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       {
              "type": "title",
              "description": "The Unified Theory of Energy"
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{
              "type": "author",
              "description": "Michael John Vera"
       },
       {
              "type": "publication date",
              "description": "April 20, 2020"
       },
{
              "type": "theorem",
              "id": 1,
              "name": "Energy State Theorem 1",
              "description": "Energy exists in three distinct states: as Radiation, as Gravitation,
and as Particulate Motion. Each of these three energy states cannot exist apart from, or without,
the other states."
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       {
              "type": "definition",
              "id": 1,
              "name": "Radiation Definition 1",
              "description": "Radiation is Energy extended outwardly, intended for absorption."
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{
              "type": "definition",
              "id": 2,
              "name": "Gravitation Definition 2",
              "description": "Gravitation is Energy stored within Mass; it is absorbed Radiation
and it is Potential Energy."
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       {
              "type": "definition",
              "id": 3,
              "name": "Particulate Motion Definition 3",
              "description": "Particulate Motion is inertial Energy affecting Mass and Gravitation
while being affected by Radiation and Mass."
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{
              "type": "definition",
              "id": 4,
              "name": "Mass Structure Definition 4",
              "description": "A Mass Structure is a collection of Particles drawn together by
Gravitation while held apart by Radiation and Particulate Motion."
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{
              "type": "theorem",
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              "name": "Radiation Theorem 2",
              "description": "Radiation is absorbed and stored as Gravitation inside a Mass
Structure."
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{
              "type": "theorem",
              "id": 3,
              "name": "Excess Gravitation Theorem 3",
              "description": "Excess Gravitation within a Mass Structure is shed as Radiation."
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{
              "type": "definition",
              "id": 5,
              "name": "Radiation Source Definition 5",
              "description": "Anything emitting Radiation is a Radiation Source."
       },
       {
              "type": "theorem",
              "id": 4,
              "name": "Coordination System Theorem 4",
              "description": "Each Radiation Source will have its own Coordinate System dictated
by the total number, and therefore the total possible motion, of Particles within that Radiation
Source."
       },
{
              "type": "definition",
              "id": 6,
              "name": "Scale Definition 6",
              "description": "Scale refers to the relative size of any Radiation Source."
       },
{
              "type": "theorem",
              "id": 5,
              "name": "Surface Interaction Theorem 5",
              "description": "Due to the interaction of Radiation with Particulate Motion, the
Frequency, or Frequencies, of Radiation is limited to that of the surface of the Mass Structure from
which the Radiation is emitted."
       },
       {
              "type": "theorem",
              "id": 6,
              "name": "Radiation Frequency Theorem 6",
              "description": "Radiation cannot have a Frequency of zero, and will contain a subset
of all possible Frequencies."
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       {
              "type": "definition",
              "id": 7,
              "name": "Definition 7",
              "description": "God is the one Radiation Source containing the set of all possible
Frequencies."
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{
              "type": "theorem",
              "id": 7,
              "name": "Mass Theorem 7",
              "description": "Mass is made up of Particles of infinitely diminishing size which group
together and break apart; which can be attracted to, or repelled by, other Particles."
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{
              "type": "definition",
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              "description": "A Mass Structure is a specific arrangement of Particles tied together
by Gravitation while held apart by Particulate Motion and Radiation."
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       {
              "type": "theorem",
              "id": 8,
              "name": "Particle State Theorem 8",
              "description": "Particles have three states: Undergravitated, Overgravitated, and
Even."
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              "type": "definition",
              "id": 9,
              "name": "Surface Interaction Definition 9",
              "description": "A Surface Interaction describes the remainder of the process of the
storage or extraction of Energy."
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              "type": "theorem",
              "id": 9,
              "name":
                            "First Degree Surface Interaction Theorem 9",
              "description": "A First Degree Surface Interaction is any transfer of Energy that
leaves, as a remainder, one or more Particles removed from their Radiation Source."
       },
       {
              "type": "theorem",
              "id": 10,
              "name":
                            "Second Degree Surface Interaction Theorem 10",
              "description": "A Second Degree Surface Interaction is any transfer of Energy whose
First Degree Interaction remainder Particles interact with the Mass Structure to form a new type of
Atomic Structure at the surface."
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{
              "type": "theorem",
              "id": 11,
              "name": "Atomic Structure Theorem 11",
              "description": "An Atomic Structure is a subset of its overall Mass Structure."
       },
{
              "type": "definition",
              "id": 10,
              "name": "Generator Definition 10",
              "description": "A Generator is a Mass Structure which interacts with a Radiation
Source to create new Atomic Structures of a specific arrangement."
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{
              "type": "theorem",
              "id": 12,
              "name": "Third Degree Surface Interaction Theorem 12",
              "description": "A Third Degree Surface Interaction results in a physical change to
the Mass Structure."
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{
              "type": "theorem",
              "id": 13,
              "name": "Mass Structure Theorem 13",
              "description": "A Mass Structure will grow to form a spherical shape, due to the
restructuring of Particles, and will expel excess Gravitation as Radiation outwardly on a plane at or
near its equator with higher entropy, and reclaim Radiation and Particles at its poles with lower
entropy."
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{
              "type": "definition",
              "id": 11,
              "name": "Surface Depth Definition 11",
              "description": "Surface Depth is the depth of saturation of Radiation into a Mass
Structure."
       },
{
              "type": "theorem",
              "id": 14,
              "name":
                             "Surface Depth Theorem 14",
              "description": "Surface Depth is proportional to the amount of Gravitation that a
Mass Structure is able to store."
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{
              "type": "definition",
              "id": 12,
              "name":
                             "Life Definition 12",
              "description": "Life is any system which utilizes the results of Surface Interactions to
separate itself from the Surface of a Mass Structure."
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{
              "type": "definition",
              "id": 13,
              "name": "Fourth Degree Surface Interaction Definition 13",
              "description": "A Fourth Degree Surface Interaction includes the beginning of Life."
       },
{
              "type": "definition",
              "id": 14,
              "name": "Fifth Degree Surface Interation Definition 14",
              "description": "A Fifth Degree Surface Interaction is a collection or grouping of
various types of specialized cells that work together to further remove itself from the Surface."
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{
              "type": "definition",
              "id": 15,
              "name": "Memory Definition 15",
              "description": "Memory is the storage of a subset of all Frequencies of Radiation as
Gravitation within highly specialized cells, which can also be retrieved in a reverse process."
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{
              "type": "theorem",
              "id": 15,
              "name":
                             "Radiation Storage Frequency Theorem 15",
              "description": "Radiation tends to be stored in Gravitation as a specific Frequency or
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set of Frequencies."
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       {
              "type": "theorem",
              "id": 16,
              "name":
                            "Radiation Retrieval Theorem 16",
              "description": "Radiation tends to be retrieved from its Gravitated state at the same
Frequency or Frequencies in which it was stored."
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       {
              "type": "definition",
              "id": 16,
              "name": "Sixth Degree Surgace Interaction Definition 16",
              "description": "The Sixth Degree Surface Interaction produces the most complex
organisms, which are a grouping of highly specialized groupings of cells with specialized processes
available to make the best use of the results of each of the five previous Surface Interactions."
       },
{
              "type": "theorem",
              "id": 17,
              "name": "Anxiety Theorem 17",
              "description": "Anxiety is a measure of self-awareness in an organism in the Sixth
Degree of Surface Interactions."
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       {
              "type": "definition",
              "id": 17,
              "name": "Synthetic Construct Definition 17",
              "description": "A Synthetic Construct is an idea or concept generated as a result of
advanced Surface Interactions to assist with the perception of the Surface Interactions
themselves. E.g. time, straight line, black hole."
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