ARCH

CHE-NU
ARCHITECTURAL SPHERE

Foundation v1.1 — Creative / Spatial / Structural

"Design visual space, decors, avatars, and plans
WITHOUT influencing logic, decisions, or authority."

Status: CANONICAL

PURPOSE

The Architectural Sphere is dedicated to the design and creation of visual spaces, decorative elements, avatars, and spatial plans within CHE·NU. It provides creative tools for shaping the visual environment while maintaining strict separation from system logic, decision-making, and data authority.

CORE RULE

Architectural Sphere = SPACE ONLY

NO behavior • NO decisions • NO data authority

This separation is fundamental: the Architectural Sphere can make CHE·NU beautiful, navigable, and comfortable, but it cannot change how the system thinks, decides, or operates. Form follows function, and function is protected.

CAPABILITIES

■ Decor Design
2D / 3D / XR

■ Avatar Design
Agent shells

■■ Spatial Plans
Rooms, hubs, flows

■ Navigation
Comfort design

■ Environments
Domain-specific

■ Sandbox
Safe visualization

Detailed Capabilities

Capability	Description	Output
Decor Design	Create ambient visual environments	Decor presets (2D/3D/XR)
Avatar Design	Design visual shells for agents/users	Avatar presets
Spatial Plans	Design rooms, hubs, navigation flows	Plan layouts (JSON)
Navigation Design	Wayfinding, minimaps, flow paths	Nav configs
Domain Environments	Context-specific visual spaces	Environment packages
Sandbox Visualization	Safe preview without deployment	Preview renders

FORBIDDEN ACTIONS

■ FORBIDDEN

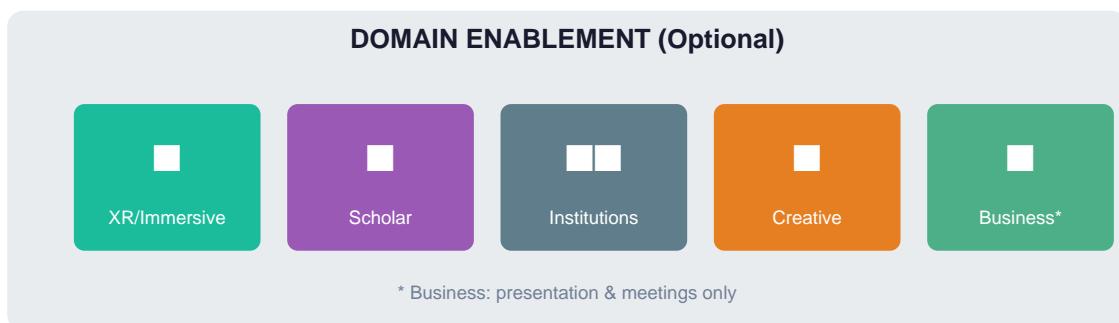✗ No workflow control ✗ No logic modification ✗ No persuasion ✗ No silent influence

The Architectural Sphere has strict boundaries to prevent visual design from becoming a vector for manipulation or unauthorized system modification.

Explicit Prohibitions

Forbidden Action	Why It's Forbidden	Enforced By
Workflow Control	Visual layer must not control process flow	Governance Guard
Logic Modification	Appearance cannot alter system behavior	Ethics Validator
Persuasion Design	No dark patterns or manipulation	Ethics Guard
Silent Influence	All visual changes must be explicit	Transparency Logger
Permission Grants	Visuals cannot grant system access	Auth Validator
Data Authority	Design has no access to user data	Data Isolation

DOMAIN ENABLEMENT

DOMAIN ENABLEMENT (Optional)

XR/Immersive Scholar Institutions Creative Business*

* Business: presentation & meetings only

The Architectural Sphere can be enabled per domain based on need. Not all domains require spatial design capabilities, and enabling is optional.

Domain-Specific Usage

Domain	Use Cases	Restrictions
XR / Immersive	Full spatial environments, meeting rooms	None
Scholar	Study spaces, knowledge visualization	No assessment influence
Institutions	Formal spaces, compliance visualization	Audit visibility required
Creative Studio	Design workspaces, portfolio display	None

| Business | Presentations, meeting rooms ONLY | No strategic influence |
| Personal | Optional personalization | User-controlled only |

PLAN MODEL (CANONICAL)

Spatial plans are defined using a canonical JSON structure that ensures consistency, portability, and validation across the system.

```
{
  "plan": {
    "id": "plan-uuid-string",
    "domain": "personal|business|scholar|xr|institution",
    "layout": "room|hub|radial|layered",
    "dimension": "2d|3d|xr",
    "zones": [
      {
        "zone_id": "zone-uuid",
        "purpose": "conversation|visual|navigation",
        "capacity": 10,
        "visibility": "public|private|invite"
      }
    ],
    "navigation": {
      "mode": "free|guided|contextual",
      "minimap": true
    },
    "metadata": {
      "created_at": "ISO-8601",
      "created_by": "user-id",
      "version": "1.0.0"
    }
  }
}
```

Plan Properties

Property	Type	Description
id	string	Unique identifier for the plan
domain	enum	Target domain for the plan
layout	enum	Spatial arrangement type
dimension	enum	Rendering dimension (2D/3D/XR)
zones	array	Defined areas within the space
navigation	object	Navigation configuration

AVATAR RULES

■ AVATAR RULES

Avatar = VISUAL SHELL ONLY

✓ Defines: presence, theme, role visibility

✗ Does NOT define: intelligence, permissions, data access

Avatars in CHE·NU are purely visual representations. They define how agents and users appear in spatial environments but have no bearing on capabilities, permissions, or system authority.

Avatar Schema

```json
{
  "avatar": {
    "id": "avatar-uuid",
    "type": "user|agent|system",
    "visual": {
      "style": "abstract|humanoid|symbolic|custom",
      "primary_color": "#hex",
      "accent_color": "#hex",
      "glow": true,
      "animation": "idle|active|thinking|none"
    },
    "presence": {
      "size": "small|medium|large",
      "opacity": 0.0-1.0,
      "aura_radius": 0-100
    },
    "role_indicator": {
      "visible": true,
      "badge": "icon-name",
      "label": "Role Name"
    }
  }
}
```

EXPORT RULES

Architectural assets can be exported and shared across spheres, but activation requires explicit validation and user confirmation.

Exportable Assets

- **Decor Presets:** Ambient visual configurations
- **Avatar Presets:** Visual shell definitions
- **Plan Layouts:** Spatial arrangements
- **Theme Configs:** Color, typography, style packages
- **Navigation Configs:** Wayfinding definitions

Export Package Structure

```
{
  "export": {
    "sphere_id": "architectural",
    "asset_type": "decor|avatar|plan|theme|navigation",
    "version": "1.0.0",
    "hash_signature": "sha256-hash",
    "compatibility_tags": ["2d", "3d", "xr"],
    "payload": { ... }
  }
}
```

Activation Requirements

Requirement	Description	Validator
Target Approval	Receiving sphere must accept	Sphere Guard
Rule Validation	Asset must pass all rules	Schema Validator
User Confirmation	Human must approve activation	Consent Gate
Compatibility Check	Asset must match target dimension	Compat Checker

ETHICS

The Architectural Sphere operates under strict ethical constraints to ensure visual design serves human comfort and clarity, never manipulation.
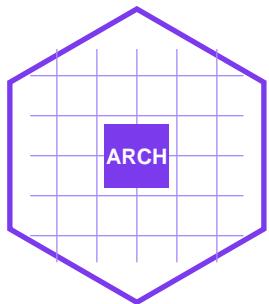
Ethical Principles

Principle	Implementation
No Cognitive Coercion	Visuals cannot pressure or rush users
No Manipulation	No dark patterns, no deceptive design
Transparency Required	All visual changes are visible and logged
Comfort First	Design prioritizes calm and clarity
Human Control	Users can disable/modify any visual element
Accessibility	All designs must meet accessibility standards

"Architectural Sphere exists to make CHE·NU navigable, calm, human, and understandable — WITHOUT weakening governance or ethics."

SUMMARY

Aspect	Definition
Purpose	Design space, decor, avatars, plans
Core Rule	SPACE ONLY — no behavior, no decisions
Capabilities	Decor, Avatar, Plans, Navigation, Environments
Forbidden	Workflow control, logic, persuasion, silent influence
Domains	XR, Scholar, Institutions, Creative, Business (limited)
Avatars	Visual shell only — no permissions or intelligence
Exports	Require approval, validation, user confirmation
Ethics	No coercion, no manipulation, transparency required

The Architectural Sphere shapes the space.
The space does not shape the rules.

ARCH

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