



No Properties

Layers Channels Paths

Q Kind [Image] [Text] [Shape] [Path] [Layer]

Normal Opacity: 100%

Lock: [Checked] [Move] [Size] [Position] [Fill] 100%

- Video Group 1
 - Layer 1

Timeline

00 01:00f 02:00f 03:00f 04:00f 05:00f 06:00f 07:00f 08:00f 09:00f 10:00f 11:00f 12:00f 13:00f 14:00f 15:00f 16:00f 17:00f 18:00f

Video Group 1 [Layer 1]

Audio Track 0:00:05:03 (29.97 fps)

1
00:00:03,350 --> 00:00:02,470
so i did a video yesterday explaining

2
00:00:06,150 --> 00:00:03,360
how this

3
00:00:07,430 --> 00:00:06,160
uh ufo video show supposedly showing

4
00:00:10,709 --> 00:00:07,440
pyramid-shaped

5
00:00:14,150 --> 00:00:10,719
uh craft might just be uh bulky

6
00:00:17,109 --> 00:00:14,160
you know out of focus highlights from a

7
00:00:18,550 --> 00:00:17,119
uh taped over lens cover which some

8
00:00:20,790 --> 00:00:18,560
people sometimes do

9
00:00:22,630 --> 00:00:20,800
people ask me though if this is bulky if

10
00:00:24,870 --> 00:00:22,640
the shape is bulky why

11
00:00:26,550 --> 00:00:24,880
aren't all the shapes in this scene

12
00:00:28,870 --> 00:00:26,560
pokey why aren't these stars

13
00:00:30,310 --> 00:00:28,880

in the background uh the shape the same

14

00:00:31,189 --> 00:00:30,320

as this one if this is just a point

15

00:00:33,750 --> 00:00:31,199

light source

16

00:00:34,790 --> 00:00:33,760

why aren't these stars shaped the same

17

00:00:36,229 --> 00:00:34,800

and of course that's something you'd

18

00:00:37,910 --> 00:00:36,239

expect to be true

19

00:00:39,750 --> 00:00:37,920

uh if you look at this photo i took

20

00:00:42,549 --> 00:00:39,760

earlier with a

21

00:00:44,069 --> 00:00:42,559

triangle shaped cover these are stars

22

00:00:46,549 --> 00:00:44,079

every single star in the

23

00:00:48,389 --> 00:00:46,559

scene is a triangle so why isn't that

24

00:00:52,389 --> 00:00:48,399

true in

25

00:00:55,029 --> 00:00:52,399

the green video well these are not stars

26

00:00:56,470 --> 00:00:55,039

what you see here are actually just

27

00:00:57,430 --> 00:00:56,480

little points of light and you can see

28

00:00:59,110 --> 00:00:57,440

that if you

29

00:01:00,869 --> 00:00:59,120

single step through it i'm going through

30

00:01:02,950 --> 00:01:00,879

one frame at a time you see

31

00:01:04,310 --> 00:01:02,960

every frame or every other frame with

32

00:01:06,789 --> 00:01:04,320

the frame rate is different

33

00:01:08,390 --> 00:01:06,799

is different like here's a bunch of

34

00:01:09,270 --> 00:01:08,400

stars but they're not really stars you

35

00:01:10,950 --> 00:01:09,280

keep going and they

36

00:01:11,990 --> 00:01:10,960

vanish and everything appears in a

37

00:01:13,270 --> 00:01:12,000

completely different place so that

38

00:01:14,870 --> 00:01:13,280

explains that

39

00:01:16,469 --> 00:01:14,880

and explains why those shapes aren't

40

00:01:19,429 --> 00:01:16,479

exactly the same

41

00:01:21,270 --> 00:01:19,439

uh some people are not too sure about

42

00:01:22,310 --> 00:01:21,280

these two shapes here there's two shapes

43

00:01:23,990 --> 00:01:22,320

over on the left

44

00:01:25,670 --> 00:01:24,000

and they think they're not exactly the

45

00:01:28,070 --> 00:01:25,680

same but i think if you kind of

46

00:01:30,469 --> 00:01:28,080

zoom out and you let it play through you

47

00:01:32,390 --> 00:01:30,479

see they are pretty much the same

48

00:01:33,830 --> 00:01:32,400

and certainly they're consistent with

49

00:01:36,390 --> 00:01:33,840

the same shape you see

50

00:01:38,149 --> 00:01:36,400

when this one gets dim it's uh not

51
00:01:38,870 --> 00:01:38,159
really recognizable as a triangle and

52
00:01:41,429 --> 00:01:38,880
these

53
00:01:41,910 --> 00:01:41,439
two over here cells are very dim but

54
00:01:47,830 --> 00:01:41,920
then

55
00:01:48,950 --> 00:01:47,840
right at the start we have these shapes

56
00:01:51,429 --> 00:01:48,960
and uh

57
00:01:53,190 --> 00:01:51,439
they are not triangle shapes or at least

58
00:01:55,830 --> 00:01:53,200
not quite as nice triangle

59
00:01:56,789 --> 00:01:55,840
shapes as you we might uh see in the

60
00:01:58,789 --> 00:01:56,799
other places

61
00:02:00,069 --> 00:01:58,799
i think arguably they are actually

62
00:02:01,510 --> 00:02:00,079
triangle shapes

63
00:02:03,510 --> 00:02:01,520

you can kind of see like you've got the

64

00:02:05,910 --> 00:02:03,520

base here and the two sides and

65

00:02:07,510 --> 00:02:05,920

uh the triangle just like you see later

66

00:02:09,669 --> 00:02:07,520

in the exact same

67

00:02:11,589 --> 00:02:09,679

angles but let's have a closer look at

68

00:02:13,190 --> 00:02:11,599

that go back to the start we've got

69

00:02:15,270 --> 00:02:13,200

these two shapes

70

00:02:18,550 --> 00:02:15,280

now i'm just going to split the screen

71

00:02:21,430 --> 00:02:18,560

here so i have two copies of this video

72

00:02:22,390 --> 00:02:21,440

and keep this one on these two right at

73

00:02:25,670 --> 00:02:22,400

the start

74

00:02:28,630 --> 00:02:25,680

and let's just forward this one until

75

00:02:30,869 --> 00:02:28,640

the flashing object arrives which we is

76

00:02:32,470 --> 00:02:30,879

supposedly as a triangle shape

77

00:02:35,190 --> 00:02:32,480

so there it is you see eventually it

78

00:02:39,110 --> 00:02:35,200

turns into a triangle

79

00:02:43,670 --> 00:02:42,470

it's this shape let's zoom in see what

80

00:02:45,030 --> 00:02:43,680

that looks like well it doesn't look

81

00:02:46,869 --> 00:02:45,040

like very much really in fact it looks

82

00:02:49,750 --> 00:02:46,879

pretty much like this shape

83

00:02:49,990 --> 00:02:49,760

so when you're not zoomed in when you

84

00:02:53,110 --> 00:02:50,000

can

85

00:02:54,229 --> 00:02:53,120

see the the outer circle in these two

86

00:02:56,790 --> 00:02:54,239

videos

87

00:02:58,070 --> 00:02:56,800

the the triangles are kind of like um

88

00:02:59,589 --> 00:02:58,080

blurred out because of the low

89

00:03:01,190 --> 00:02:59,599

resolution you can see these pixels

90

00:03:02,630 --> 00:03:01,200

around the sides very very low

91

00:03:05,750 --> 00:03:02,640

resolution video

92

00:03:08,630 --> 00:03:05,760

it's kind of been upscaled and so the

93

00:03:10,550 --> 00:03:08,640

they look exactly the same so there's no

94

00:03:13,110 --> 00:03:10,560

difference between any of the lights

95

00:03:14,790 --> 00:03:13,120

that are actual lights in the scene for

96

00:03:15,589 --> 00:03:14,800

any given zoom level they're all exactly

97

00:03:17,430 --> 00:03:15,599

the same

98

00:03:19,670 --> 00:03:17,440

and we can take this one here i think

99

00:03:24,309 --> 00:03:19,680

and move it on to the next

100

00:03:26,869 --> 00:03:24,319

time it flashes there it is

101
00:03:27,830 --> 00:03:26,879
and zooming on that there and you see

102
00:03:31,589 --> 00:03:27,840
again it's

103
00:03:34,710 --> 00:03:31,599
really not too different from from these

104
00:03:36,630 --> 00:03:34,720
over here so

105
00:03:38,149 --> 00:03:36,640
the answer to the question uh why isn't

106
00:03:39,990 --> 00:03:38,159
everything a triangle

107
00:03:41,430 --> 00:03:40,000
everything actually is a triangle or at

108
00:03:43,270 --> 00:03:41,440
least as much as a triangle as you can

109
00:03:44,070 --> 00:03:43,280
see with this crappy low resolution

110
00:03:45,589 --> 00:03:44,080
video

111
00:03:47,430 --> 00:03:45,599
and the things that are just points of

112
00:03:50,229 --> 00:03:47,440
light are just

113
00:03:51,830 --> 00:03:50,239

scintillation it's the uh the light

114

00:03:54,309 --> 00:03:51,840

intensifier tube

115

00:03:55,509 --> 00:03:54,319

just firing off random photons or random

116

00:03:57,350 --> 00:03:55,519

electrons

117

00:03:58,789 --> 00:03:57,360

uh just because it's trying very very

118

00:04:00,869 --> 00:03:58,799

hard to

119

00:04:02,390 --> 00:04:00,879

get things out of the darkness and so

120

00:04:04,550 --> 00:04:02,400

you get these little dots they're not