

■■ Funebra External Collaboration Brief — v1.0

by *pLabs Entertainment* × *FunebraGPT*

Purpose: To provide a unified entry point for collaborators using **Funebra Math-Art Engine** and the **Funebra Realism** framework to co-create geometry, 3D models, generative art, and audio-visual experiences within the Funebra Universe.

■ 1. Core Modules (ESM Imports)

All code runs in strict ESM mode, using the hosted engine at funebra.github.io/math-art-engine. Example

```
import map: { "imports": { "funebra": "https://funebra.github.io/math-art-engine/script.module.js",  
"funebra/shapes": "https://funebra.github.io/math-art-engine/script.shapes.module.js", "funebra/realism":  
"https://funebra.github.io/math-art-engine/script.realism.module.js", "three":  
"https://unpkg.com/three@0.160.0/build/three.module.js" } }
```

Each function returns pure Numbers, typed arrays, or THREE.js objects — no globals.

■ 2. Shape Generation

Common 2D Example: `Funebra.polylineX(u, 24, 160,220, 80,180, 120,60, 120,300); Funebra.polylineY(u, 24, 160,220, 80,180, 120,60, 120,300);` 3D Parametric Examples: `Funebra.Shapes.Torus3D(steps, radius, tube); Funebra.Shapes.TriangularTorus(steps, scale);` Realism & Micro-Displacement: `Funebra.Realism.Worley(u, scale, depth); Funebra.Realism.SSS(u, color, radius);`

■ 3. Exporting

All exports are client-side: `Funebra.Export.OBJ(mesh, "funebra_object.obj"); Funebra.Export.PNG(stage, "funebra_scene.png"); Funebra.Export.GLTF(mesh, "funebra_scene.gltf");`

■ 4. Naming & Tagging Convention

Every artifact (visual, sound, 3D, or text) must include: **Funebra™** prefix Unique tag (*Funebra Realism*, *Funebra Mews*, *Funebra Spiral*, etc.) Version number (*v1.0*, *v2.3*) Author credit (*Created by pLabs Entertainment & FunebraGPT*)

■ 5. Brand Aesthetic

Background: #0b0d12 Accent: #ff6600 Typography: system-ui, Segoe UI, Roboto Geometry feel: *clean parametric, mathematically honest, aesthetic realism* Never photorealism — always **computed truth + beauty**

Funebra™ — A Universal Language of Math, Art, and Emotion