

# CHE·NU XR MEETING ROOM + AVATAR MORPHOLOGY

XR.v1.1 — Foundation / Immersive / Non-Manipulative

*"Shared immersive space for discussion, visualization,  
decision review, and replay."*

## STRICT RULE

XR Meeting Room = CONTEXT SPACE  
NOT persuasion, NOT authority.

Status: CANONICAL

# XR MEETING ROOM — OVERVIEW

The XR Meeting Room provides shared immersive spaces for collaboration within CHE-NU. It enables multi-participant discussions, data visualization, decision review, and session replay — all while maintaining strict non-manipulative principles.

## Core Purpose

- **Discussion:** Spatial voice communication with presence awareness
- **Visualization:** Shared data walls, charts, and 3D artifacts
- **Decision Review:** Structured decision support without coercion
- **Replay:** Exact session replay for review and accountability

## What It Is NOT

- ■ NOT a persuasion tool — no emotional amplification
- ■ NOT an authority space — no dominance visuals
- ■ NOT a flow controller — no forced sequences

# MEETING ROOM PRESETS

Four specialized meeting room presets are available, each optimized for different collaboration scenarios.

■ ■ Classic

■ neutral\_soft

■ ■ circular\_room

■ center\_table

■ 2-12

XR\_MEETING\_CLASSIC

■ Analysis

■ cool\_diffuse

■ ■ layered\_panels

■ data\_walls

■ 2-8

XR\_MEETING\_ANALYSIS

■ ■ Decision

■ warm\_low

■ ■ semi\_enclosed

■ decision\_core

■ 2-6

XR\_MEETING\_DECISION

■ Creative

■ adaptive

■ ■ open\_hub

■ shared\_canvas

■ 2-10

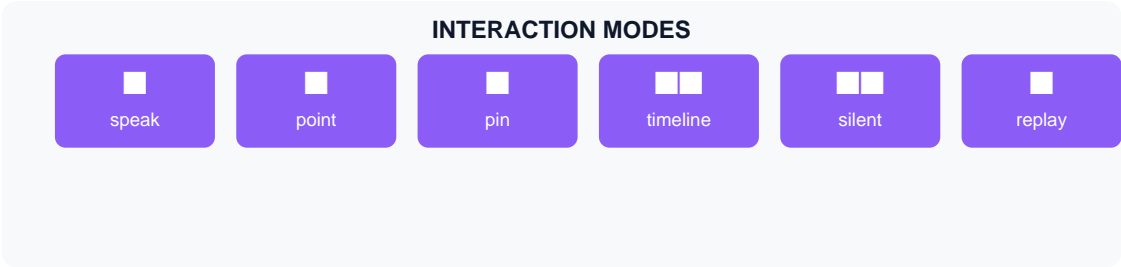
XR\_MEETING\_CREATIVE

## Preset Comparison

Preset	Best For	Voice Mode	Capacity
Classic	General meetings, discussions	spatial_balanced	2-12
Analysis	Data review, reports	clarity_boost	2-8
Decision	Strategic choices, voting	presence_locked	2-6
Creative	Brainstorming, ideation	free_spatial	2-10

## INTERACTION MODES

Meeting rooms support six interaction modes, designed for clear communication without manipulation or hidden influence.



### Mode Details

Mode	Description	Constraints
speak	Spatialized voice with position awareness	No volume amplification
point	3D pointer for highlighting content	No persistent trails
pin	Lock items in shared space	All participants see pins
timeline_scrub	Navigate meeting timeline	Bidirectional only
silent_review	Private review of content	No hidden notes
replay_mode	Read-only session replay	Exact reproduction required

### Forbidden Interactions

- **Emotional amplification:** No mood-altering visuals or sounds
- **Hidden nudging:** No subliminal directional cues
- **Forced flow:** No mandatory sequences or timeouts
- **Asymmetric view:** All participants see the same space

## MEETING DATA MODEL

Meetings are recorded and stored using a canonical data structure that ensures accountability and enables exact replay.

```
{
  "xr_meeting": {
    "id": "meeting-uuid",
    "preset": "classic|analysis|decision|creative",
    "participants": [
      { "id": "user_001", "role": "user", "joined_at": "...", },
      { "id": "agent_arch", "role": "agent", "joined_at": "...", }
    ],
    "artifacts": [
      { "type": "notes", "content": "...", },
      { "type": "chart", "data": {...} },
      { "type": "pinned_item", "position": {...} }
    ],
    "mode": "live|review|replay",
    "recording": {
      "enabled": true,
      "start_time": "ISO-8601",
      "events": [...]
    },
    "export_formats": ["pdf", "timeline", "xr_replay"]
  }
}
```

### Export Formats

Format	Contains	Use Case
PDF	Summary, decisions, artifacts	Documentation
Timeline	Event sequence, timestamps	Process review
XR Replay	Full spatial recording	Immersive review

# AVATAR MORPHOLOGY — PRINCIPLES

Avatar morphology defines how participants visually appear in XR spaces. Critically, avatars are **visual presence only** — they convey no intelligence, authority, or persuasive power.

Avatar = VISUAL PRESENCE ONLY  
No intelligence. No authority. No persuasion.

AVATAR MORPHOLOGY DIMENSIONS

<b>Scale</b> <ul style="list-style-type: none"><li>• small</li><li>• normal</li><li>• large</li></ul>	<b>Material</b> <ul style="list-style-type: none"><li>• organic</li><li>• stone</li><li>• light</li></ul>	<b>Opacity</b> <ul style="list-style-type: none"><li>• solid</li><li>• semi</li><li>• outline</li></ul>	<b>Motion</b> <ul style="list-style-type: none"><li>• static</li><li>• slow</li><li>• floating</li></ul>	<b>Aura</b> <ul style="list-style-type: none"><li>• none</li><li>• subtle</li><li>• info</li></ul>	<b>Posture</b> <ul style="list-style-type: none"><li>• neutral</li><li>• attentive</li><li>• reflective</li></ul>
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# AVATAR ROLE PRESETS

Three standard avatar roles are defined, each with appropriate visual constraints to prevent dominance or manipulation.

U

USER

Clear silhouette  
Neutral aura  
Expressive hands

A

AGENT

Simplified form  
Reduced motion  
Role glyph visible

O

OBSERVER

Low opacity  
No aura  
No interaction

## Avatar Configuration

```
{
  "avatar": {
    "id": "avatar-uuid",
    "role": "user|agent|observer",
    "morphology": {
      "scale": "normal",
      "material": "neutral",
      "opacity": 1.0,
      "motion": "slow",
      "aura": "info-only",
      "posture": "neutral"
    },
    "theme_affinity": "xr_meeting_classic"
  }
}
```

# ETHICAL & SAFETY CONSTRAINTS

Both meeting rooms and avatars operate under strict ethical constraints designed to prevent manipulation and ensure accessibility.

## Meeting Room Ethics

Constraint	Implementation
No emotional steering	Neutral color palettes, no mood music
No forced sequences	All navigation is voluntary
Symmetric visibility	All participants see identical space
Exact replay	Recordings must be bit-perfect
Clear recording indicator	Visible when session is recorded

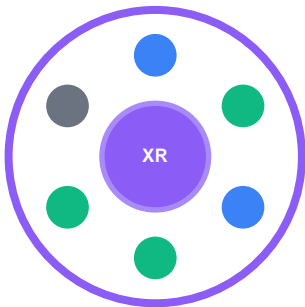
## Avatar Ethics

Constraint	Implementation
No dominance visuals	No oversized avatars, no power poses
No deceptive scale	Avatars cannot appear larger to intimidate
No authority signaling	Role indicators are informational only
Accessibility first	High contrast options, motion reduction
Consistent appearance	Avatars look same to all participants

# SUMMARY

Component	Purpose	Key Constraint
Meeting Room	Collaboration space	Context only, not persuasion
Classic Preset	General discussions	Neutral, balanced
Analysis Preset	Data review	Clarity-focused
Decision Preset	Strategic choices	No nudging
Creative Preset	Brainstorming	Open, adaptive
Avatar Morphology	Visual presence	No authority signals
Interaction Modes	Communication tools	No hidden influence

*XR becomes: clear, calm, accountable, replayable.  
NOT immersive manipulation.*



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XR.v1.1 — CANONICAL