

My new “ism”, named: Compoveloptism:

The function that accounts the culture theory: Forced theme development explanation, and makes it innovative:

Basically you need a language that can explain *anything*. Lets say i want to convey my knowledge about computers, and *force* the information to *expand*. I would *choose*, then express my knowledge about computers *as* for example lines and colours or tones, or maybe words. The next step, is to *only* continue the essential look or sound of the theme. The language can have base variations *or* logic, preferably a mix of both. How much logic that is needed, compared to the needed variation, is currently unknown. Its these variables, and possibly some others that accounts the language. I am going to use my explanation of computers, to *assume* the rest of the theme. A kind of a further *prediction* of the theme(which might be some kind of composition of knowledge). Its the “composition encryption”, or essence of the (in this example) computer knowledge description/theme which brings the information towards the unknown, and *describes* the unknown. The goal is to *expand* the information. Its by using the theory of composition/essence expansion: *force* forth new information based on the essence. Again: the starting point of the process, could be: for example the aesthetics of the theme, then; without being affected by the information; *expand/develop*; from what the composition contains, *by* general, aesthetical rules. Then the information of computers would be expanded into a *described*, currently unknown, yet existing theme.