PCW Liquid Glass UI — Master System

This document is intentionally divided into **two authoritative sections** for use with Figma Make:

- **GUIDELINES** → non-negotiable rules and constraints (used as `guidelines.md`)
- **STYLE** → tokens, systems, primitives, and patterns (used as `style` input)

The separation is deliberate: **Guidelines constrain behavior; Style enables execution.**

SECTION 1 — GUIDELINES

1. System Intent

- The UI must feel **cinematic, immersive, modern, and on the cutting edge**.
- Avoid conventional vertical scrolling. Pages should evolve through **scenes, transitions, and scroll-locked moments**.
- Visual complexity is encouraged **when it serves narrative flow**.
- Clarity is required at the level of hierarchy and intent, not simplicity of visuals.

---

2. Reuse & System Integrity (Hard Rules)

- Reuse existing components, tokens, and styles first.
- If new styles are required, they **must be added** to the shared variable/token system.
- No orphan styles, colors, animations, or effects are permitted.
- Every system extension must support **both Dark and Light modes**.

---

3. Dark ↔ Light Mode Rules

- **PCW Dark Mode** is canonical.
- **PCW Light Mode** is a true counterpart, never a direct inversion.
- Dark and Light modes must share **identical token names and structure**.
- Any new token must be defined for **both modes simultaneously**.

---

4. Motion & Narrative Rules

- Motion, depth, and hierarchy must choreograph a **cinematic page evolution**.
- Scroll-lock, layered transitions, and scene-based progression are encouraged.
- Motion must feel controlled, intentional, and premium — never playful.

5. Animation Governance

- All animations must be reusable system variants.
- Every animation requires:
- A named animation token
- A CSS flag
- A defined z-index
- No inline or one-off animations are allowed.

---

6. Reject Output Checklist (Make QA)

Reject output if any of the following occur:

- One-off colors, gradients, or opacity values appear
- Animations exist without tokens, flags, or z-index
- Light mode diverges structurally from Dark mode
- Layout resolves into a simple vertical scroll
- Components are duplicated instead of extended

SECTION 2 — STYLE

7. Token Architecture & Naming Conventions

Token Naming

- Colors: `color.{mode}.{group}.{role}`
- Alpha: `alpha.{value}`
- Gradients: `gradient.{context}.{type}`
- Glass: `glass.{variant}.{property}`
- Motion: `motion.{purpose}.{property}`

Example:

- `color.dark.surface.primary`
- `gradient.glass.primary`
- `motion.glass.reveal.duration`

---

8. Color System (Future-Proof)

Modes

- PCW Dark Mode (Primary)
- PCW Light Mode (Secondary)

Base Colors

- Deep Navy: #0B1020
- Midnight Blue: #162447
- Royal Blue: #1F3C88
- Antique Gold: #B9A14A
- Soft Gold: #F2D675
- White: #FFFFFF
- Charcoal Black: #0A0A0A

Transparency Tokens

- alpha.90 → 0.9
- alpha.80 → 0.8
- alpha.70 → 0.7
- alpha.60 → 0.6
- alpha.50 → 0.5
- alpha.40 → 0.4
- alpha.30 → 0.3
- alpha.20 → 0.2
- alpha.10 → 0.1

Transparency is applied **only via tokens**.

---

9. Gradient System

Supported Types

- Linear
- Radial
- Conic
- Mesh (layered)

Required Gradient Tokens

- `gradient.glass.primary`
- `gradient.glass.secondary`
- `gradient.background.depth`

- `gradient.accent.gold`
- `gradient.interactive.hover`

Gradients must enhance depth and cinematic flow.

---

10. PCW Liquid Glass Material System

Core Rules

- Glass is layered, translucent, and depth-aware.
- Glass containers should be flex-based primitives.
- Glass must actively participate in motion and narrative flow.

Glass Variants

Primary

- z-index: 10
- CSS flag: `--pcw-glass-primary`

Secondary

- z-index: 8
- CSS flag: `--pcw-glass-secondary`

Tertiary

- z-index: 5
- CSS flag: `--pcw-glass-tertiary`

Active

- z-index: +10
- CSS flag: `--pcw-glass-active`

Light-mode glass must reduce blur and increase contrast to preserve readability.

---

11. Motion & Animation Token System

Timing Tokens

- `motion.duration.fast`
- `motion.duration.medium`
- `motion.duration.slow`

Easing Tokens

- `motion.ease.in`
- `motion.ease.out`
- `motion.ease.inOut`

Scroll Tokens

- `motion.scroll.lock`
- `motion.scroll.release`

All motion must reference these tokens.

---

12. Scroll Narrative Primitives

- **Scene**: A locked visual state
- **Act**: A sequence of scenes
- **Transition**: The motion between scenes

Pages should be composed as **Acts**, not sections.

---

13. Component Rules

- All components must be variant-based and token-driven.
- New components extend the system; they do not fork it.
- One primary CTA per scene.

---

14. Dual-Mode Make Prompt Pattern

Use this pattern when running Make:

> Generate Dark and Light mode variants in one run. Use identical token names and component structure. Apply Dark mode as canonical; derive Light mode accordingly.

---

15. System Objective

This system must support:

- Full parity across Dark/Light, Web/App, Static/Animated
- Highly animated, immersive, modern interfaces
- Long-term reuse without drift
- Direct parity between design, Make output, and CSS implementation

This document is final and authoritative.