

Gravity Propulsion Space Travel

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ABSTRACT

For thousands of years science assumed that the natural force known as gravity was an attraction force. In a previous article it was shown that gravity is a repulsion force rather than an attraction one. This new outlook on gravity explained why the Relativity theory claiming relativistic length contraction and time dilation is undecidable. In a previous article it is explained that repulsion gravity exists everywhere [1]. I. e. there is no perfect vacuum anywhere in the universe. Because of this fact, the massless photon is forced to find a path of least resistance and surely cannot be proven to dilate time or contract lengths. The repulsion nature of gravity suggests it is possible to use its repulsion force to overcome gravity by generating a rotation of a rotating object. This article explains how this is likely achievable. The article also shows that likely gravity may be controlled by simulating gravity with 3-dimensional rotation defined in this article.

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Introduction

Before going into the details of using gravity to counteract the effects of gravity we consider the problem of how to define 3-dimensional rotation. By contrast it is easy to visualize an object subject to 2-dimensional rotation. For example, record players rotate 2-dimensionally so, how can we visualize rotation of a ball in 3-dimensions in a reasonable and useful way?

Rotational Gravity

Let us start by assuming we have a ball of arbitrary size and radius. We can easily rotate a planar circular cross section of the ball just like a record player rotates 2-dimensionally. Now while the slice of the ball is rotating plenary we can rotate the ball at 90 degrees to the planar rotating slice. Thus, we visualize rotating a rotating planar slice of the cross section of the ball perpendicular to the rotating slice. This action simulates the working of repulsion gravity.

Every point on the surface of the ball has a similar path of rotation subject to the 3-dimensional rotation. That every point on the ball surface has a similar path of rotation we conclude this is the best way to define and describe rotation of the rotation of the ball as 3-dimensional rotation. Assuming that gravity is just an effect from the big bang the rotational force of gravity was all-pervasive accounting for what physics has described as repulsion gravity as a Centrifugal force. However, historically science has viewed gravity as being an attraction rather than a repulsion force causing error in believing that the Lorentz transformations proved that time dilates and lengths contracts dependent on relative velocities. The article debunks length contraction and time dilation [2].

Gravity Simulation

What is the effect of rotating a rotating object as described doing the rotations simultaneously? The effect of any-and-all points

subject to simultaneous rotations creates 3-dimensional simulated gravity force just like natural gravity. Since this 3-dimensional rotation is true for any-and-all points on the surface of the ball we can define 3-dimensional rotation as the two rotations occurring simultaneously perpendicular to each other.

So, what is the relevance of 3-dimensional rotation to gravity? Any object could be subject to similar simultaneous rotations. The big bang theory suggests that the universe began with physical matter that rotated 3-dimensionally creating the centrifugal force that must be what we know as the natural gravity force. We know that Gravity is all-pervasive like what is suggested by the action of the big bang force acting on all matter resulting in an expanding universe.

The natural force of gravity has its roots in 3-dimensional rotation as defined in this research article. The research article gives detailed discussion of Euler's Theorems relative to 3-dimensions that has relevance to navigating in space [3]. Navigating a spaceship clearly is an important ingredient to successful space travel. So, the navigation issue is addressed in more detail at the end of this article.

Now assuming gravity is a 3-dimensional rotating centrifugal force it should be possible to generate an anti-gravitational force by simulating natural 3-dimensional rotation. This suggests that if we can simulate an additional rotational gravity-like force mechanically added to the force vector of normal existing gravity then a stationary object with this additional vector of rotational force should be capable of doing anti-gravity effects allowing for movement and change of direction in space independent of the need for Bernoulli effects or Jet propulsion.

Engineering & Space Travel Requirements

If inventive engineers can devise a system that controls 3-dimensional rotation as suggested, then anti-gravity effects should be possible. We might ask how such a spaceship could be steered. The answer would have to relate to the rates of angular velocity of the two rotational forces perpendicular to each other. In addition, velocity of the spaceship is relevant to the strength of the two rotations simultaneous angular velocities. I. e. the velocity of the spaceship would relate to the size of the angular velocities of the two independent 3-dimensional rotations. The spaceship direction could be changed by increasing the angular velocity of either or both rotations appropriately. The changing of angular velocity of either or both with adjustment should enable the natural gravity slanting the spaceship's direction opposite to the rotation with increased larger angular velocity. Thus, steering the spaceship would seem to have a simple solution.

Anti-Gravity Comparison to Design of Cyclotron

Over the centuries many have considered the possibility of the existence of an anti-graviton particle. This article suggests that such a pursuit would be futile. Gravity is not like the other natural forces that are undoubtedly a product of gravity itself. The purpose of this article is to frame the logic that likely would have to occur to take advantage of augmenting natural gravity with simulated gravity. Designs of the mechanisms needed to control gravity are in the seminal stage just like attempting to release atomic energy from an atom was in the 1940s. Physicists and engineers exerted a huge effort to finally release energy from the atom with the design and capability of the Cyclotron. At present the Cyclotron has been replaced by even better methods of releasing atomic energy. The author has no doubt that USA scientists and engineers are still inventive enough to solve the problem of controlling gravity using the content of this article as a guide. Reflecting on this issue of controlling gravity one should consider that there really is no better way to address controlling gravity effects than what is suggested in this article.

Navigation in Space

Assuming at some future time we devise a system to overcome gravity without using jet propulsion or Bernoulli's principle how would one expect to navigate this new way of space travel? Reference gives Euler's angles for 3-dimensional space coordinates [3]. Any point in space could be considered an origin for 3-dimension coordinates. And any desired space location such as another planet could be treated as the origin of a 3-dimensional coordinate system allowing navigation by existing GPS technology.

Conclusion

Space and air travel will eventually occur using the basic plan of this article. It will take a vast amount of engineering to design a spaceship and airplane to control space flight just like developing nuclear energy required a herculean effort by engineers. But it will happen. The author believes that we will in the future devise space travel that is much like has been observed with UFOs over the years. UFOs are known to change directions at will and stand still in space. These movements suggest that more advanced civilizations have learned to control gravity and visit distance locations in space.

References

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