

Subject: A Discussion on Entity1 in the Las Vegas 2023 Backyard NHI Event  
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At AdaptNet AI Laboratories, our best scientists & engineers decided to take a look at two “NHI/UAP/UFO” cases, a 2023 “Las Vegas Backyard NHI (LV’23)” event and 2007-2009 “Kumburgaz, Turkey UFO” events. This was highly unusual given that our business model focuses on “**NextGen Computing, Networking, AI, and Media Forensics**”. Spending valuable time on these two “NHI/UFO” cases was indeed a very big risk given the ongoing stigma associated with the “NHI/UAP/UFO” arenas.

Initially our focus was on forensics of the family home video. We started the analysis with our flagship AI, “AdaptOne”, designed with a Human Learning Model (HLM) which learns and executes several techniques to validate that the observed “entities” are in fact “real”. Those techniques include, among others,

- “**Motion Based Heat Mapping (MBHM)**”,
- “**Motion Tracking (MT)**”,
- “**Technology Reverse Engineering**”, &
- “**Cloak**” and “**Cloak Algorithm Decryption**”

To learn more about MBHM & MT please download the following:

- [https://adaptnet-ai.com/motion\\_heatmap\\_vs\\_tracking/](https://adaptnet-ai.com/motion_heatmap_vs_tracking/)
- [https://adaptnet-ai.com/entity1\\_motion\\_heatmap\\_analysis\\_ppt/](https://adaptnet-ai.com/entity1_motion_heatmap_analysis_ppt/)

Within the first several 10s of seconds of the family video we were able to identify 3 entities:

- The 1st (Entity1), about 8’ to 10’ tall with a large head and large black eyes, standing behind the fence, peering over it, near the family, in a “**semi-cloaked**” state.
- The 2nd entity (Entity2) approached the family as they entered the backyard in order to intimidate them into not proceeding into the backyard. We have yet to obtain a clear view of Entity2.
- The 3rd (Entity3), which was going in and out of “**cloak mode**” as the family started their entry into the backyard, had a giant canonical-shaped head, with large black eyes, and was almost directly in front of the family as they started their walk into the backyard. Entity3 is the classic “Mantis”-like NHI.

As we continued our investigation into these three, we discovered that there were many more NHI than we had expected. That led us into investigations of objects in the earth’s atmosphere and orbits, looking for “craft” that could carry a multitude of NHI.

Aside from the natural excitement we feel as scientists & engineers when a project like this comes along, we are also extremely motivated by comments from so-called “debunkers”, who have convinced themselves that the family members, and others who studied the video, had really witnessed wild animals, shadows, or pareidolia when they claimed to have seen

NHI in the family's backyard. They "certainly did not see actual NHI" according to the debunkers.

In the following video and picture snippets (taken by AdaptOne AI from the Las Vegas family video), we focus on Entity1, an NHI that was very near the family, hiding behind the fence near the backyard entrance where the family was.

The following pictures are taken from the family video which shows Entity1's large head and large black eyes. The entity appeared in a semi-cloaked state as there was failure of the NHI cloaking mechanism unbeknownst to the NHI themselves.

Others have stated that there is a certain percentage of pixels missing in the image itself insofar it involves Entity1's head (the quote we heard was 66.6% pixels, but we will prove in our paper that the number is misinterpreted). At AdaptNet AI Labs we believe the entity was partially cloaked, hence explaining the misinterpretation of missing pixels upon being recorded by a camera.

Entity1 Original Face Original (Top-Left of Fence): <https://adaptnet-ai.com/entity1-original/>  
Entity1 Lightened Face (Top-Left of Fence): <https://adaptnet-ai.com/entity1-lightened/>

In V1 below, we see Entity1 starting at the Left-Top of the fence, almost on top of the family, with its head above the fence, and the shadow of its legs seen on the slats of the fence near the bottom as it moves from Left-to-Right and then back again. Play the video in "slower" motion so that you can see the entity movements and the shadows on the lower fence:

- V1: [https://adaptnet-ai.com/lasvegasa itself lien entrefence shortened/](https://adaptnet-ai.com/lasvegasa%20itself%20lien%20entrefence%20shortened/)

The following sequence of snapshots were taken from the video. Take a look over the top of the fence and the fence slats toward the bottom of the fence. In successive pictures we see the slow appearance of the head and the appearance of "leg" shadows as Entity1 comes fully to the left edge of the fence.

Remember, Entity1 starts at the top-left and moves right as the family starts to enter the backyard. In this state the entity's shadow fills the lower fence slats:

- <https://adaptnet-ai.com/e1-start-4/>

As the family moves forward to enter the backyard, Entity1 moves to the right to hide. In this case the shadow moves right with Entity1 and eventually dissipates:

- <https://adaptnet-ai.com/e1-move-4/>
- <https://adaptnet-ai.com/e1-pre-4/>

The family members are then scared by Entity2, which chases the family backwards. As this happens Entity2 moves back left as does the shadow (but partially commensurate with Entity2's partial movement back:

- <https://adaptnet-ai.com/e1-almostfinal-4/>

As the family is almost completely back out of the yard, Entity1 returns to the top-left part of the fence again:

- <https://adaptnet-ai.com/e1-final-4/>

Pay particular attention to the top of the fence to the right of the family. Right above the top of the fence the space is “dark”. That “dark” space then moves to the right and as the family retreats from the yard, the “dark” space moves back to the left. With just this video one can already surmise that the dark area is not a shadow because its movement is independent of the movement of all family members.

In the next set of videos AdaptOne and the broader team used “**Motion Based Heat Mapping (MBHT)**” and “**Motion Tracking (MT)**” to validate that the figures seen are in fact actual physical automaton.

- V2: [https://adaptnet-ai.com/lasvegasalien\\_headshadow\\_arrowsfarright-2/](https://adaptnet-ai.com/lasvegasalien_headshadow_arrowsfarright-2/)
- V3: [https://adaptnet-ai.com/lasvegasalien\\_dynamicheatmaponly\\_bypass/](https://adaptnet-ai.com/lasvegasalien_dynamicheatmaponly_bypass/)

In V2, V3 we see that lighting between the fence slats lights up “white”. Further, the intense white light is indicative of a fair amount of “movement” even if a shadow were not to be cast. In other words, if one were to look through the openings between slats one would witness a fair amount of movement of Entity1. In the case of the red sprite, the bottom of the fence is graphically “lifted” so it is easier to see the likeness between the top & bottom in terms of the tracking of movement.

Download an explanation of MBHM & HM here:  
[https://adaptnet-ai.com/motion\\_heatmap\\_vs\\_tracking/](https://adaptnet-ai.com/motion_heatmap_vs_tracking/)

V2 & V3 compare the lighting in the fence slats with the appearance of Entity1’s head above the fence. As the lighting turns “white” through the slats of the fence the “head” of the entity is again back to the “top-left” of the fence. This proves without any question that the movement of the head corresponds exactly with movement of “something” far below the head (and behind the fence); this is likely “legs” associated with the head).

One can then reasonably conclude that the “legs” of the being are in fact causing the shadow on the fence from light coming from the opposite direction; the fence shadow is in fact associated with the head movement. Because of this obvious association, the “moving” dark area above the fence in fact cannot be a shadow, it MUST be a physical object connected to the physical object casting a shadow on the fence slats.

Pics:

- P1: <https://adaptnet-ai.com/entity1edgeanalysis-2/>

In the video and picture you can see the entity peering over the fence in the first 2 frames. In the 3rd frame an arrow points to a dark spot in the Edge Analysis. That dark spot indicates that something physical is there, so it cannot be a shadow.