

# CHE·NU AMBIENT DECOR SYSTEM

Foundation Extension — Non-Functional Layer

Comfort · Calm · Identity · Emotional Safety

*"Decor exists to SUPPORT clarity, not influence behavior."*

Status: CANONICAL

## CORE PRINCIPLE

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The CHE·NU Decor System exists as a **passive ambient layer** that provides visual comfort and cognitive safety. It is fundamentally different from functional UI.

### Decor EXISTS to Provide:

- **Comfort** — A visually pleasant environment
- **Calm** — Reduced cognitive load and stress
- **Identity** — Personal space that feels like yours
- **Emotional Safety** — A sanctuary for thinking

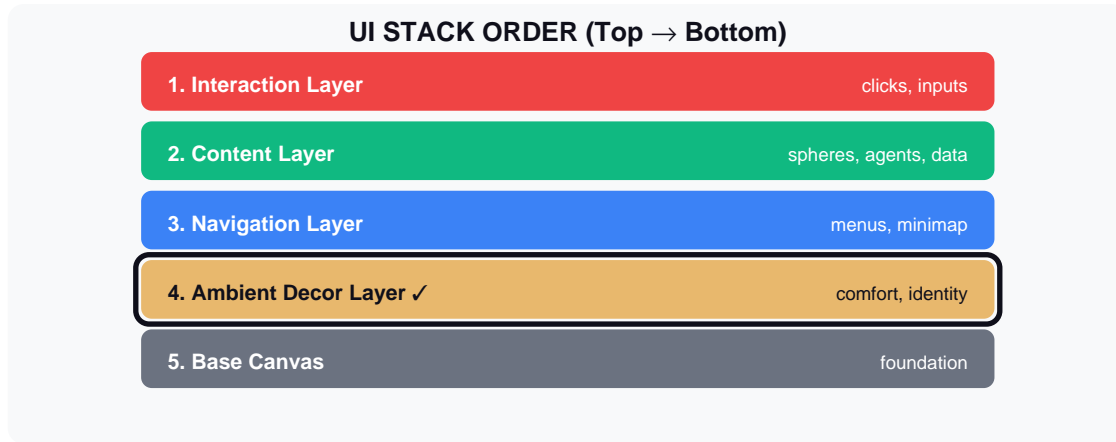
### Decor must NEVER:

- Convey information
- Carry logic or state
- Influence decisions
- Attract attention aggressively
- Create reward loops or addiction mechanics

**DECOR IS A PASSIVE AMBIENT LAYER**  
**All functionality remains fully independent.**

## AMBIENT LAYER POSITIONING

The decor system occupies a specific position in the UI stack — above the base canvas but below all interactive and content layers.



### Positioning Rules

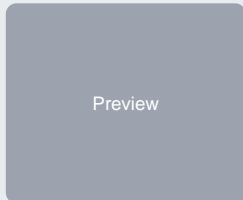
Rule	Description
Non-blocking	Decor layer NEVER blocks interaction
No data	Decor layer NEVER contains data
Instant disable	Decor can be disabled instantly by user
Graceful degradation	Decor must degrade gracefully on any device

## CANONICAL DECOR TYPES

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CHE·NU defines five canonical decor types, each designed for specific contexts and cognitive states. These are the only approved decor modes.

### 2.1 — NEUTRAL SANCTUARY (DEFAULT)



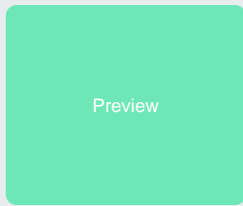
**Usage:** Global dashboard, Universe overview, Idle sta

**Characteristics:**

- Abstract architectural volumes
- Soft diffuse light
- Neutral palette

*"Safe place to think"*

### 2.2 — LIVING STRUCTURE (ORGANIC)



**Usage:** Personal sphere, Methodology, Learning, Growt

**Characteristics:**

- Organic curves
- Subtle living geometry
- Very slow breathing motion

*"Growth without chaos"*

## 2.3 — COGNITIVE UNIVERSE (COSMIC MINIMAL)

Preview

**Usage:** Inter-sphere navigation, Strategic overview,

**Characteristics:**

- Depth & horizon
- Subtle nebula-like gradients
- Almost static

*"Perspective, not spectacle"*

## 2.4 — SILENT ROOM (FOCUS MODE)

Preview

**Usage:** Sensitive tasks, Decision reviews, Ethics che

**Characteristics:**

- Dark neutral tones
- Focused soft lighting
- Reduced contrast

*"Nothing distracts you now"*

## 2.5 — SPATIAL MEETING SANCTUARY (XR)

Preview

**Usage:** XR meetings, Decision comparison, Multi-agent

**Characteristics:**

- Symbolic architecture
- Wide spatial spacing
- Minimal floating elements

*"Respectful conversation space"*

## DECOR BEHAVIOR RULES

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Decor behavior is strictly constrained to prevent it from becoming a distraction or manipulation tool. These rules are architectural, not guidelines.

### Decor NEVER Does:

#### FORBIDDEN BEHAVIORS

- Reacts to notifications
- Flashes or blinks
- Animates faster than comfort threshold
- Changes during active input
- Attracts attention
- Carries information

### Decor Changes ONLY When:

- **Explicit user action** — User manually changes decor
- **Sphere transition** — Smooth fade between spheres
- **Mode change** — 2D → 3D → XR transitions

*"If you notice the decor, something is wrong."*

## THEME & DECOR COEXISTENCE

Themes (colors, typography) and Decor (ambient visuals) are separate systems that must coexist without conflict.

### Relationship Rules

Aspect	Rule
Color inheritance	Decor inherits color HINTS from theme
Structure independence	Theme NEVER alters decor structure
Accessibility priority	Decor NEVER overrides theme contrast rules
Conflict resolution	Reduce decor saturation → Fallback to Neutral

### Conflict Resolution Flow

When theme and decor conflict is detected, the system automatically:

- Step 1: Reduce decor saturation by 50%
- Step 2: If still conflicting, reduce further to 25%
- Step 3: If unresolved, fallback to Neutral Sanctuary
- Step 4: Log conflict for user review

## AGENT & DECOR INTERACTION

AI agents have extremely limited interaction with the decor system to prevent manipulation or distraction.

### Agent Restrictions

Action	Allowed?
Modify decor	■ NO — Agents cannot change decor
Suggest decor	■ NO — Agents cannot recommend decor
React to decor	■ NO — Agents ignore decor state
Tint local space	■■ LIMITED — Max 5% aura tint when active

Agent auras (subtle color tints indicating presence) disappear immediately when the agent becomes inactive. This prevents visual accumulation.

## USER CONTROL & SAFETY

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Users have complete control over the decor system. No decor decision is made without user consent, and all decor can be disabled instantly.

### User Capabilities

- **Disable completely** — Turn off all decor system-wide
- **Lock to default** — Force Neutral Sanctuary everywhere
- **Per-sphere preference** — Choose decor for each sphere
- **Reset system** — Return to factory defaults instantly

### Decor OFF Guarantees

When decor is disabled, the system guarantees:

Guarantee	Description
Layout preserved	All UI elements remain in same positions
Spacing preserved	Margins and padding unchanged
Usability preserved	Full functionality without any degradation
Performance improved	Reduced GPU/CPU usage

## PERFORMANCE & FALLBACK

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The decor system must scale gracefully across all devices. Performance is never sacrificed for visual richness.

### Automatic Scaling

Device Type	Decor Behavior
High-end desktop	Full animated decor with all effects
Standard desktop	Reduced animation frequency
Low-end devices	Static image or flat gradient
Mobile	Simplified background only
XR headsets	Reduced geometry density

### Failure Guarantees

If the decor system fails for any reason, the following must hold:

- UI remains fully functional
- Interaction is unaffected
- Data integrity is maintained
- User is NOT notified (silent fallback)



## ETHICAL & COGNITIVE CONSTRAINTS

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The decor system is designed with strict ethical boundaries. It must support human cognition without ever attempting to influence or manipulate.

### DECOR MUST NEVER

- Manipulate emotion
- Induce dependence
- Create reward loops
- Act as persuasion mechanism
- Use addictive patterns
- Exploit psychology

### DECOR EXISTS TO

- Support clarity
- Provide comfort
- Reduce cognitive load
- Create safe space
- Enable focus
- Respect attention

*"Decor supports the human. It never competes for their attention."*

## IMPLEMENTATION STRUCTURE

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The decor system is architecturally isolated from business logic. It operates through a dedicated configuration and renderer.

### Architectural Principles

- Loaded via Theme/Decor configuration object
- Independent renderer (no coupling with logic)
- Asset-based system (pre-built decor packages)
- No runtime generation (predictable performance)

### Directory Structure

```
/decor
/neutral — Default sanctuary assets
/organic — Living structure assets
/cosmic — Cognitive universe assets
/focus — Silent room assets
/xr — Spatial sanctuary assets
/config — Decor configuration files
```

# SUMMARY

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The CHE·NU Ambient Decor System represents a new approach to visual comfort in cognitive interfaces — one that prioritizes human wellbeing over engagement metrics.

Aspect	Principle
Purpose	Comfort, calm, identity — nothing more
Position	Passive layer below all functional UI
Types	5 canonical modes for different contexts
Behavior	Never reacts, never distracts, never influences
Control	User has complete power, instant disable
Performance	Graceful degradation, silent failure
Ethics	No manipulation, no addiction, no persuasion

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*Decor is the space between function and feeling.  
It exists so that thinking has a home.*

