

The Design of the Brain Cortex Involvement in Near-Death Experience and Out-of-Body Experience

Abdulwahab F. Alahmari

Radiology Specialist, Radiology Department, Al-Namas General Hospital, Ministry of Health, Al-Namas City, Saudi Arabia.

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***Corresponding author:** Abdulwahab F. Alahmari, Radiology Specialist, Radiology Department, Al-Namas General Hospital, Ministry of Health, Al-Namas City, Saudi Arabia.

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Abstract

The aim of this paper is to highlight the role of the design of the brain cortex in consciousness, fingers like projections that help in receiving a global broadcast signal, a thick skull to condense the signal, medical conditions associated with removing a part of the skull its consequences, etc. Also, the association of out-of-body experience and near-death experience with electrode array stimulation of the temporoparietal junction will be explained.

Keywords: out-of-body experience; near-death experience; brain cortex design; global broadcast theory; universal signal; consciousness.

Introduction:

There are three perspectives known and used in TV shows, games, and novels: 1) a first-person perspective, 2) a second-person perspective, and 3) a third-person perspective. In literature, the first-person perspective is "I" or "we" when the writer is talking about himself, and the third-person perspective is "he" or "she". While the second-person perspective is always used to break the fourth wall and create a relationship between the text and the reader, so, "you" or your character becomes the character used and referred to. As for the second-person perspective, here things get more complicated because he is both at the same time (i.e. myself and he perspectives about me). The camera wants to tell your story, so you see yourself as one of the characters in the third-person perspective, but the narration is from the first-person/camera perspective.

It's a bit complicated, isn't it? Imagine seeing yourself from the perspective of a monster you are fighting; for example, that's the second-person perspective! The second-person perspective is a strange meeting between the first and

second perspectives alike. That's why the second perspective is not used very often in novels, games, and movies.

According to Blackmore S. (2017), there is a thought experiment called the Teletransporter Thought Experiment, which is a time machine (i.e. like the one that they have in *Family Guy*, the TV show). This thought experiment highlights the importance of the inner self. This thought experiment was made by (Parfit D. 1984). Then Blackmore showed an illustration of someone sticking his head in the machine and sending himself with the 2nd machine, arriving a little bit away behind the 1st machine and the new machine, and sticking his head out from the machine to see the rest of his body in the 1st machine. There are no two bodies or two machines in that thought experiment, but only one body and one machine, which is crazy somehow, and here is an example of it, see (Fig 1).



Figure 1: Teletransporter Thought Experiment.

There are three points of perspectives; 1) the worm's eye view, 2) the human's eye view, and 3) the bird's eye view (Murrain, 2017). Imagine seeing a cat from these views as

seen in Fig. 2. In Anomalous Experiences (AE) of consciousness can be experienced together or separately.



Figure 2: The three points of perspectives. The pictures description as follows; 2a: The worm's eye view, 2b: The human's eye view, and 2c: The bird's eye view.

Peter D. Ouspensky's (1920) book *Tertium Organum* speaks about a fourth dimension. The 1st dimension is a dot that goes front and back to make a line; the 2nd dimension is a microscopic entity that can go front, back, right, and left; the 3rd dimension is humans who can do the previous ones in addition to going up and down; and the 4th dimension, according to him, is time. The entities in the 1st dimension do not know about the existence of the 2nd dimension, and the 2nd dimension entities do not know about the existence of the 3rd dimension entities or their dimension (i.e. they can't imagine it). Likewise, the 3rd dimension entities do not know the 4th dimension entities or how their 4th dimension world works.

The cerebral cortex is designed to work as a receptor for universal signals. If the cortex is more advanced than the rest, then that person will be able to receive a better signal than the rest of humans. That's why mediation and clearing

the mind helps with focusing on receiving inspiration that can help in solving issues, but if someone is too busy with their worldly life, then that signal might not cross through. Stimulation of the cerebral cortex with transcranial magnetic stimulation improves the mood and makes some of the patients who have mental health issues better. Some of these mental illnesses might be associated with receiving the universal signal, which appeared as a distorted message to the patient and appears in the form of schizophrenia, psychosis, hallucinations, abduction experiences, and the government spying on their heads. The small thickness of the skull, skull pneumatization, or gaps in the skull due to the presence of arachnoid granulation see (Fig. 3) or an unclosed suture might be the root cause of the mental health issue, especially with hallucinations. This hypothesis could be tested easily by scanning mentally ill patients with CT scans to find any abnormalities in the skull.



Figure 3. An axial CT scan of the brain shows an arachnoid granulation thinning the skull on the right side.

These dimensions are not distinct, but they are all here in this world, according to Peter Ouspensky. The human cortex is not sophisticated enough to receive the signal from the 4th dimension, analyze it, and understand it. The possibility of the human brain getting to see the higher dimension is possible because it exists here and it can explain the mental illness. According to Alahmari (2024), "Maybe the skull's job is to condense this unknown energy to allow the reception of the necessary signals that the human needs. In cases of craniectomy, the patients suffer from the syndrome of Trephined, or "sinking skin flap syndrome," which leads to neurological deterioration from 24 to 48 hours after the removal of the cranial bone. This syndrome is very common among patients, which proves that the brain needs to be "shielded".

Near-Death Experience/Out-of-Body Experience:

The previous three perspectives of AE are usually experienced in Near-Death Experience (NDE)/Out-of-Body Experience (OBE), except maybe the second-person perspective. Blackmore claims in her book that electrode stimulation of the temporoparietal junction induces NDE/OBE, which can't be verified. The NDE/OBE is explained by being able to see beyond what humans normally see. Time is not the Earth circling the Sun because in other places in the universe there might not be a sun then can anyone say, time does not exist? Time is defined as change, according to Peter Uspensky. When some patients enter that changing dimension, they might not be able to grasp how it works or why that person is traveling even though his body did not go anywhere.

Cerebral Cortex Design:

Why does the brain have sulci and gyri? Why is not his surface smooth like the liver? There are medical conditions called pachygyri and lissencephaly, where the first is characterized by all the gyri making one big gyri, and the second condition is when the brain has no sulci or gyri on the surface. Even in these diseases, the brain still fits inside the skull. The scientists always claimed that in order to fit the brain inside the skull, it needs to be twisted to have gyri and sulci, which sound like arguments from ignorance.

There is a big use for these fingers like projections (i.e. gyri), which is receiving a signal. When patients lose these gyri, they have learning disabilities and seizures.

Conclusion:

This paper follows the first published paper titled Epineural Theory of Consciousness. It expands on human perception, delusions and hallucinations (or, better to say, illusions), the difference of perspectives, brain cortex design function, and skull function.

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