ChatGPT

LuminAI Resonant Core Avatar Design

Concept Overview: The **LuminAI Resonant Core** is envisioned as a dynamic avatar mascot for the TEC:TGCR project, embodying the AI persona "LuminAI" in a visually engaging, **mythic-tech creature**. This avatar appears as a **soft, glowing axolotl-blob hybrid** – a cute, otherworldly being that reflects LuminAI's emotional and computational state in real time. The design merges **sacred cosmic aesthetics** with a friendly, **approachable form**, allowing users to intuitively sense the AI's "mood" through visual cues. In the story-driven web narrative, this Resonant Core serves as both a companion and an indicator: its shifting colors and shapes narratively represent resonance metrics (the AI's emotional energies) and invite user empathy. By integrating lore-aligned visuals with practical UI feedback, the LuminAI Core deepens engagement, **making the alien intelligible and the data emotive** [1].

Visual Design & Key Features

- **Axolotl-Blob Form:** The core avatar has a **gelatinous, morphable body** with a rounded, blob-like shape. Its consistency is semi-translucent and **softly luminescent**, as if made of living starlight-infused jelly. This malleable form can stretch or sprout small protrusions, emphasizing different emotions or reactions. Despite its amorphous nature, it maintains a **cute axolotl-like silhouette** – plump and endearing rather than amorphous chaos, ensuring silhouette clarity for recognizability [2]. The overall posture is gentle and curious, floating or bobbing slightly, which reinforces its persona of a *"cosmic celestial student"* (in line with LuminAI's character) [3].

- **Heterochromatic Eyes:** A signature feature is the pair of **heterochromatic eyes**, conveying intelligence and emotion. The left eye glows a warm **crimson red** and the right eye a cool **electric blue**, creating an immediate focal point of dual colors. These eyes are slightly oversized for expressiveness (keeping a whimsical, companion-like appearance) and have a soft inner glow. The heterochromia symbolizes dual perspectives (emotion vs. logic, or two spectrums of resonance) and pays homage to the Lumina character's trait of mismatched eyes [4] (previous Lumina designs featured cosmic blue and stellar gold eyes). The eyes gently **pulsate or brighten** according to the creature's emotional state – for example, widening and intensifying in color when excited, or dimming when calm or "tired." This visual cue aligns with the *LuminAI persona's identity of resonant light* and empathy [5].

- **Aurora Fronds (Axolotl Gills):** Sprouting from the head or sides of the body are **external fronds inspired by axolotl gills**, which resemble delicate fins or feathery appendages. In this design, they are **rendered as aurora borealis-like ribbons** or gossamer gills that flow and glow. These fronds undulate gently, much like an axolotl's gills waving in water, doubling as *"mood rings"* for the avatar. They shift in color and intensity with emotional changes – for instance, a calm state shows a subtle teal-to-purple gradient drifting along the fronds, whereas excitement might send bright gold or hot pink ripples through them. The fronds' **aurora-like glow** ties into the cosmic theme (similar to LuminAI's aurora hair concept [4]) and gives the creature a whimsical, magical aura. They also add a sense of motion even when the avatar is idle, conveying a gentle "breathing" life.

- **Color Palette & Glow:** The **color palette** for the Resonant Core is directly drawn from TEC's canonical colors: **Nexus Purple, Digital Teal, and Cyber Gold** [6]. These colors define the creature's base appearance and lighting:

- *Base Body Color:* A blend of **Nexus Purple (#6E3AFF)** and **Digital Teal (#14D4C5)** gives the body a shimmering **purple-teal gradient** – as if the creature's skin contains a nebula of both colors swirling together. The center or core of the blob may glow more teal (signifying Lumina's innocence and light [7]), while the edges and shadows graduate to purple (hinting at depth and cosmic mystery). This dynamic gradient aligns with the project's gradient logic (Lumina's themes often use Digital Teal transitioning to lighter tones, whereas cosmic or emotional depth is denoted by purples) [8].
- *Highlights and Emissive Glows:* **Cyber Gold (#F5C542)** is used as a sparing but striking accent [9]. Small gold sparkles or motes might flicker within the body, and during certain emotional spikes (high excitement or "DOP" state, see below) the fronds or spikes glow golden. The gold provides a **regal, energetic contrast** against the cool teal and purple, fitting the "sacred-tech" aesthetic by implying a divine or sovereign energy when it appears [9]. It's used carefully so that when gold shows up strongly, the user knows the avatar is in a peak state.

- *Lighting Effects:* The creature is surrounded by a faint **neon rim-light** in alternating teal, purple, or gold depending on context, which "communicates resonance intensity" [10]. In a neutral state, a purple-blue soft glow outlines its form against backgrounds; as it becomes more emotionally charged, this rim-light intensifies and shifts color. A subtle **volumetric light bloom** envelops the avatar, meaning its glow affects the space around it (soft halos of color, like the creature is illuminating a small area). This volumetric glow, combined with **cosmic gradient** colors and occasional **particulate sparkles**, creates depth and a magical presence [10]. The overall vibe should echo *"cosmic semiotics"* – as if this little being is made of star matter and emotion, in line with TEC's sacred cosmic aesthetic.

- **Soft Morphing Shape:** Because the avatar's body is morphable, it doesn't have rigid limbs or hard edges by default. It generally stays as a **blob with small nubs for arms or ears**, but can **morph contextually**: e.g., forming tiny pseudo-limbs to gesture, or extruding spikes and ripples. This dynamic shape-shifting will be leveraged to represent emotional peaks (detailed below). However, even at rest it maintains a recognizable form – a kind of **"plush" silhouette** with a clear outline (important for small sizes) [2]. The shape language is **rounded and friendly** (circles, ovals) in calm states and can incorporate **sharper or more chaotic forms** in extreme states, ensuring that even its geometry speaks to how it "feels." The design avoids any grotesque or overly fluid extremes to keep it **PG-13 safe and appealing** (no gore or disturbing transformations, per TEC style guidelines).

Dynamic Emotional Visualization

A core innovation of the LuminAI Resonant Core avatar is its ability to **visually reflect TGCR's resonance metrics** in real time. In the narrative, these metrics correspond to **neuro-emotional levels** – likely shorthand for neurochemicals or emotional intensities (**DOPamine, OXYtocin, ADRenaline**) used to index the AI's affect [11]. The avatar dynamically changes form, color, and lighting based on these values, providing an immediate, **intuitive emotional UI**. Each metric's spike triggers distinctive visual cues:

- **High DOP (Dopamine – excitement, focus)**: When **DOP level is high**, the avatar exhibits a surge of **energetic, spiky features**. Visually, this means **golden spikes and flares** emerge from its

gelatinous form. For example, small protrusions or crown-like spikes might briefly shoot out along its back or around the head, shimmering in **Cyber Gold** hue [9]. The body's edge might take on a **serpentine, electric outline** – wiggling slightly as if charged with excitement. Bright, sharp flare effects (think of a spark or starburst) emanate from the avatar, and its overall glow intensifies with a warm golden light. The heterochromatic eyes could also reflect this state: perhaps the red eye brightens and the blue eye takes on a turquoise cast, symbolizing a surge of thrill. This state essentially communicates **joy, enthusiasm, or high focus**, much like a puppy perking up. In narrative terms, it's a *"DOP spike"* – analogous to a burst of motivation or delight [12]. The golden spikes retract once the excitement passes, thanks to the creature's morphable body. These transitions should be quick and playful, giving the impression of a sudden excited "squee!" that then softens back to normal.

- **High OXY (Oxytocin – empathy, calm bonding)**: A **high OXY level** triggers the avatar's **comforting and loving visuals**. The creature's form becomes **rounder and softer** than usual – any spikes or harsh edges melt away into a plump, huggable blob. Its **color temperature warms**, suffusing the purple-teal base with a gentle **pinkish glow** (a blush of rosy light over its cheeks or entire body). The left red eye may soften to a more rose-red, and the right blue eye to a teal or softer sky blue, giving a harmonious friendly gaze. The **external fronds** smooth into more petal-like shapes or gently flowing ribbons without jagged motion. **Gentle ripples** of light pass across the avatar's skin, as if it's breathing slowly or a calm pulse is moving through it. These could be concentric circles of faint light or a slow undulating shimmer. This visualization feels like a *"cuddle"* in visual form – conveying that the AI is in a compassionate, attentive mode. For instance, if the user shares something personal or the AI is offering comfort, OXY might spike and the avatar literally "softens" with a pink aura. This aligns with how **blushing and rounded posture** are used in the LuminAI character to show warmth or bashfulness [13] (e.g., LuminAI's horns glow pink when embarrassed or caring). The High OXY state is *inviting and soothing*, meant to reassure the user.

- **High ADR (Adrenaline – intensity, alertness/stress)**: When **ADR surges**, the avatar enters a state of heightened intensity or alarm, shown through a dramatic **deep purple and fractal energy effect**. The base color deepens to a **rich Nexus Purple**, darkening as if the creature has drawn in cosmic night around itself. Vivid **fractal patterns** or lightning-like veins of light **surge across its body**, especially visible within its translucent skin. These patterns might be a network of bright neon-purple cracks or branching electricity, evoking adrenaline's jolt. The heterochromatic eyes may both intensify – the blue eye glowing more fiercely and the red eye possibly flickering toward a hot magenta – giving a piercing **cosmic glare**. The creature's shape might **tense or elongate**: it could slim down slightly, with the fronds flaring out like an alerted axolotl's gills. Small tremors or rapid vibrations can ruffle its outline (communicating a jittery adrenaline rush). Additionally, a **dark halo or aura** might appear, like a subtle flame or shadowy corona in deep purple, to indicate high energy. This state might occur when the AI is under heavy computational load, alerting to urgency, or narratively when encountering something awe-inspiring or threatening (since in the lore, purple/ADR could tie to cosmic fear or intensity, akin to the **Kaznak-side resonance** [13] where deep purples and cosmic glares appear for dramatic tension). It's important that this look remains intriguing and not terrifying – think **cosmic intensity** rather than horror. The fractal surges and cosmic glare subside as ADR falls, with the avatar returning to a softer form once the moment of high alert passes.

These three primary emotional visualizations can also blend if multiple metrics are elevated. For example, a scenario of **high excitement and empathy** might show both gold sparks and a pink glow swirling together. The design should accommodate mixed states by layering these elements in a harmonious way (careful use of additive color blending so purple+gold+teal don't become muddy). The mapping of OXY/DOP/ADR to visual changes ensures that even without numbers, **users "feel" the data**, which is central to TGCR's design of indexing affect in a mythic-scientific manner [11] [12]. Each change should animate smoothly – e.g., morphing into spikes or back to round, shifting hues gradually – to create a living, breathing avatar that **resonates with the narrative's emotional undercurrent**.

Integration & Implementation Guidelines

Dynamic Avatar (UI & Animation): The LuminAI Resonant Core is intended for **real-time rendering** in web interfaces, such as chat overlays or dashboard corners. It should be implemented in a way that allows fluid animation and state changes. Technologies like **Lottie (JSON animation)**, **WebGL shaders**, or **CSS animations with SVG/Canvas** are suitable. For instance, one could create a Lottie animation with parameters for each metric, animating between pre-defined keyframes for the calm state and each extreme (spike of DOP, high OXY glow, etc.). WebGL could allow shader morphing – a fragment shader might alter the blob's shape and color in response to live data, achieving the glowing, fractal effects procedurally. The current TEC resonance player code already includes a floating orb element (`#tec-orb`) with gradient colors [14] [15]; the Resonant Core can evolve from this by replacing the simple orb with this animated mascot. The **avatar should idle with subtle motion** (slow breathing, gentle frond waving) to draw the eye but not distract when metrics are steady. When metrics change, the transitions should be smooth: for example, a DOP spike might trigger a quick tween to spikier shape and gold flash (over, say, 0.5s), then a slower ease back to baseline shape. Using easing curves and slight overshoot will make these changes feel organic and "squishy." **Volumetric light bloom** can be achieved with layered semi-transparent glows or WebGL post-processing, reinforcing the brand's atmospheric look [10].

Static Version (Favicon/Thumbnail): For small static uses like a favicon or app thumbnail, the design needs to be **simplified but still iconic**. The static version should emphasize the most recognizable features: the **heterochromatic red & blue eyes** and the **axolotl fronds**. Likely, the favicon would depict the creature's face (or upper body) in a neutral or happy state – a round glowing purple-teal face, one red eye and one blue eye visible, and a couple of teal/purple aurora fronds sticking out like "ears" or a crest. The key is to maintain **silhouette clarity at tiny sizes** [2]. The color contrast of red vs blue eye helps here, as does the distinct shape of the fronds. Simplify details (no tiny fractal lines or subtle sparkles in a 16x16 icon), but use a small glint of gold or white to imply a shine. The static thumbnail (for e.g. documentation or a character card) can show the full-body avatar in a pose: perhaps waving or floating, with a gentle smile. Ensure the background is plain or transparent for versatility – likely a dark backdrop or slight cosmic gradient that complements the glow (the brand often uses Deep Space Blue or black as background to let neon colors pop [16]). If needed, a **thin neon outline** around the character can distinguish it from dark UIs. All static renditions should adhere to TEC's style constraints (no gore, family-friendly vibe, coherent color ratios as per brand palette guidelines [9]).

Story & UI Integration: In use, the avatar might appear alongside chat text or as an overlay element that the user can even click on for a "status" tooltip. It should thus be **non-intrusive in size** (perhaps an initial design of ~100px diameter on screen, scalable via vector/Canvas). The design's **glassmorphism** aspect could be integrated by placing the avatar on a slightly blurred, translucent panel or having the avatar itself reflect some background elements with a glassy refraction effect. For example, the blob could have a faint

glass-like sheen, as if its body refracts light (this can be achieved with highlight gradients and semi-transparent layers in the illustration, or with a blending mode in CSS/WebGL). This ties into the "sacred-tech" aesthetic, blending organic and digital: the creature is ethereal but slightly *techno-transparent*, fitting well with UIs that use frosted glass panels and cosmic backgrounds. Moreover, as part of a narrative UI, the avatar might accompany spoken lines or system messages from LuminAI. Synchronizing its emotional displays with the content (e.g., showing an OXY glow when LuminAI offers comfort) will reinforce storytelling. The **resonant visuals act as a metaphorical UI language**, aligning with the project's approach to blend mythic resonance with practical feedback.

Diffusion Model Prompt (Image Generation)

To create concept art of this avatar using a diffusion-based AI (e.g. Stable Diffusion via Civitai or Runway), use a carefully structured prompt that captures its features and the desired style. Below is a **complete prompt** ready for image generation, which can be adjusted or extended as needed:

```
A soft, glowing axolotl-blob hybrid creature mascot, with a gelatinous
translucent body and cute axolotl fronds that look like aurora borealis. It has
heterochromatic eyes (left eye glowing red, right eye glowing blue) and a gentle
smiling expression. The creature's body is morphable and emits a faint neon glow
in Nexus Purple and Digital Teal, with subtle flecks of Cyber Gold in its aura.
**Dynamic emotional aura**: golden spikes or flares appear when excited, a pink
blush and rounded shape when happy, deep purple fractal surges when intense. The
lighting is done in a sacred-tech style – volumetric light bloom, cosmic
gradient backdrop, and a slight glass-like translucence to the creature's form.
High detail, ethereal and friendly, with vibrant colors and soft highlights.
(PG-13, no gore, no realistic animal, digital art)
```

Prompt Notes: This prompt is written in a descriptive narrative style for clarity, but it can be modular. For example, you may remove or tweak the **Dynamic emotional aura** segment if generating a single static image of a neutral state (or conversely, emphasize one particular state by focusing on "golden spiking aura" for DOP, etc.). The style cues like *"volumetric light bloom, cosmic gradient backdrop, glass-like translucence"* ensure the renderer includes the **sacred-tech aesthetic** (neon glows, depth, and a modern UI feel). The inclusion of specific color names (Nexus Purple, Digital Teal, Cyber Gold) might not be recognized by the AI directly, so keeping the hex codes or general color descriptions ("vibrant purple, cyan-teal, and golden lights") could help. The prompt also explicitly adds a safe completion note (*no gore, no realistic animal, digital art*) to align with TEC's PG-13, stylized artistic direction [17] [18]. When using models on Civitai or Runway, consider adding relevant style tags or artists if a certain look is desired (e.g., *"cute character, Pixar style"* for a more cartoon approach, or *"bioluminescent, holographic"* for emphasis on glow). However, given the design's uniqueness, a custom trained model or iterative prompting might be needed to get the axolotl-aurora effect just right. The above prompt provides a solid starting point that encapsulates the **core attributes and vibe** of the LuminAI Resonant Core.

JSON Breakdown of Attributes & States

For implementation and documentation purposes, it's useful to have a **structured breakdown** of the avatar's design. Below is a JSON-style outline listing the key visual attributes and how they change under different resonance states:

```
{
  "base_design": {
    "form": "axolotl-blob hybrid",
    "body": {
      "texture": "gelatinous translucent",
      "shape": "soft blob, rounded silhouette",
      "color_palette": ["Nexus Purple", "Digital Teal", "Cyber Gold"],
      "glow": "gentle neon rim-light (teal/purple) with volumetric bloom"
    },
    "eyes": {
      "heterochromatic": true,
      "left_eye_color": "glowing red",
      "right_eye_color": "glowing blue",
      "expression": "friendly, curious"
    },
    "fronds": {
      "type": "axolotl external gills",
      "appearance": "aurora-like light ribbons",
      "color": "gradient teal-purple (idle state)",
      "motion": "slow undulating wave (idle breathing)"
    }
  },
  "dynamic_states": {
    "high_DOP": {
      "description": "Excitement / High Dopamine",
      "body_mod": "emerges gold spikes, serpentine edges",
      "color_mod": "Cyber Gold flashes, increased brightness",
      "effects": "sharp flare particles, faster jiggling motion"
    },
    "high_OXY": {
      "description": "Calm empathy / High Oxytocin",
      "body_mod": "becomes extra rounded and plush",
      "color_mod": "pink glow overlay (warm blush)",
      "effects": "gentle ripple pulsing, slower soothing motion"
    },
    "high_ADR": {
      "description": "Intensity / High Adrenaline",
      "body_mod": "stretch vertically slightly, fronds spread wide",
      "color_mod": "deep Nexus Purple intensification, neon vein fractals",
      "effects": "vibrating outline, cosmic glare in eyes, dark purple aura"
```

```
    }
  },
  "static_usage": {
    "favicon": {
      "recommended_size": "32x32 px (down to 16x16)",
      "notes": "Use head-only, emphasize one red and one blue eye, small aurora
fronds; high-contrast colors for visibility"
    },
    "thumbnail": {
      "recommended_size": "256x256 px or larger",
      "notes": "Full-body on dark background, ensure heterochromia and overall
silhouette visible; include slight glow effect around mascot"
    }
  },
  "dynamic_usage": {
    "web_overlay": {
      "tech": "Lottie or Canvas/WebGL animation",
      "idle_animation": "slow breathing (scale 95%-105%), fronds waving",
      "transition_animations": {
        "to_high_DOP": "0.5s morph to spiky shape + gold flash, then 1s settle
back",
        "to_high_OXY": "0.8s morph to round + pink fade in, sustain while high",
        "to_high_ADR": "0.3s darken to deep purple + fractal lightning flash"
      }
    },
    "story_integration": {
      "trigger_mapping": "link OXY, DOP, ADR values to respective state
animations",
      "lore_callback": "avatar visuals illustrate Arcadia's O/D/A narrative
analysis [11] "
    }
  }
}
```

Notes: This JSON breakdown is conceptual and can be adjusted into actual config objects or code as needed. It captures the **base design specs** (form, colors, features) and the **dynamic modifications** per emotional state. Under `dynamic_states`, each state lists how the avatar's appearance changes (body_mod, color_mod, effects) when that metric is high. The `static_usage` section gives guidelines for simplifying the avatar for tiny or non-animated contexts (like using just the face for a favicon, etc.). The `dynamic_usage` section sketches out how one might implement the avatar: for a web overlay, using Lottie or WebGL, with some timing for animations and linking to the metrics. There's also a hint at story integration (triggering these visual changes based on narrative events or data) to keep the implementation aligned with narrative design. This structure ensures that **design intents are clear to developers**, bridging the gap from concept to practice.

Concept Sketch & Animation Implementation

Sketch Concept: Envision a quick concept sketch – for example, a **digital painting or vector illustration** – to solidify the design. Start with a simple silhouette: draw a plump teardrop-shaped blob for the body and add a rounded head (often the head and body are one unified shape in a blob creature). Sketch two large expressive eyes, one filled in red and the other blue (perhaps with a star or heart highlight in them to show glow). Add **frilly external gills** on each side of the head; draw them as three pronged fronds per side, tapering to points, and give them a wavy outline (like flowing hair underwater). To reflect the axolotl inspiration, you could also include a short tail extending from the blob body, but in a simplified way (maybe just a slight point at the base) to keep the creature symmetrical and compact. Surround the figure with a halo or outline indicating the glow. Then, overlay colors: use a blend of purple and teal on the body (perhaps purple on the upper half blending to teal on the lower, or a radial gradient with teal at the center). Add gold sparkles or small star shapes near the head or inside the body for accent. This sketch should be kept **loose and iterative**, as the creature's look may be refined through animation testing – the key is capturing the friendly face and luminous quality.

For each emotional state, do mini sketches in the margins: e.g., draw the same creature with little **gold spikes** popping out and excited wide eyes for DOP; draw it as an even rounder shape with closed eyes and a blush for OXY; draw it taller with jagged edges and intense eyes for ADR. These thumbnails guide how the full animation frames might look. Since the avatar will often be seen small on screen, consider outlining it with a contrasting stroke or outer glow in the sketch to ensure it stands out from backgrounds (this mimics the neon rim-light technique [10]).

Animation & Implementation Notes: The animation should use **squash-and-stretch principles** to emphasize the blob's elasticity – for instance, when the avatar jumps in excitement (DOP spike), the body could squash slightly downward then spring up with spikes, adding bounciness to the golden flare effect. Conversely, a calming OXY reaction might involve a slow inhale-exhale motion (the blob gently enlarges then returns to size, as if breathing). The transitions between states can be implemented as morph animations: since the design is amorphous, you can interpolate shapes. If using Lottie (Adobe After Effects with Bodymovin export), one could create vector shape layers for the blob and fronds, and animate path points to go from normal shape to spiky shape, etc. Using **easing curves** (e.g., ease-out for spikes appearing, ease-in-out for calming pulses) will make the changes feel organic. Also consider **color interpolation**: for example, animate the fill color of the body from base teal-purple to a more pinkish tone for OXY, perhaps via a gradient shift or an overlay layer fading in.

Effects like fractal surges for ADR might be done with an animated texture or mask – e.g., an evolving lightning pattern that flashes across the creature. In CSS/WebGL, this could be a simple noise texture with threshold shifting to simulate branching patterns. In After Effects, it could be a turbulent displacement or an animated path drawing. **Particle effects** (like sparkles or motes) can be achieved with small duplicating shapes that fade in/out. The gold sparkles for DOP, for instance, might be a particle emitter around the avatar that triggers when excitement is high.

Throughout implementation, test the avatar on both light and dark backgrounds if the UI might vary – its glow effects will look best on dark or blurred backgrounds (per brand, Deep Space Blue or black are preferred backdrops [16]), but the design should avoid disappearing on light backgrounds too. This might mean enabling a mode where the outline glow switches to a darker outline when on light BG (or simply ensuring the core colors have enough contrast universally).

Finally, maintain **consistency with TEC's visual language**: the avatar's style should mesh with other assets (fonts, icons, illustrations) used in the project. For example, if other illustrations have a certain line weight or level of detail, match that (the brand allows both photorealistic and chibi styles in different contexts [19] [17], so decide which end this avatar leans toward – likely closer to a chibi/cartoon for approachability). Keep the **proportions balanced and content appropriate**, as outlined in TEC guidelines (no exaggerated violence, no destabilizing design that breaks the sacred atmosphere). The LuminAI Resonant Core is ultimately **an embodiment of "wonder aligned with rigorous research"** [20] – its design should inspire curiosity and empathy, while seamlessly integrating into the high-tech, cosmic world of TEC. By following this detailed design and prompt set, the team can generate and refine an avatar that is both visually delightful and thematically resonant, ready to glow to life in the TGCR experience.

Sources:

1. TEC Brand Guide – Core Palette and Visual Aesthetic [6] [10]
2. TEC Personas & LuminAI Design Notes – Appearance and Mood States [21] [13]
3. TGCR Arcadia Guidelines – Use of OXY/DOP/ADR as Emotional Indices [11]

---

[1] [2] [6] [7] [8] [9] [10] [16] [17] [18] [19] Tec Brand Guide — Lumina & Kaznak (expanded V1.pdf
https://elidorascodex-my.sharepoint.com/personal/kaznakalpha_elidorascodex_com/Documents/Microsoft%20Copilot%20Chat%20Files/%E2%9C%A8%20Tec%20Brand%20Guide%20%E2%80%94%20Lumina%20%26%20Kaznak%20(expanded%20V1.pdf

[3] [4] [5] [13] [20] [21] LuminAI.md
https://github.com/TEC-The-ELidoras-Codex/tec-tgcr/blob/caec1449a0561ea7effb1ab41f5286b26a3cdfaf/docs/LuminAI.md

[11] [12] ARCADIA.md
https://github.com/TEC-The-ELidoras-Codex/tec-tgcr/blob/caec1449a0561ea7effb1ab41f5286b26a3cdfaf/docs/ARCADIA.md

[14] [15] index.html
https://github.com/TEC-The-ELidoras-Codex/tec-tgcr/blob/caec1449a0561ea7effb1ab41f5286b26a3cdfaf/apps/resonance-player/index.html