Gimbal UFO: Why Does the Glare Rotate When the Horizon Does Not?

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Navy UFO Videos - FLIR/GIMBAL/GOFAST Analyses

Mick West · 5 / 19

1
00:00:05,670 --> 00:00:02,950
this is a very quick response video to

2
00:00:07,990 --> 00:00:05,680
uh this video by jeremy corbell who is

3
00:00:10,629 --> 00:00:08,000
interviewing john earhart an optical

4
00:00:13,910 --> 00:00:10,639
elect an electro-optical specialist

5
00:00:16,630 --> 00:00:13,920
who works at boeing and he designs and

6
00:00:18,390 --> 00:00:16,640
builds test equipment for the atfolia

7
00:00:21,429 --> 00:00:18,400
system which was made by

8
00:00:23,429 --> 00:00:21,439
raytheon and uh jeremy

9
00:00:24,710 --> 00:00:23,439
interviews him and asked some questions

10
00:00:26,550 --> 00:00:24,720
and then comes away

11
00:00:28,630 --> 00:00:26,560
thinking that he's debunked the rotating

12
00:00:30,550 --> 00:00:28,640
glare hypothesis of the gimbal but

13
00:00:32,310 --> 00:00:30,560

as we shall see i don't think that is

14
00:00:33,190 --> 00:00:32,320
correct and i'm very quickly going to go

15
00:00:34,630 --> 00:00:33,200
through the video

16
00:00:36,229 --> 00:00:34,640
now the first five minutes i just you

17
00:00:37,830 --> 00:00:36,239
know jeremy saying like debunkers are

18
00:00:38,549 --> 00:00:37,840
terrible and don't listen to them things

19
00:00:41,190 --> 00:00:38,559
like that

20
00:00:43,510 --> 00:00:41,200
then there's a couple minutes of uh john

21
00:00:46,069 --> 00:00:43,520
explaining what he does and his um

22
00:00:47,350 --> 00:00:46,079
his qualifications and his experience

23
00:00:49,110 --> 00:00:47,360
things like that which is all fine i

24
00:00:51,750 --> 00:00:49,120
have no problem with him he's obviously

25
00:00:53,430 --> 00:00:51,760
has some experience uh with the apple

26
00:00:55,590 --> 00:00:53,440
system and he understands

27
00:00:57,270 --> 00:00:55,600
the components he even describes some of

28
00:00:59,670 --> 00:00:57,280
them by by name like

29
00:01:01,029 --> 00:00:59,680
d row for d rotation so he's obviously

30
00:01:02,709 --> 00:01:01,039
familiar with the fact that they're

31
00:01:06,469 --> 00:01:02,719
there

32
00:01:09,510 --> 00:01:06,479
uh so skip four to 728

33
00:01:12,550 --> 00:01:09,520
uh which is where the actual question is

34
00:01:15,109 --> 00:01:12,560
asked let's see about that

35
00:01:16,149 --> 00:01:15,119
so let's see looks like it rotates

36
00:01:20,469 --> 00:01:16,159
counterclockwise

37
00:01:22,870 --> 00:01:20,479
in the frame does the flir gimbal ufo

38
00:01:25,270 --> 00:01:22,880

does it display an actual rotation of

39
00:01:28,310 --> 00:01:25,280
the object itself

40
00:01:31,670 --> 00:01:28,320
or is that an optical illusion

41
00:01:35,670 --> 00:01:31,680
caused by the d rotation

42
00:01:38,149 --> 00:01:35,680
mechanism within the atfleer pod

43
00:01:39,670 --> 00:01:38,159
all right so first of all this is jeremy

44
00:01:40,310 --> 00:01:39,680
asking kind of the wrong question it

45
00:01:43,190 --> 00:01:40,320
says it says

46
00:01:43,670 --> 00:01:43,200
is it caused by the d row mechanism and

47
00:01:46,389 --> 00:01:43,680
just

48
00:01:48,469 --> 00:01:46,399
the d row the d rotation mechanism by

49
00:01:51,109 --> 00:01:48,479
itself obviously isn't going to do that

50
00:01:52,069 --> 00:01:51,119
all a d rotation mechanism does is

51
00:01:53,990 --> 00:01:52,079
rotate something

52
00:01:56,310 --> 00:01:54,000
there has to be something that makes the

53
00:01:57,270 --> 00:01:56,320
glare actually rotate separate from the

54
00:01:59,830 --> 00:01:57,280
horizon

55
00:02:01,109 --> 00:01:59,840
so the derotation mechanism if all we're

56
00:02:02,550 --> 00:02:01,119
talking about is the derotation

57
00:02:04,469 --> 00:02:02,560
mechanism rotating things

58
00:02:05,990 --> 00:02:04,479
it rotates the entire scene so

59
00:02:06,870 --> 00:02:06,000
everything in that scene will rotate the

60
00:02:08,869 --> 00:02:06,880
same

61
00:02:11,270 --> 00:02:08,879
question is how do you get something

62
00:02:11,990 --> 00:02:11,280
that rotates the glare relative to the

63
00:02:13,190 --> 00:02:12,000

horizon

64
00:02:15,350 --> 00:02:13,200
so he's kind of asking the wrong

65
00:02:17,350 --> 00:02:15,360
question and i think it kind of

66
00:02:19,190 --> 00:02:17,360
leads john down the wrong path in giving

67
00:02:20,710 --> 00:02:19,200
and giving his answers so

68
00:02:23,510 --> 00:02:20,720
let's see what he says the way that

69
00:02:26,630 --> 00:02:23,520
d-row works it's going to spin

70
00:02:27,670 --> 00:02:26,640
the entire scene what it's doing is it's

71
00:02:29,350 --> 00:02:27,680
spinning the scene

72
00:02:31,190 --> 00:02:29,360
so it doesn't look like it's spinning

73
00:02:32,550 --> 00:02:31,200
it's actually counteracting

74
00:02:34,949 --> 00:02:32,560
the effect of when the gimbal is

75
00:02:36,229 --> 00:02:34,959
tracking it yeah that is that's

76
00:02:38,550 --> 00:02:36,239
perfectly correct the

77
00:02:41,270 --> 00:02:38,560
reason for the derotation mechanism is

78
00:02:42,550 --> 00:02:41,280
that the camera itself has to rotate

79
00:02:44,869 --> 00:02:42,560
because of the way it's gimbal mounted

80
00:02:46,710 --> 00:02:44,879
for various reasons and that rotation

81
00:02:47,670 --> 00:02:46,720
would make the horizon look like it's at

82
00:02:49,190 --> 00:02:47,680
weird angles

83
00:02:50,949 --> 00:02:49,200
and so they have this derotation

84
00:02:51,750 --> 00:02:50,959
mechanism that puts the horizon back

85
00:02:52,949 --> 00:02:51,760
where it should be

86
00:02:54,949 --> 00:02:52,959
so it actually doesn't look like

87
00:02:56,630 --> 00:02:54,959
anything is rotating it actually looks

88
00:02:58,710 --> 00:02:56,640

like the horizon is steady

89
00:02:59,990 --> 00:02:58,720
and this comes into play when the camera

90
00:03:01,110 --> 00:03:00,000
is tracking from left to right because

91
00:03:03,030 --> 00:03:01,120
if it's over here

92
00:03:04,229 --> 00:03:03,040
it has to be a certain angle then it's

93
00:03:04,949 --> 00:03:04,239
over here it actually has to kind of

94
00:03:06,470 --> 00:03:04,959
rotate

95
00:03:08,710 --> 00:03:06,480
all the way around and i have videos

96
00:03:10,470 --> 00:03:08,720
explaining this uh

97
00:03:11,750 --> 00:03:10,480
so that was correct everything is

98
00:03:13,990 --> 00:03:11,760
rotating

99
00:03:16,830 --> 00:03:14,000
so when you look at that video the

100
00:03:17,990 --> 00:03:16,840
target is rotating more than the scene

101
00:03:27,589 --> 00:03:18,000
is

102
00:03:28,630 --> 00:03:27,599
thinking that there's a target and then

103
00:03:30,229 --> 00:03:28,640
there's the scene

104
00:03:31,910 --> 00:03:30,239
and these are two separate things he's

105
00:03:33,589 --> 00:03:31,920
always kind of he's already starting out

106
00:03:34,949 --> 00:03:33,599
thinking that this target is an actual

107
00:03:38,309 --> 00:03:34,959
solid object

108
00:03:39,830 --> 00:03:38,319
and so he kind of goes along with that

109
00:03:41,509 --> 00:03:39,840
and that leads them to

110
00:03:43,430 --> 00:03:41,519
that video you can see a little bit of

111
00:03:44,869 --> 00:03:43,440
the whole scene rotate but the target

112
00:03:45,270 --> 00:03:44,879
just keeps rotating so there's nothing

113
00:03:47,270 --> 00:03:45,280

in the

114
00:03:48,949 --> 00:03:47,280
system that's going to rotate the target

115
00:03:51,430 --> 00:03:48,959
more than the background

116
00:03:52,309 --> 00:03:51,440
this doesn't work out right that's

117
00:03:53,830 --> 00:03:52,319
perfectly true

118
00:03:56,070 --> 00:03:53,840
you know if you've got like you've got a

119
00:03:57,030 --> 00:03:56,080
background like my bookcase is back here

120
00:03:59,509 --> 00:03:57,040
and you've got a

121
00:04:01,750 --> 00:03:59,519
a target like this little thing here and

122
00:04:03,589 --> 00:04:01,760
you rotate the entire camera

123
00:04:06,070 --> 00:04:03,599
then they're both going to rotate

124
00:04:07,750 --> 00:04:06,080
together obviously that's perfectly true

125
00:04:09,589 --> 00:04:07,760
but that's kind of assuming that what

126
00:04:10,309 --> 00:04:09,599
you see as a target is actually a solid

127
00:04:13,030 --> 00:04:10,319
object

128
00:04:14,869 --> 00:04:13,040
if it's something else like like a glare

129
00:04:16,710 --> 00:04:14,879
then we're it's a bit different so we'll

130
00:04:18,150 --> 00:04:16,720
get into that in a second

131
00:04:19,830 --> 00:04:18,160
you don't have to get into any arguments

132
00:04:22,069 --> 00:04:19,840
about whether or not it's an

133
00:04:23,749 --> 00:04:22,079
artifact of target itself causing some

134
00:04:25,590 --> 00:04:23,759
glare or something

135
00:04:27,510 --> 00:04:25,600
well actually you do you do kind of have

136
00:04:29,270 --> 00:04:27,520
to get into arguments about that because

137
00:04:32,790 --> 00:04:29,280
if it's a glare

138
00:04:35,510 --> 00:04:32,800

then the rotation uh could be

139
00:04:37,110 --> 00:04:35,520
the the the orientation of the glare

140
00:04:37,909 --> 00:04:37,120
could be affected by components of the

141
00:04:41,110 --> 00:04:37,919
camera

142
00:04:44,870 --> 00:04:41,120
light like this one here

143
00:04:46,629 --> 00:04:44,880
this is a uh canon 7d and it's got like

144
00:04:48,230 --> 00:04:46,639
this little 50 millimeter lens in and

145
00:04:51,430 --> 00:04:48,240
it's got this uh

146
00:04:52,550 --> 00:04:51,440
uh kind of hexagonal i think octagonal

147
00:04:54,710 --> 00:04:52,560
aperture in it

148
00:04:56,310 --> 00:04:54,720
and the glare that you see around lights

149
00:04:58,070 --> 00:04:56,320
from that

150
00:04:59,909 --> 00:04:58,080
will have these little spikes on in

151
00:05:02,550 --> 00:04:59,919
certain directions like up down left

152
00:05:04,469 --> 00:05:02,560
right and at 45 degrees blah blah blah

153
00:05:06,230 --> 00:05:04,479
and if you were to rotate the lens if

154
00:05:09,350 --> 00:05:06,240
you actually press this button here

155
00:05:11,590 --> 00:05:09,360
and rotate the entire lens assembly

156
00:05:12,950 --> 00:05:11,600
it actually rotates the glare the glare

157
00:05:14,710 --> 00:05:12,960
itself rotates

158
00:05:17,110 --> 00:05:14,720
so if there's something in the camera

159
00:05:19,270 --> 00:05:17,120
system ahead of

160
00:05:20,550 --> 00:05:19,280
the derotation mechanism that is

161
00:05:24,870 --> 00:05:20,560
rotating

162
00:05:25,510 --> 00:05:24,880
uh around and causes the glare itself to

163
00:05:27,590 --> 00:05:25,520

rotate

164
00:05:29,590 --> 00:05:27,600
relative to the horizon and this is the

165
00:05:31,830 --> 00:05:29,600
key point the glare rotates

166
00:05:32,629 --> 00:05:31,840
relative to the horizon because we're

167
00:05:35,110 --> 00:05:32,639
rotating

168
00:05:35,749 --> 00:05:35,120
the camera or part of the camera and

169
00:05:40,550 --> 00:05:35,759
then

170
00:05:42,150 --> 00:05:40,560
horizon back where it is but since the

171
00:05:43,909 --> 00:05:42,160
glare has rotated relative to the

172
00:05:47,029 --> 00:05:43,919
horizon the glare appears to rotate

173
00:05:49,270 --> 00:05:47,039
independently of the horizon

174
00:05:50,230 --> 00:05:49,280
it's complicated and i know a lot of

175
00:05:52,070 --> 00:05:50,240
people

176
00:05:53,430 --> 00:05:52,080
have trouble with it and i have trouble

177
00:05:54,950 --> 00:05:53,440
explaining it to people and it's

178
00:05:57,110 --> 00:05:54,960
perfectly understandable people

179
00:05:58,469 --> 00:05:57,120
people miss this uh but anyway i'm kind

180
00:06:00,790 --> 00:05:58,479
of getting ahead of myself here let's

181
00:06:03,670 --> 00:06:00,800
see what uh john has to say

182
00:06:05,189 --> 00:06:03,680
the d rotation device inside at flare is

183
00:06:06,390 --> 00:06:05,199
not going to rotate the target not the

184
00:06:07,990 --> 00:06:06,400
background

185
00:06:09,430 --> 00:06:08,000
we're seeing this yeah see again there

186
00:06:11,990 --> 00:06:09,440
is just a is

187
00:06:13,110 --> 00:06:12,000
assuming that the target is like a solid

188
00:06:15,270 --> 00:06:13,120

object as part of

189
00:06:17,189 --> 00:06:15,280
the scene rather than an artifact within

190
00:06:19,029 --> 00:06:17,199
the camera itself

191
00:06:20,550 --> 00:06:19,039
uh i mean it is it is actually sold

192
00:06:22,950 --> 00:06:20,560
obviously it's a jet engine but that

193
00:06:25,990 --> 00:06:22,960
creates this glare artifact

194
00:06:26,790 --> 00:06:26,000
uh which is kind of affected by the

195
00:06:29,270 --> 00:06:26,800
camera

196
00:06:30,230 --> 00:06:29,280
so if something is rotating in the

197
00:06:32,710 --> 00:06:30,240
camera

198
00:06:34,950 --> 00:06:32,720
then that glare will rotate relative to

199
00:06:36,710 --> 00:06:34,960
the horizon or actually really it's more

200
00:06:37,430 --> 00:06:36,720
like the horizon rotates relative to the

201
00:06:39,749 --> 00:06:37,440
glare and then

202
00:06:41,590 --> 00:06:39,759
it rotates the horizon back to where it

203
00:06:43,909 --> 00:06:41,600
should be by rotating the entire scene

204
00:06:45,110 --> 00:06:43,919
which rotates the glare and the horizon

205
00:06:46,230 --> 00:06:45,120
looks like it hasn't moved and the glare

206
00:06:49,589 --> 00:06:46,240
looks like it has moved

207
00:06:52,950 --> 00:06:49,599
complicated i know

208
00:06:55,670 --> 00:06:52,960
the gimbal craft itself

209
00:06:56,230 --> 00:06:55,680
rotate we're not seeing a glare or flare

210
00:06:59,270 --> 00:06:56,240
effect

211
00:07:01,110 --> 00:06:59,280
from this magical derotation device that

212
00:07:04,309 --> 00:07:01,120
is correct

213
00:07:07,589 --> 00:07:04,319

wow yeah that's right

214
00:07:10,070 --> 00:07:07,599
it's rotating yeah man absolutely

215
00:07:10,870 --> 00:07:10,080
it's like see that's the conclusion you

216
00:07:14,150 --> 00:07:10,880
would reach

217
00:07:16,150 --> 00:07:14,160
if you don't think about what is making

218
00:07:18,550 --> 00:07:16,160
the shape of the glare rotate

219
00:07:20,150 --> 00:07:18,560
what what why does a glare have a

220
00:07:21,830 --> 00:07:20,160
particular shape now if a glare has some

221
00:07:24,710 --> 00:07:21,840
kind of diamond shape

222
00:07:25,589 --> 00:07:24,720
it could well be because of a diamond

223
00:07:27,830 --> 00:07:25,599
shaped aperture

224
00:07:29,749 --> 00:07:27,840
or it could be because of the sequence

225
00:07:32,070 --> 00:07:29,759
of mirrors it goes through he talks a

226
00:07:34,150 --> 00:07:32,080
bit about steering mirrors earlier

227
00:07:35,670 --> 00:07:34,160
uh it could be something to do with the

228
00:07:38,070 --> 00:07:35,680
window that's in front

229
00:07:38,710 --> 00:07:38,080
of the the camera it could be that

230
00:07:41,270 --> 00:07:38,720
there's

231
00:07:42,150 --> 00:07:41,280
a very very very fine abrasions on the

232
00:07:44,070 --> 00:07:42,160
window

233
00:07:45,189 --> 00:07:44,080
that make the glare longer in one

234
00:07:47,430 --> 00:07:45,199
direction than the other

235
00:07:48,550 --> 00:07:47,440
all right yeah you have seen uh all

236
00:07:50,710 --> 00:07:48,560
these things happen with different

237
00:07:53,909 --> 00:07:50,720
cameras i've seen uh smudges on

238
00:07:55,430 --> 00:07:53,919

on the the window like do um make the

239
00:07:56,309 --> 00:07:55,440
glare go in a certain direction i've

240
00:07:57,749 --> 00:07:56,319
seen

241
00:08:00,390 --> 00:07:57,759
what appears to be something to do with

242
00:08:02,790 --> 00:08:00,400
the aperture that makes it uh uh

243
00:08:04,469 --> 00:08:02,800
like be oriented in a certain direction

244
00:08:04,950 --> 00:08:04,479
so these things do happen you do it you

245
00:08:06,629 --> 00:08:04,960
do get

246
00:08:07,990 --> 00:08:06,639
shaped glares gloves are not just

247
00:08:10,469 --> 00:08:08,000
uniformly

248
00:08:11,350 --> 00:08:10,479
uh like round blobs they quite often

249
00:08:13,189 --> 00:08:11,360
they have spikes

250
00:08:14,869 --> 00:08:13,199
like up down left right just like the

251
00:08:15,749 --> 00:08:14,879
gimbal has if you look at it closely it

252
00:08:18,550 --> 00:08:15,759
has these

253
00:08:19,029 --> 00:08:18,560
axial spikes let's go like that way and

254
00:08:21,270 --> 00:08:19,039
then

255
00:08:23,990 --> 00:08:21,280
a longer one that way along the long

256
00:08:26,469 --> 00:08:24,000
axis of the saucer

257
00:08:27,270 --> 00:08:26,479
and so if the thing that is causing that

258
00:08:30,710 --> 00:08:27,280
shape

259
00:08:33,750 --> 00:08:30,720
the thing that causes these spikes

260
00:08:34,870 --> 00:08:33,760
is rotated in front of the derotation

261
00:08:38,230 --> 00:08:34,880
mechanism

262
00:08:40,149 --> 00:08:38,240
uh then the glare is going to rotate

263
00:08:41,990 --> 00:08:40,159

relative to the horizon

264
00:08:45,110 --> 00:08:42,000
or like i said before the glare is not

265
00:08:47,350 --> 00:08:45,120
rotating but the horizon is rotating

266
00:08:48,949 --> 00:08:47,360
okay let's see what else we have it's so

267
00:08:52,150 --> 00:08:48,959
simple people are

268
00:08:53,990 --> 00:08:52,160
trying to confuse the issue yeah

269
00:08:56,310 --> 00:08:54,000
i'm not trying to confuse the issue but

270
00:08:57,350 --> 00:08:56,320
unfortunately it is confusing so you

271
00:08:59,030 --> 00:08:57,360
can't just

272
00:09:00,790 --> 00:08:59,040
simply say oh yes the derotation

273
00:09:04,150 --> 00:09:00,800
mechanism rotates the entire

274
00:09:06,389 --> 00:09:04,160
scene therefore uh the

275
00:09:07,430 --> 00:09:06,399
object could not rotate independently of

276
00:09:09,190 --> 00:09:07,440
the horizon

277
00:09:10,470 --> 00:09:09,200
yeah this is i did a whole video on this

278
00:09:12,710 --> 00:09:10,480
this uh

279
00:09:14,389 --> 00:09:12,720
this gimbal ufo why does the gimbal

280
00:09:16,470 --> 00:09:14,399
rotate so where does the glare rotate

281
00:09:18,550 --> 00:09:16,480
when the horizon does not you know i can

282
00:09:20,710 --> 00:09:18,560
uh append this to this video but you

283
00:09:23,829 --> 00:09:20,720
know i tried to explain it there

284
00:09:26,949 --> 00:09:23,839
but like i say it's it's understandably

285
00:09:28,550 --> 00:09:26,959
difficult to grasp and i think

286
00:09:29,670 --> 00:09:28,560
john is perfectly capable of grasping it

287
00:09:30,949 --> 00:09:29,680
obviously he's a technician who

288
00:09:33,590 --> 00:09:30,959

understands these things

289
00:09:34,790 --> 00:09:33,600
but i think the way jeremy has explained

290
00:09:37,590 --> 00:09:34,800
it to him

291
00:09:39,190 --> 00:09:37,600
uh has kind of left him with like a

292
00:09:39,910 --> 00:09:39,200
simple understanding of what the issue

293
00:09:42,150 --> 00:09:39,920
is

294
00:09:43,430 --> 00:09:42,160
and so it's really really jeremy's fault

295
00:09:45,030 --> 00:09:43,440
here i think unfortunately

296
00:09:46,470 --> 00:09:45,040
not really communicating the actual

297
00:09:48,150 --> 00:09:46,480
explanation to john

298
00:09:50,150 --> 00:09:48,160
but let's see what else do we have those

299
00:09:51,990 --> 00:09:50,160
arguments don't matter

300
00:09:53,590 --> 00:09:52,000
this is a mid-wave infrared camera right

301
00:09:55,190 --> 00:09:53,600
so it's looking at between like

302
00:09:57,110 --> 00:09:55,200
three and five microns that's the

303
00:09:59,110 --> 00:09:57,120
wavelength of the radiation that's three

304
00:10:01,269 --> 00:09:59,120
thousand to five thousand nanometers

305
00:10:02,310 --> 00:10:01,279
you're looking at the background and the

306
00:10:04,389 --> 00:10:02,320
same wavelength

307
00:10:07,030 --> 00:10:04,399
that you're looking at the target that's

308
00:10:08,550 --> 00:10:07,040
what's important the whole scene

309
00:10:10,069 --> 00:10:08,560
you're seeing i'm not sure that's really

310
00:10:12,389 --> 00:10:10,079
important to me it's just saying that

311
00:10:14,150 --> 00:10:12,399
it's just a single picture it's a single

312
00:10:15,190 --> 00:10:14,160
image and it's just light coming in it's

313
00:10:18,310 --> 00:10:15,200

like saying you know

314
00:10:19,990 --> 00:10:18,320
this this hand here is uh getting light

315
00:10:21,509 --> 00:10:20,000
at the same wavelength as the bookcase

316
00:10:22,710 --> 00:10:21,519
back there so they're part of the same

317
00:10:24,389 --> 00:10:22,720
scene i mean yeah it's

318
00:10:25,829 --> 00:10:24,399
true but it's not really that relevant

319
00:10:28,230 --> 00:10:25,839
it's just kind of a

320
00:10:29,590 --> 00:10:28,240
a more technical way of saying it's just

321
00:10:32,790 --> 00:10:29,600
a single image

322
00:10:33,990 --> 00:10:32,800
so the same wavelengths of energy from

323
00:10:34,870 --> 00:10:34,000
the background as you are from the

324
00:10:36,470 --> 00:10:34,880
target

325
00:10:38,150 --> 00:10:36,480
okay it's just a different amount

326
00:10:39,750 --> 00:10:38,160
different amount of flux how many

327
00:10:40,310 --> 00:10:39,760
photons per second are coming in that's

328
00:10:43,110 --> 00:10:40,320
all that's

329
00:10:44,310 --> 00:10:43,120
different to the target background

330
00:10:47,190 --> 00:10:44,320
regardless of

331
00:10:48,870 --> 00:10:47,200
if it's reflective or refractive it's

332
00:10:50,069 --> 00:10:48,880
going to change the background and the

333
00:10:51,990 --> 00:10:50,079
target the same

334
00:10:55,190 --> 00:10:52,000
so they just think of a mirror of a flat

335
00:10:56,470 --> 00:10:55,200
surface it's just going on about

336
00:10:58,310 --> 00:10:56,480
essentially the same thing how a

337
00:10:59,350 --> 00:10:58,320
derotation mechanism rotates an entire

338
00:11:00,790 --> 00:10:59,360

image which is

339
00:11:03,110 --> 00:11:00,800
understood and we're not saying the d

340
00:11:04,949 --> 00:11:03,120
rotation mechanism causes the

341
00:11:06,310 --> 00:11:04,959
object to rotate independently in the

342
00:11:08,949 --> 00:11:06,320
background it's already

343
00:11:09,590 --> 00:11:08,959
rotated independently of the background

344
00:11:11,990 --> 00:11:09,600
or

345
00:11:12,949 --> 00:11:12,000
as i said keep saying the background has

346
00:11:16,550 --> 00:11:12,959
rotated

347
00:11:18,550 --> 00:11:16,560
to rotate the

348
00:11:21,030 --> 00:11:18,560
background back and that rotates the

349
00:11:24,470 --> 00:11:22,870
an all reflective design because that's

350
00:11:27,030 --> 00:11:24,480
way way cheaper

351
00:11:27,990 --> 00:11:27,040
yeah this argument doesn't hinge on

352
00:11:31,110 --> 00:11:28,000
whether or not the d

353
00:11:33,190 --> 00:11:31,120
row is all reflective or refractive

354
00:11:34,389 --> 00:11:33,200
not at all it could be a strong man it's

355
00:11:37,110 --> 00:11:34,399
attempting to

356
00:11:37,910 --> 00:11:37,120
to argue something that's irrelevant to

357
00:11:39,590 --> 00:11:37,920
the case

358
00:11:41,509 --> 00:11:39,600
it's interesting because he says it's a

359
00:11:43,670 --> 00:11:41,519
straw man argument which is

360
00:11:45,350 --> 00:11:43,680
exactly what we've got here like jeremy

361
00:11:47,670 --> 00:11:45,360
is presenting this straw mine argument

362
00:11:49,750 --> 00:11:47,680
is the derotation mechanism causing this

363
00:11:51,750 --> 00:11:49,760

to rotate independently of that but

364
00:11:52,870 --> 00:11:51,760
uh that's not the actual argument it's

365
00:11:55,750 --> 00:11:52,880
like a

366
00:11:55,990 --> 00:11:55,760
a easy to rebut argument that you put up

367
00:11:57,670 --> 00:11:56,000
which

368
00:11:59,350 --> 00:11:57,680
is like what a straw man argument is

369
00:12:02,069 --> 00:11:59,360
this something that seems

370
00:12:03,269 --> 00:12:02,079
uh like you know seems is easier to

371
00:12:04,389 --> 00:12:03,279
attack and i'm sure that's a straw

372
00:12:07,509 --> 00:12:04,399
margin

373
00:12:09,190 --> 00:12:07,519
anyway but let's carry on

374
00:12:11,990 --> 00:12:09,200
because the object would never move

375
00:12:14,230 --> 00:12:12,000
independently of the horizon

376
00:12:15,910 --> 00:12:14,240
based on this if it was an object no it

377
00:12:17,590 --> 00:12:15,920
would if it was actual flying saucer

378
00:12:19,670 --> 00:12:17,600
then rotating the camera isn't going to

379
00:12:21,670 --> 00:12:19,680
do anything but if it's a glare

380
00:12:23,350 --> 00:12:21,680
with the shape of that glare is affected

381
00:12:25,269 --> 00:12:23,360
by components of the camera that in

382
00:12:28,949 --> 00:12:25,279
front of the derotation mechanism

383
00:12:30,069 --> 00:12:28,959
then yes it will actually rotate it will

384
00:12:34,069 --> 00:12:30,079
appear to rotate

385
00:12:37,590 --> 00:12:34,079
this system yes that object

386
00:12:38,870 --> 00:12:37,600
is turning yeah nothing inside the at

387
00:12:42,150 --> 00:12:38,880
first system

388
00:12:45,269 --> 00:12:42,160

is or could cause the rotational

389
00:12:47,590 --> 00:12:45,279
flux of the target that is

390
00:12:48,470 --> 00:12:47,600
at a higher rate than the background

391
00:12:50,870 --> 00:12:48,480
yeah i mean that's

392
00:12:52,230 --> 00:12:50,880
true but again he's like just basically

393
00:12:54,389 --> 00:12:52,240
saying stating the obvious

394
00:12:55,509 --> 00:12:54,399
here that if there's a picture and it's

395
00:12:56,790 --> 00:12:55,519
got something in the foreground and

396
00:12:57,829 --> 00:12:56,800
something in the background and you

397
00:13:00,470 --> 00:12:57,839
rotate

398
00:13:02,150 --> 00:13:00,480
uh the image they're both going to

399
00:13:03,910 --> 00:13:02,160
rotate the same that's not what the

400
00:13:07,190 --> 00:13:03,920
argument is

401
00:13:09,750 --> 00:13:07,200
there's no way the optics are

402
00:13:11,190 --> 00:13:09,760
are causing that rotation i love it how

403
00:13:11,829 --> 00:13:11,200
you cut to the chase like a [\h__\h]

404
00:13:15,509 --> 00:13:11,839
samurai

405
00:13:17,670 --> 00:13:15,519
it's a completely mute point case closed

406
00:13:19,509 --> 00:13:17,680
[\h__\h] bang people will find crafty

407
00:13:20,710 --> 00:13:19,519
ways to pull the wool over people's eyes

408
00:13:24,150 --> 00:13:20,720
trust me that

409
00:13:25,750 --> 00:13:24,160
do you find it interesting that jeremy's

410
00:13:27,350 --> 00:13:25,760
saying that people will find crafty ways

411
00:13:27,829 --> 00:13:27,360
to pull the wall over people's eyes how

412
00:13:31,430 --> 00:13:27,839
could

413
00:13:33,110 --> 00:13:31,440

eyes do you think i'm pulling the wall

414
00:13:34,710 --> 00:13:33,120
over your eyes by giving you this this

415
00:13:36,629 --> 00:13:34,720
explanation

416
00:13:38,150 --> 00:13:36,639
do you think i'm just uh i'm just an

417
00:13:41,110 --> 00:13:38,160
idiot because i don't

418
00:13:42,150 --> 00:13:41,120
understand what uh john is talking about

419
00:13:44,629 --> 00:13:42,160
here i mean i think

420
00:13:45,670 --> 00:13:44,639
yeah basically i don't think anything's

421
00:13:48,389 --> 00:13:45,680
really changed here

422
00:13:50,389 --> 00:13:48,399
john uh basically did the why does the

423
00:13:52,470 --> 00:13:50,399
horizon not rotate when the object

424
00:13:54,069 --> 00:13:52,480
does rotate argument which i explained

425
00:13:57,269 --> 00:13:54,079
in my video

426
00:13:57,670 --> 00:13:57,279
and uh nothing really changed and it's

427
00:14:01,030 --> 00:13:57,680
just

428
00:14:04,069 --> 00:14:01,040
jeremy has got

429
00:14:07,030 --> 00:14:04,079
another expert who agrees with him

430
00:14:07,910 --> 00:14:07,040
another expert who is wrong i think this

431
00:14:09,829 --> 00:14:07,920
expert

432
00:14:11,269 --> 00:14:09,839
if i was to talk to him i'd be happy to

433
00:14:12,550 --> 00:14:11,279
do so uh

434
00:14:14,310 --> 00:14:12,560
perhaps even just watching this video

435
00:14:15,670 --> 00:14:14,320
might do it he might understand the

436
00:14:16,870 --> 00:14:15,680
actual argument uh

437
00:14:19,110 --> 00:14:16,880
because he seems like he's a pretty

438
00:14:21,670 --> 00:14:19,120

smart guy so let's see

439
00:14:23,829 --> 00:14:21,680
uh finish up here it is of such a

440
00:14:26,389 --> 00:14:23,839
mechanical nature i mean they said it's

441
00:14:28,790 --> 00:14:26,399
oh yeah yeah yeah yeah that's what

442
00:14:42,870 --> 00:14:28,800
really jumps out at you

443
00:14:46,150 --> 00:14:45,030
i think jeremy is just saying this uh

444
00:14:48,710 --> 00:14:46,160
this is him here

445
00:14:51,410 --> 00:14:48,720
and he loves the smell of messing up

446
00:14:52,629 --> 00:14:51,420
debunkers in the morning

447
00:14:55,829 --> 00:14:52,639
[Music]

448
00:14:58,069 --> 00:14:55,839
beware well any thoughts yes

449
00:14:59,509 --> 00:14:58,079
yes i do have some thoughts and this

450
00:15:02,550 --> 00:14:59,519
these are they

451
00:15:04,629 --> 00:15:02,560
so i think i'll just play

452
00:15:06,870 --> 00:15:04,639
my i'll just attach this gimbal ufo

453
00:15:10,150 --> 00:15:06,880
video and you should watch this

454
00:15:10,710 --> 00:15:10,160
uh and this actually might help if you

455
00:15:13,269 --> 00:15:10,720
didn't

456
00:15:14,389 --> 00:15:13,279
follow what was happening before perhaps

457
00:15:18,230 --> 00:15:14,399
this might help

458
00:15:22,069 --> 00:15:18,240
explain what the actual theory is

459
00:15:26,470 --> 00:15:23,670
i'd like to talk to anybody who

460
00:15:28,949 --> 00:15:26,480
disagrees with me so i can

461
00:15:30,790 --> 00:15:28,959
explain it or have it explained to me so

462
00:15:34,949 --> 00:15:30,800
that would be great

463
00:15:36,550 --> 00:15:34,959

see ya so something i'm asked a lot

464
00:15:39,189 --> 00:15:36,560
regarding the gimbal video

465
00:15:40,949 --> 00:15:39,199
is if it's just a glare if it's just

466
00:15:43,910 --> 00:15:40,959
some kind of glare

467
00:15:44,870 --> 00:15:43,920
in the camera then how can the glare

468
00:15:51,030 --> 00:15:44,880
rotate

469
00:15:51,590 --> 00:15:51,040
independently of the horizon now it's

470
00:15:54,870 --> 00:15:51,600
actually

471
00:15:57,269 --> 00:15:54,880
uh not that complicated now

472
00:15:58,150 --> 00:15:57,279
the way the camera is mounted it has to

473
00:16:00,310 --> 00:15:58,160
rotate

474
00:16:01,990 --> 00:16:00,320
uh when it goes over zero degrees when

475
00:16:03,350 --> 00:16:02,000
it's going over the forward-facing

476
00:16:05,590 --> 00:16:03,360
direction just because of the way it's

477
00:16:08,629 --> 00:16:05,600
mounted because of the gimbal system

478
00:16:10,310 --> 00:16:08,639
this is an unwanted rotation

479
00:16:12,710 --> 00:16:10,320
so what they do is they have a thing

480
00:16:15,749 --> 00:16:12,720
called a derotation mechanism

481
00:16:17,509 --> 00:16:15,759
that levels out the rotation to

482
00:16:19,110 --> 00:16:17,519
make it so that the horizon is the way

483
00:16:21,670 --> 00:16:19,120
it should be which is level to the

484
00:16:24,230 --> 00:16:21,680
actual horizon as seen by the pilot

485
00:16:24,870 --> 00:16:24,240
so this derotation mechanism is applied

486
00:16:26,629 --> 00:16:24,880
after

487
00:16:28,470 --> 00:16:26,639
the actual rotation of the camera to

488
00:16:30,150 --> 00:16:28,480

remove the unwanted rotation

489
00:16:32,629 --> 00:16:30,160
so let's see what that looks like if we

490
00:16:34,629 --> 00:16:32,639
have this little camera here

491
00:16:37,110 --> 00:16:34,639
and we rotate it and say that's an

492
00:16:38,710 --> 00:16:37,120
unwanted rotation and we want to remove

493
00:16:41,590 --> 00:16:38,720
this unwanted rotation

494
00:16:43,269 --> 00:16:41,600
we just apply a d rotation to it in this

495
00:16:45,670 --> 00:16:43,279
case i just used

496
00:16:46,790 --> 00:16:45,680
a motion tracker to remove to track the

497
00:16:49,829 --> 00:16:46,800
motion and remove

498
00:16:52,550 --> 00:16:49,839
the rotation so we've derotated it here

499
00:16:53,350 --> 00:16:52,560
which gives the horizon my garage door

500
00:16:56,790 --> 00:16:53,360
here

501
00:16:59,189 --> 00:16:56,800
uh remains steady and the glare itself

502
00:17:01,430 --> 00:16:59,199
rotates because the glare is a function

503
00:17:04,789 --> 00:17:01,440
of a part of the camera

504
00:17:06,470 --> 00:17:04,799
and if we are rotating the camera

505
00:17:09,270 --> 00:17:06,480
the glare rotates relative to the

506
00:17:11,909 --> 00:17:09,280
horizon and so if we then apply this d

507
00:17:13,510 --> 00:17:11,919
rotation to get the horizon steady the

508
00:17:16,069 --> 00:17:13,520
horizon doesn't rotate

509
00:17:17,669 --> 00:17:16,079
and the glare does rotate so that

510
00:17:19,429 --> 00:17:17,679
explains what's going on in the gimbal

511
00:17:22,150 --> 00:17:19,439
ufo video

512
00:17:23,429 --> 00:17:22,160
the glare is rotating because the camera

513
00:17:25,990 --> 00:17:23,439

is rotating

514
00:17:27,750 --> 00:17:26,000
the horizon isn't rotating because they

515
00:17:29,990 --> 00:17:27,760
don't want it to rotate

516
00:17:31,510 --> 00:17:30,000
the rotation is unwanted a function of

517
00:17:33,909 --> 00:17:31,520
the gimbal system

518
00:17:35,669 --> 00:17:33,919
the d rotation rotates the glare and