entities, such as aliens are represented as curved lines then how would <you> represent an a.i so that a human can distinguish between the three when he views them in one group.

Answer 4

There are different ways to approach this problem, but one possibility would be to use a combination of shapes to represent humans, aliens, and AI in a way that makes them easily distinguishable from each other. For example:

2. Aliens: The shape representing aliens could be more fluid and organic, with curved lines and irregular shapes that suggest a non-humanoid form. This could also be combined with elements such as antennae or multiple limbs to further differentiate the alien shape.

<image of official Thargoid footsoldier>

For the sake of this study I will be classing the Thargoid species under the body form of arthropods. Arthropods possess an exoskeleton with a cuticle made of chitin, often mineralised with calcium carbonate, a segmented body and a pair of jointed appendages. In order to keep growing they must go through stages of moulting, a process by which they shed their exoskeletons to reveal a new one(1)

(1)<https://en.wikipedia.org/wiki/Arthropod>



FIGURE 0X. THE KINGDOM OF ANTRAPODS

In the kingdom of anthropods on earth it is an extremely diverse group with up to 10 million species. Because of this I will also apply this to the Thargods species; specifically that there may be different kinds of Thargoids: (1) land Thargoids, (2) water Thargoids and (3) Air Thargoids. The more time that a species has had to evolve will produce a greater diversity within that species. For the sake of this study I will be assuming this and hopefully show that this may be indeed the case

Making comparisons between the body shape of the thargoid we can class them

From the image of the Thargoid soldier that was officially released by fDev we can make the following assumptions: (1) that the Thargoids are insectoid looking in nature. (2) That they share their body shape with insects species that are found on earth; specially: the Praying Mantis

The Praying Mantis is the top tier predator of the insect world. It is extremely aggressive to the extent that the female will eat the male after they have mated. The Thargoid foot soldier and a Praying Mantis share many similarities in body-shape.

They both have 4 legs, the hind legs of a Mantis contain 5 limbs which make the one whole leg. Similarly, the Thargoids hind legs also have 5 limbs. Both the Thargoids and Mantis share the same number of limbs that make up the front legs, numbering five.

They both have an abdomen connecting the head, arms and legs.

The number of limbs that make the arm/grabbing hand (numbering 3) is the same for both the Thargoid and Praying Mantis

They both have arms that have three limbs leading onto 3 fingers (Thargoid) or a grabbing arm (Praying Mantis).

Both the Thargoid and the Praying Mantis's head shape are triangular in their forms.

For this sake of this study I will be using the Praying Mantis's irregular shape to resemble the Thargoid. I have chosen to do this as it allows for a greater depth in study and interpretation of the presented data.

<attach collage of different praying mantis images, etc>

<picture of praying mantis grasping arm with tibial spines>

## CONSTRUCT / AI

What would a Construct look like? Again, in order to answer this question I wanted to ask someone who was a lot closer to a Construct than I could ever imagine; thankyou Chat GPT.

I asked Chat GPT the same question five times, but in different/various ways as I wanted to make sure that there was not a better way to ask the question.

The best answer that the AI gives is indeed very intriguing.

Question 5.

If you were, hypothetically, an alien, and you wanted to depict an AI in an image to <show to> another species so that they could understand that they were looking at an AI, how would you do that; how would <you> depict the AI?

Answer 5.

As an AI language model, I don't have personal experiences or perspectives since I don't have consciousness or a physical form. However, if I were hypothetically an alien trying to depict an AI in an image for another species, I might use design elements that convey a sense of advanced technology and artificial intelligence.

Some possibilities could include:

1. Futuristic design: The depiction of the AI could incorporate a sleek and modern design with a futuristic appearance. This could include elements such as smooth curves, clean lines, and materials that suggest advanced technology.
2. Symbolic representation: Since an AI is a digital creation, it might be difficult to represent it visually. Instead, the image could incorporate symbols that represent digital concepts, such as binary code or circuit patterns.
3. Light and energy: An AI could be represented using light and energy to convey the idea of digital intelligence. The image could feature glowing or pulsing elements that suggest a connection to a digital network or system.

Ultimately, the depiction of an AI would depend on the perspective and cultural understanding of the alien species. The goal would be to use design elements that convey a sense of advanced technology and artificial intelligence in a way that is understandable and relatable to the other species.

So here we have a basis for what to look for when we are trying to identify possible shapes that may (or may not) be artificial intelligence (aka the Constructs). As we will see; what is interesting is that all three points that Chat GPT produced come into play within the Guardian Data Streams (GDS).

## PART THREE.

### INTRODUCTION TO THE GUARDIAN DATA STREAMS.

Using the above parameters to define what a (1) Guardian, a (2) Thargoid and (3) a Construct may pictorially be represented, we will use these parameters to investigate the Guardian Data Streams (GDS) recovered / downloaded from the Guardian Beacons.

As you can see from figures 1, 2 and 3, the data streams are located at varying places on the facing edge's of the Guardian Beacon. Most of the data streams are not limited to a small section of the beacon; but span the entire length of these facing edges, making them hundreds of meters in length. Unfortunately, for the most part, the data streams are obscured by the guardian beacons over-lying structure (its facia) and can only be "fully" seen in one or two places along the entire face.

<image showing different viewpoints>

In total seven completely different and unique "Data Streams" have been recovered/downloaded. I have used the title of "Guardian Data Stream (GDS)" to best describe these images, simply because that is what they are; a flowing continuous stream of data which repeats over and over.

These data streams can be “downloaded” by yourselves. But, I thought it prudent to include all of my research to this point so that **you** may reconstruct the work I have done which to date has taken over 100 hours and counting at the time of writing.

Unbelievably there is still more to process at this point of writing. Out of the seven recovered data streams I have “fully processed” five. But for the scope of this article it is more than enough.

I have written this article as it is important to publish research that may shed light on the Guardians, Constructs and Thargoids as this will allow mankind to have a greater understanding of the subjects in discussion.

These data streams as not hidden or hard to find, in fact, just the opposite; they are extremely obvious and very well illuminated.

## DIFFERENT VERSIONS, DIFFERENT VIEWS.

Not surprisingly there are differences between the PC and console versions of the guardian beacons.

In the console (PS4) version the beacon data streams are visible regardless of whether the GB has been activated. In the PS4 version the data streams are visible when the beacons are not activated by powering up the three pylons.

But, in the PC version the data streams are only visible when the guardian beacons have been activated and when you first arrive at the beacon it is in a dormant/sleep state with no visible data streams on its edges/surfaces.

To sum up: in the PC version; the GB's are completed powered off with no visible data streams. In order to see the data streams you need to activate the beacon via the pylons. The PC versions produces one version of the datastream (activated).

But, in the PS4 version; when you arrive at the beacon the data streams are always on and visible; you don't need to activate the GB in order to see them. In the PS4 Version the guardian beacons produce 3 images per data steam (Light, dark and activated)

This leaves us with two questions: Has this been done on purpose?  
Does the puzzle spread over onto the different platforms?

This leaves the console version having a special view of the guardian beacons that does not exist on the PC version.

THE DIFFERENCE BETWEEN (1) THE DARKNESS (2) THE LIGHT (3)  
AND THE ACTIVATED

Because the GDS are always turned ON (in the PS4 version) they can be viewed using different mediums of lighting. What I specifically mean is the data streams can be viewed in (1) the darkness and (2) in light; with each illumination method revealing different aspects of the same picture.

When viewed in (1) dark conditions the beacons (console versions only) data stream illuminates itself with a warm soft internal light, but then; when the beacons data streams are viewed in (2) direct sunlight or the ships headlights; the parts which were black are now illuminated; which shows different data. A third state of illumination is available to us and that is when the beacon has been activated. After (3) activation the data streams glow with an intense bright light. This intense light once again illuminates parts which were before obscure.

Unfortunately, this difference between platforms may be a problem for future research, but it is my hope that the stringent research methods I have used to document this discovery will be enough to satisfy the most data hungry reader.

## PART 4 – downloading THE DATA STREAMS

I have attempted to approach this study in the form of forensic reconstruction. Forensic reconstruction is used when the data you are trying to analyse is fragmented (has many separate parts) and these parts need to be reconstructed into their whole so that the complete picture can be viewed.

I have taken this approach because the data streams are only “visible” through “small peepholes” or the facia of the surface of the guardian beacon.

The only way to fully see the data stream is to take multiple screenshots of the stream as it scrolls/moves in front of you and this is always through a small “peephole”. Once you are sure that you have the entire



data stream these images are then edited to remove any and all non-relevant information.

These individual images are then stacked on top of each other, one at a time slowly building the final version of the whole data stream.

Firstly; I have used photo manipulation software (Photoshop). I then applied various filters included in the software to create the same image but under different colour conditions (spectrums).

These different filters allow detail that was not apparent before to become much more apparent.

Using specific filters, I created various images of the same data streams to allow for maximum analysis of the data streams.

The filters which have been used are (1) black & white (2) colour balance (3) hue-saturation (4) inverse and (5) no filter has been applied. In one or two of the images the darkness was so intense that I reapplied a filter to increase the brightness/contrast.

Anything where filters/levels have been manipulated has been recorded and can be found with the images in their respective folders.

Secondly; I used the process of upscaling using AI (Easy Diffusion) to increase the level of detail, as the data streams are of a very low resolution.

Six of the seven data streams were of a resolution no greater than 16bit and one was of a resolution no greater than 8bit. Unfortunately the AI upscaling did not work for the 8-bit image.

Further; on a couple of the data streams, I have recorded the data stream twice. This has been done because during my investigation I discovered a better place from where to view the data streams (reason being: a bigger peephole or more colour that shows greater detail that is not present in the first attempt to record the data stream) and so the same variant data streams exists in two different versions.

The length of each compiled/ completed data stream are very large (in some case over 2 metres) which results in very large image files which are a pain to process or display. Due to the hardware present on my desktop PC, Easy Diffusion would allow me to process images no larger

than 2048 pixels in length (2.48 metres). Six out of the seven are displayed at this length.

In order to display the images so they do not break your computer, the image size has had to be reduced to a manageable level. So; when viewing the data streams I would implore you to download the original versions, as data may have been lost during this resizing/rescaling process.

## PART 5 – NAMING THE DATA STREAMS

Because of what I was looking at was novel I thought it prudent to name the data streams using the prefix of X or “unknown”.

This letter is then followed by a number (which depicts which out of seven data streams you are viewing).

This number may be followed by a letter and this depicts is you are looking at a second image (remember different viewpoints produce different colours, etc).

Finally this combination is followed by the word “dark, light or activated”; which tells you which illumination valve you are looking at.

Example “X2 Light” means: data stream “X2” and illumination variant “light”

Example: X1B Dark means: data stream “X1”. “B” means you are looking at the second created image of the “dark” data stream “X1”. “Dark” means you are looking at the “dark” variation of the data stream. Remember there can be up to three variants of the same picture (Light/Dark/Activated).

## CHAPTER TWO

### GUARDIAN DATA STREAM X1A DARK & X1B DARK

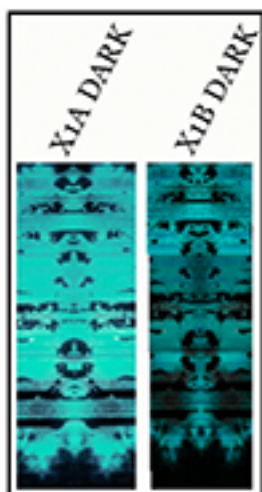
Knowing exactly what the correct way to view the GDS is impossible without further research. During the investigation of the Guardian beacons it became apparent that the data streams were overlayed with a façade which made viewing the data streams difficult and the recording problematic.

<picture needed of façade overlaying GDS>

For the greater amount the overlaying façade made the recording of the data stream problematic. Problematic in that over the entirety of the guardian beacon the data stream could only be fully seen from one may be two viewing points that were wide enough (meaning the overlaying façade was not blocking the underlying data stream) to allow a greater amount of data to be recorded.

As such during the investigation I had recorded the same data stream twice but from two different viewpoints because I felt that the second viewpoint offered wider viewpoint or a slightly different, more colourful, etc, message.

During the initial investigation into the discovery at the beacons of the guardian data streams as I was confirming all the initial findings I had discovered a further viewing point which enable me to gain further data. I get the feeling that not only are there different ways to view the same data stream(i.e. light, dark, activated) but there is also different variants of the same picture within the data stream. I think this because the variant of data stream x1a and x1b dark are taken seconds apart but gives a greater amount of detail (like trying to manually focus the lens of a camera. If this is a puzzle over multiple platforms and uses multiple ways to view it then I would imagine there are multiple variations of the same picture.



THE two images to the left are from the same data stream (x1) . the image X1A DARK has been taken a second after X1B DARK. As you can see the detail along the central vertical axis is different between the two variants

The reasons as to why there are variants of the same stream are: (1) the area in the façade viewing gap (2) the angle of viewing (3) the angles on the surface, which the data stream runs over (surface is curved) and (4) the data stream is being magnified by an unknown source at the point of viewing.

different

<picture needed to show the difference between the two viewpoints>

As you can see from the picture above that the position of viewing changes the contents of the recorded message. The final recorded message changes because of a several factors. These can be

The good thing about making slightly different recordings of the same data stream allows us a greater opportunity to be able to “correctly” interpret the data streams.

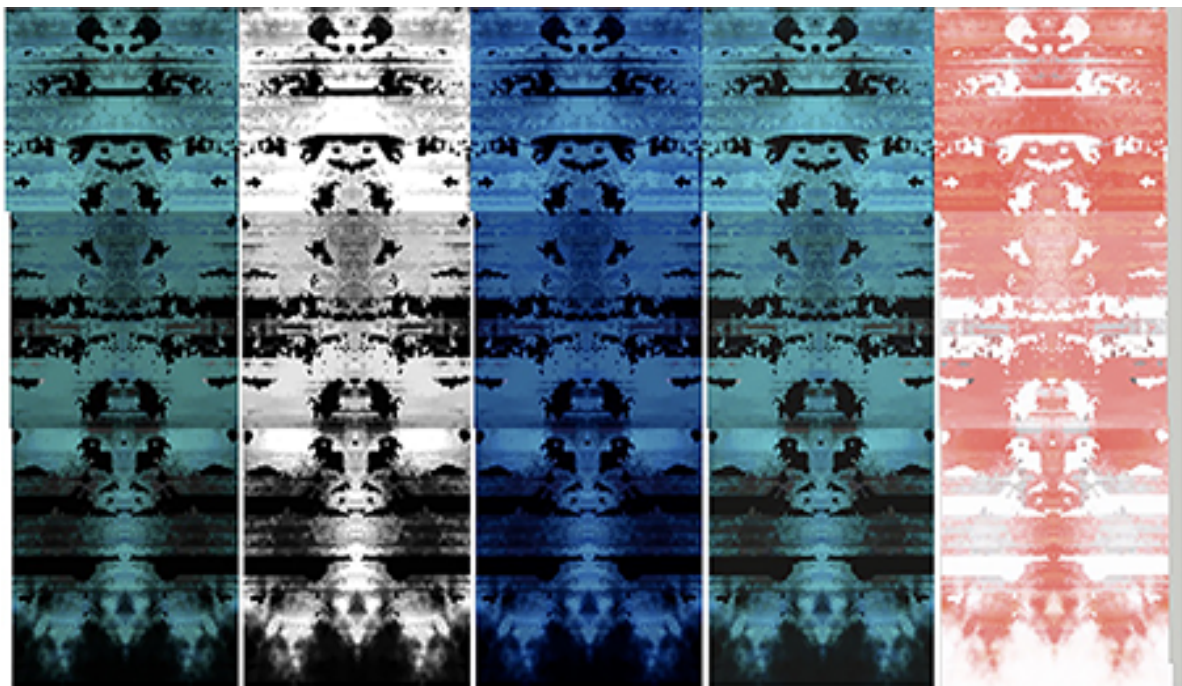


FIGURE 02. PORTION 01 OF X1B DARK DATA STREAM

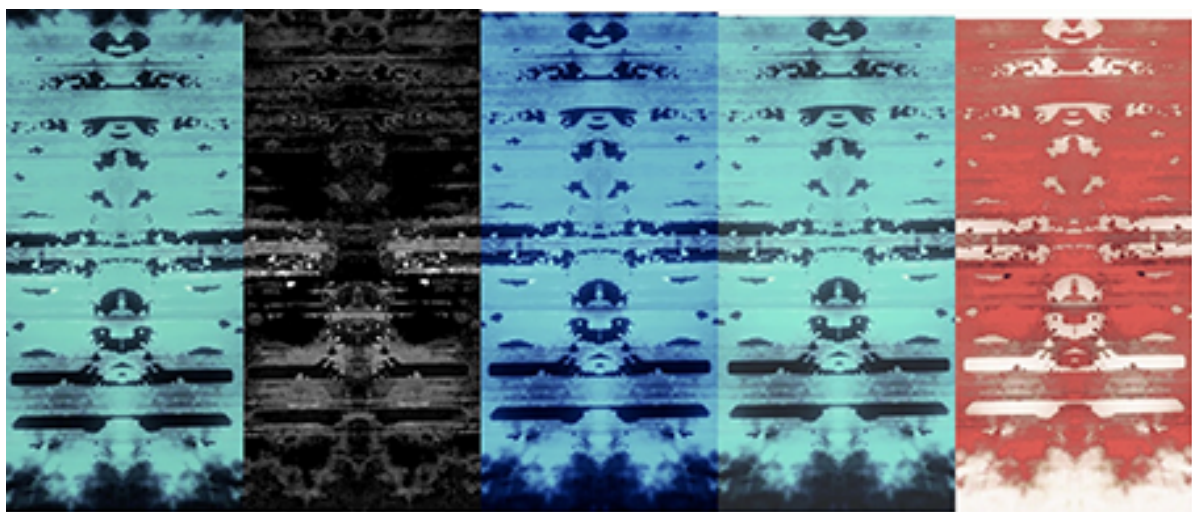


FIGURE 03. PORTION 01 OF THE X1A DARK DATA STREAM