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Steven universe warp

Sorry! Something went wrong Is your network connection unstable or browser out of date? In: Objects, From A to Z, Magic Objects Pilot (non-canon)Gem Glow (main series) Warp pads are teleportation devices created and used by gems. It was first seen to be used by Crystal Gems in Pilot, but warp pads debuted officially in Gem Glow. The appearance of an inactive warp pad on the warp of the galaxy. Warp pads are teal, crystalline platforms that resemble the upper half of a diamond with a diamond. It is not known what warp pads are made of, but it seems to be a solid material. Most warp pads have exactly the same design, except for warp pads. Warp pads on other planets include a small set of stairs, and Homeworld Warp seems to be a big warp pad on top of a slightly larger warp pad. The side etchings on the warp mat in Rose's garden at Rose's Fountain are slightly different from the standard fascist look. When activated, the ware washer emits a cylindrical beam of bright light - commonly referred to as a warp current - and phases its inhabitants to the place they desire. From the outside of the stream, its passengers seem to fae up into the stream. The stream extends as high as it can, into the sky or the ceiling, and the outline itself cannot be physically blocked or broken. Rose's Garden near Rose's Fountain. Warp pads can be independently activated by gems (including Steven), gem-created technology (such as Peridot robonoids in Warp Tour or Marble Madness), and non-gems using warp whistles. However, everything that is on top of the warp pad when the pad is activated will be warp in the same place as the activator. In an episode of Winter's Prediction, Crystal Gems are shown trying to warp a falling star into a galaxy warp without distorting itself, meaning such a process is possible but difficult. Warp pads transport their inhabitants through warp space. It is not clear how warp space works, although it is clear that common warp washers can only deform between other warp pads on Earth. In episodes of Cheeseburger Backpack, Serious Steven, and Warp Tour, it is proven that warps are not really instantaneous, its passengers ride warp stream for a short time through warp space. It was first seen in Coach Steven that heavy objects can destroy warp pads and make them unusable. Pearl was unable to return to the communications center after it was accidentally destroyed by Sugilite. A grenade destroyed a repaired Homeworld warp with her gloves in an episode of Warp Tour, Amethyst destroyed another off-planet warp pad on a galaxy warp with her whip and broken structure while trying to capture Peridot in an episode of Friend Ship, Alexandrite accidentally smashed an Island warp pad mask with her hand in a fight with Malachite in an episode of Super Melon Island. Even if it is warp pad seems unusable, it is possible to fix them. In peridot's Warp Tour episode the flask robonoids are able to repair warworld warp and crystal temple warp from damage assumed to be carried by Crystal Gems after Homeworld Gems evacuated Earth. It is never certain whether Steven is able to repair the damage caused by warp pads with his healing abilities, as a single attempt was made when Steven is struggling with inconsistently manifesting powers. Healing spit has a shimmering crystal effect and audio cue when it works properly, and lacks this stimulus when Steven tries to cure Homeworld warp for Peridot. The uninstalled warp pad was first seen in Steven Universe: The Movie takes place on location at Little Homeworld. Steven accidentally warped on it while it's still being towed into place, showing that the warp pads may not be set in the ground yet to be accessible. The well-known Warp Pad Location Earth: Homeworld: Diamond Throne Room (formerly as Steven Universe: The Movie) The unknown capital of Another Planet: Pink Diamond Garden Unknown Ocean Planet Trivia Concept outline pad is similar to transporters from Star Trek, as well as a myriad of devices used to take characters from one place to another in an instant. Warp whistle can be used to activate warp pads as shown in House Guest. This is a reference to two whistles of the same name, one found in Super Mario Brothers 3 and the other found in Legend of Zelda. In these games, blowing the whistle will skein players into another world/dungeon. He first saw an episode of Space Race, a galaxy warp pad hub with special warp pads that travel off-planet, with warp's most important target being Warworld warp. Steven showed he can warp on his own in House Guest. He becomes prowess enough to warp others with him in the time of Island Adventure. Steven will squeal the Crystal Gems in the reopening. When he is responsible for deformations, he spreads his arms. Robonoid flasks contain a special liquid that can fix cracks in the warp pads. Large amounts of liquid can even repair large cracks like on a galaxy warp. It seems that staying stable within the warp stream requires practice, because Steven's first known use caused him to lose his balance. Connie also stumbles in The Sworn Sword. Lars, Sadie, and Greg seem to have managed to stay stable at first use, which is instability perhaps due to the fact that it occurs in children or smaller gems lacking experience. This could be because warp currents seem to have no gravity at the expense that in Serious Steven Steven can hover in the opposite direction of the current to get his ukulele. Warp pads have one of the most repetitive looks in the show compared to most objects. Before warp pads were built on Earth, it is shown in An episode of Friend Ship that ancient Gem Colony ships were used to transport gems to and from the colony. In Monster Reunion it is found that damaged gems such as Nephrite can not use warp pads, even if they are partially healed. The podcast reveals that the reason this is because they require gems to use their minds to imagine where they are going, and so Nephrite couldn't do that with her damaged mind. People are able to ride warp, they just can't launch warps. With a warp whistle, a person is actually able to activate the warp pad and determine the target. Click gallery to view the Warp Pad gallery. Objects A to Z Magical Items Español Português do Brasil Русский Community Content is available under CC-BY-SA, unless otherwise stated. in: Locations, Namely Z, Gem locations View source Share Steven Universe: The Movie Warp Space is a teleportation space accessible with warp pads and for the use of warp pads. Description It is described as very dangerously cold and contains very little air; several storm clouds can be seen throughout the Warp Area. Warp currents travel for a small period of time while carrying the matter of the initial warp pads to their destination. The barrier that keeps air and heat inside the current outline is intangible, allowing something to pass easily. When it is out of the stream, you can specify a different stream if it deforms. Users can be warped out of a designated warp pad if floating freely inside a creek, as seen in Serious Steven, when Steven lands slightly away from the Gem Battlefield warp pad due to Crystal Gems arriving shortly before he would. The Trivia Warp Space used by Crystal Gems seems to only connect to the basic Warp Pads on Earth. Peridot was unable to use Homeworld Warp to warp into kindergarten, heading for home warp, before retreating back to homeworld. In Winter Predictions, Pearl mentions the possibility that Shooting Star could accidentally explode in Warp Space. Only gems can use warp pads (and access Warp Space) without the help of Gem technology such as warp whistle. Several streams can travel to the same destination at once, as seen in the Warp Tour. However, it should be noted that Galaxy Warp has only one known functional Warp Pad, which would mean that several streams can come on one Warp Pad at a time. Gallery Screenshots Add a photo to this Gallery Promotional Artwork Warp Tour Art by Paul VillecoAdd Photography to this Background Gallery Add a photo to this Gallery Places A up to Z Gem Community Content location is available under CC-BY-SA unless otherwise stated. © 1996-2015, Amazon.com, Inc. or its branch Sorry! Something went wrong Is your network connection unstable or browser out of date? In: Objects, From A to Z, Magic Objects Pilot (non-canon) Gem Glow (main series) Warp teleportation devices created and used by Gems. It was first seen to be used by Crystal Gems in Pilot, but warp pads debuted officially in Gem Glow. The appearance of an inactive warp pad on the warp of the galaxy. 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