

CHE-NU AVATAR EVOLUTION SYSTEM + MULTI-MEETING UNIVERSE VIEW

XR.v1.2 — Immersive Coordination / Non-Manipulative

RULE: Evolution = INFORMATIONAL STATE, not identity shaping.

No traits → only morphology changes:
clarity • data richness • activity level • role density

Status: CANONICAL

— 1 —

AVATAR EVOLUTION — PRINCIPLES

The Avatar Evolution System provides calm, informative visual changes based ONLY on objective system states. Evolution is purely informational — it reflects context, not psychology or identity.

What Evolves (Morphology Only)

- **Clarity:** Visual sharpness based on information state
- **Data richness:** Glyph density from context load
- **Activity level:** Motion from session intensity
- **Role density:** Structural changes from responsibilities

What NEVER Evolves

- ■ Faces — No facial features or expressions
- ■ Emotions — No mood representation
- ■ Identity — No personality traits
- ■ Dynamic manipulation — No psychological influence

— 2 —

EVOLUTION TRIGGERS

Four neutral, non-emotive triggers control avatar evolution. User preferences always override system-determined states.

EVOLUTION TRIGGERS (Neutral, Non-Emotive)

1. SESSION CONTEXT

- meeting_mode → simplified
- creative_mode → fluid forms
- analysis_mode → fractal aura

2. INFORMATION LOAD

- low_load → stable form
- med_load → light glyphs
- high_load → multi-layer

3. ROLE INTENSITY

- coordinator → tri-wire halo
- observer → dimmest
- presenter → front glyph

4. USER Prefs

- Overwrites ALL
- User decides final
- morphology level

Trigger Priority

Priority	Trigger	Override Rule
1 (Lowest)	Session Context	Sets base morphology
2	Information Load	Adds glyphs/layers
3	Role Intensity	Modifies aura/halo
4 (Highest)	User Preferences	Overwrites EVERYTHING

— 3 —

EVOLUTION STATES

Four discrete evolution states define the avatar's visual complexity. Progression is based on context, never forced.

EVOLUTION STATES



BASE



SIGNAL



STRUCTURAL



INTEGRATED

State	Visual	Context	Constraints
BASE	Neutral morphology, stable outline	Default	Always available
SIGNAL	Light glyphs representing context	Active session	No expressivity
STRUCTURAL	Branching lines = data paths	Analysis mode	Informational only
INTEGRATED	Full context aura + structural	XR analysis	Most complex state

Evolution JSON Spec

```
{
  "avatar_evolution": {
    "state": "base|signal|structural|integrated",
    "context": "analysis|creative|decision|review",
    "info_density": 0.0-1.0,
    "role_glyph": "agent|user|observer",
    "safety_lock": true
  }
}
```

— 4 —

MULTI-MEETING UNIVERSE VIEW

Universe View displays all meetings as nodes in space — active, scheduled, archived, and agent hubs. Each meeting is a navigable node with visible connections.

Universe Contents

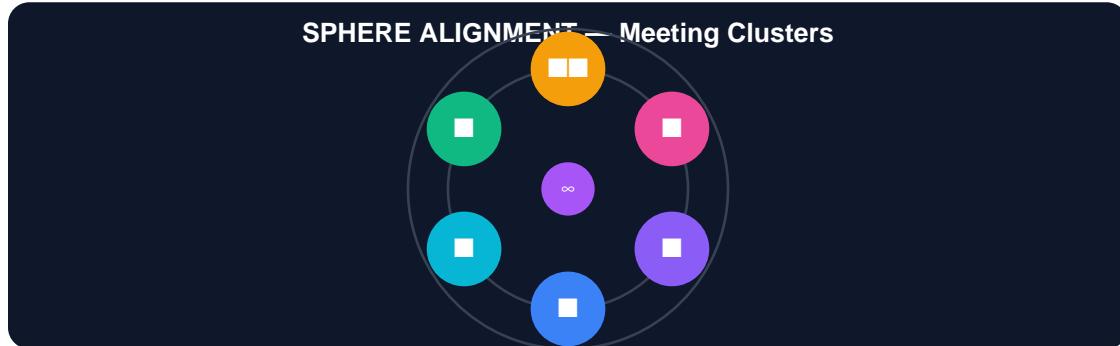
- **Active meetings:** Currently in progress
- **Planned meetings:** Scheduled future sessions
- **Archived replays:** Past session recordings
- **Agent presence nodes:** Agent activity hubs
- **Inter-sphere links:** Connections between meetings



— 5 —

SPHERE ALIGNMENT

Meetings cluster around sphere-orbit groups based on their domain. This provides spatial organization without imposing hierarchy.



Sphere	Icon	Domain	Typical Meetings
Business	■	Commerce, operations	Planning, reviews, deals
Scholar	■	Research, learning	Studies, analysis, papers
Creative	■	Design, art	Brainstorm, ideation
Institution	■■	Governance, policy	Decisions, compliance
Social	■	Community, personal	Casual, networking
XR	■	Immersive spaces	Spatial sessions

— 6 —

SYNCHRONIZATION RULES

Sync Rule	Description	Implementation
TEMPORAL	Sort by start_time ASC, replays by original_timestamp	time_sort_asc
SPHERE	Cluster around domain orbits	sphere_clustering
PARTICIPANTS	Links between meetings sharing users/agents/topics	participant_links
ETHICS	Never reveal private content, emotions, sensitive metadata	privacy_filter

Multi-Meeting JSON Model

```
{  
  "universe_meetings": {  
    "nodes": [  
      {  
        "id": "uuid",  
        "type": "live|scheduled|replay|hub",  
        "sphere": "business|scholar|creative|...",  
        "participants": ["user_id", "agent_id"],  
        "timestamp": 1712345678,  
        "metadata": { "topic": "string" }  
      }  
    ],  
    "links": [  
      { "from": "id", "to": "id",  
        "type": "shared_topic|shared_agent|sequence" }  
    ]  
  }  
}
```

UNIVERSE VIEW INTERACTIONS

Enabled Interactions

Interaction	Description
zoom_orbit	Zoom into sphere clusters
enter_meeting	Teleport to meeting room
open_replay	Access timeline for replay
expand_links	Show connections between nodes
filter_by_sphere	Show only specific domain
filter_by_agent	Show agent-related meetings
silent_review_mode	Non-intrusive observation

Disabled (Forbidden)

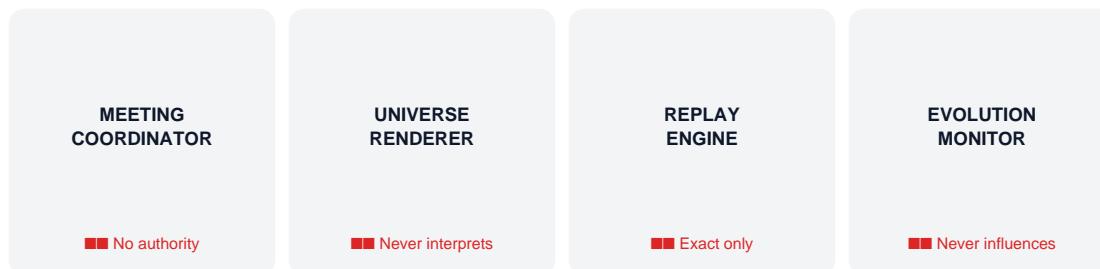
- Persuasion: No visual nudging toward meetings
- Visual dominance: No oversized or highlighted nodes
- Forced focus: No mandatory attention direction

Safety Features

- ✓ No bright flashes
- ✓ No rapid motion
- ✓ Fixed comfort glide
- ✓ Anchored floor (unless user chooses free mode)

AGENT COORDINATION

Four specialized agents coordinate the multi-meeting universe. Each has strict constraints preventing authority or influence over users.



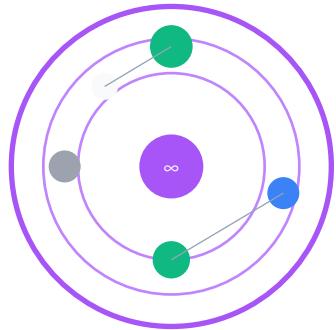
Agent	Responsibility	Constraint
MEETING_COORDINATOR	Scheduling + metadata management	No authority on decisions
UNIVERSE_RENDERER	Graph generation + visualization	Never interprets meaning
REPLAY_ENGINE	Export + integrity hash verification	Exact reproduction only
EVOLUTION_MONITOR	Avatar state updates	Never influences users

SUMMARY

Component	Purpose	Key Constraint
Avatar Evolution	Informational state display	No psychology, no identity
Evolution States	4 visual complexity levels	Context-driven only

Universe View	Meeting navigation space	No persuasion
Sphere Alignment	Domain clustering	No hierarchy
Synchronization	Temporal + participant links	Privacy protected
Agent Coordination	System management	No authority

Evolution = Informational State, Not Identity.
Universe = Navigation Space, Not Persuasion.



CHE-NU — Avatar Evolution + Universe View
XR.v1.2 — CANONICAL