[RF-2c]_DD-InterfaceToDiffusion.md

💻 The Complex JSON Payload Analysis

This file documents the most sophisticated payload construct, revealing the deepest level of control over the FUZZ-2.0 diffusion model. This example uses `riff_create_custom` for maximum complexity, blending temporal prompts, global elements, and a subtle Vibe Injection.

Example Payload: Project Chimera (Multi-Stage Generation)

```json
{
  "tool_name": "riff_create_custom",
  "arguments": {
    "inputs": {
      "title": "Project: Chimera [Multi-Stage Gen]",
      "seed": 84720194,
      "weirdness": 0.75,
      "lyrics_id": "a1b2c3d4-e5f6-4a5b-8c9d-0123456789ab",
      "lyrics_strength": 0.6,
      "cover_art_url": null,
      "sound_prompts": [
        {
          "text": "Cinematic orchestral build up, tension strings, deep impacts, hans z
          "strength": 0.8,
          "time_start": 0.0,
          "time_end": 20.0
        },
        {
          "text": "UK Grime drop, aggressive square wave bass, rapid fire percussion, ⊆
          "strength": 0.9,
          "time_start": 20.0,
          "time_end": null
        },
        {
          "text": null,
          "strength": 0.35,
          "time_start": 15.0,
          "time_end": 45.0,
          "vibe": {
            "audio_input": {
              "id": "7c821231-4191-4cdf-8f74-30505d440515"
            },
            "start_s": 30.0
          }
        },
        {
          "text": "Female opera vocals, high soprano, reverb, ethereal",
          "strength": 0.5,
          "time_start": 0.0,
          "time_end": null
        }
      ]
    }
  }
}
```

Analysis of Logic

Parameter/Section	Value	Functional Outcome	Advanced Technique
`seed`	84720194	Locks the underlying rhythmic structure and initial noise for deterministic output.	**Reproducibility Hack:** Changing only the prompt text while keeping the seed allows for quick instrumental variations with the same drum/bass pattern.
`weirdness`	0.75	High adherence to the prompt, but encourages creative blending of contradictory elements.	**Fusion Factor:** High value essential for blending styles like Orchestral and Grime that the model might otherwise struggle to combine.
Temporal Blend	`time_end: 20.0` (Prompt 1) & `time_start: 20.0` (Prompt 2)	Forces a mandatory, sudden transition from the Cinematic orchestral style into the Grime drop at the 20-second mark.	**Forced Transition:** Overrides the model's natural tendency to smooth transitions, allowing for abrupt changes.
Vibe Injection	`text: null`, `strength: 0.35`, `vibe: {id: 7c82...}`	Borrows the non-melodic textural qualities (mix, air, fuzz) of the reference audio (2Pac track) between 15s and 45s.	**Texture Mimicry:** Prevents the AI from applying generic "clean" textures, ensuring the final mix has the specified sonic character of the Vibe source.
Global Element	Prompt 4 (`time_start: 0.0`, `time_end: null`)	The "Female opera vocals" persist across the entire timeline, acting as a consistent, linking theme between the two main sections.	**Sonic Anchoring:** Ensures thematic continuity across temporally masked stylistic changes.