

3D-Berechnungsmethode - QuantenSchutz

[] QuantenSchutz (Richter-Bewegung-Druck) zum ausgleichen und als Schutz

[] KugelEngine in der Mitte auswechselbar

[] Ring aussen dienen zum Schutz der Materialien dem Richten - kommt zur Transformation der Materialien bei extremen (Transferormation Zum Transformer)

The image shows a hand-drawn technical sketch of a spherical engine, titled "3D-Berechnungsmethode - QuantenSchutz". The sketch is divided into several parts:

- Top Diagram:** A sphere with a grid of small circles on its surface. An arrow labeled "Aus/Eingang" (Output/Input) points to the left. To the right, text reads "Aussen Nuten verschieben sich" (Outer grooves move).
- Middle Diagram:** A sphere with a central circular component and a horizontal line passing through it. Arrows indicate rotation. To the right, text reads "Hüllen - Transformation der Materien Fest - Flüssig - Gas" (Shells - Transformation of matter Solid - Liquid - Gas).
- Bottom Diagram:** A curved structure with vertical lines, labeled "Ringe" (Rings). Below it, text reads "auf zu von zu Fibonacci Zahlen in 8 Layern" (up to from to Fibonacci numbers in 8 layers). To the right, a square symbol is followed by "=> (Cern)".

The sketch is drawn on a white background with black lines and includes a drawing toolbar at the bottom.