UEF Simulation Blueprint

This document outlines how to simulate contact-driven emergence in various theoretical environments.

# Simulation Layers

1. Spacetime Grid with Tension Differential Mapping  
2. Contact Point Generation under Curvature Stress  
3. Recursive Perception Loop Calculations  
4. Resultant Mass-Energy Distribution

## Example Parameters

• Tension Gradient: ∇T = variable by region  
• Recursion Rate: R(t) = time-dependent loop factor  
• Emergence Result: ε = C \* Ψ