

Antigravity Build Specification

Museum Galaxy Portfolio Experience

Prepared for direct implementation in Google Antigravity

1. Core Vision & Experience

- Four museum-style buildings connected by an S-shaped galaxy path representing the letter 'S' for Stephen.
- Users explore freely in a calm, premium, museum-grade environment.
- Art is experienced first; commerce is secondary and non-intrusive.
- Built to feel real, architectural, and collectible rather than gamified.

2. World Scale & Movement Standards

- Unit scale: 1 unit = 1 meter.
- Camera height: 1.65m.
- Walk speed: 4.5 m/s; Run speed: 7 m/s.
- Galaxy autopilot speed: 18–25 m/s with easing.
- Gallery width: primary 8m, secondary 6m. Ceiling height: 10m.

3. Galaxy S-Path Layout

- Three connected spline arcs forming a wide S-curve.
- Stephen Gateway acts as spawn hub and orientation anchor.
- Museums placed at curve inflection points.
- Waypoint every 20m; slow-down waypoint 80m before each museum.
- Distances from gateway: 260m, 520m, 780m, 1040m.

4. Museum Overview

- X Museum – Sports (Dominance, performance, authority).
- Circle Museum – Portraits (Intimacy, trust, emotional value).

- Square Museum – Street Photography (Edge, realism, discovery).
- Triangle Museum – Flowers (Calm, growth, low-friction buying).

5. Interior Flow Principles

- No dead ends; all spaces form loops or hubs.
- Wide gallery lanes for lingering and exploration.
- Always at least two visible paths from any point.
- Light and sound guide movement instead of arrows.

6. X Museum – Hall of Greatness (3-Wall Video Chamber)

- U-shaped chamber off ring corridor, not center hub.
- Room size: 18m wide x 14m deep x 10m tall.
- Three video walls cycle curated athlete YouTube posters.
- Playback occurs only in overlay; in-world walls remain posters.
- Independent cycling per wall; no audio until activated.

7. Character Select System

- Mandatory first-time character selection in Astral Hangar.
- 4–6 OBJ avatars, standardized to 1.7m height with capsule collider.
- Selection saved locally; option to change later from menu.
- No lore dump; identity before instruction.

8. Content & Image Swapping System

- 3D scene is immutable; content injected via manifest.
- Permanent Frame ID system per wall and index.
- Images and YouTube videos swapped by editing manifest only.
- Bulk swaps supported via collections.
- Draft mode supported for private curation.

9. Color Psychology by Museum

- Sports: Obsidian Black, Championship Red, Ice White accents.
- Portraits: Warm Linen, Soft Clay, Muted Gold.
- Street: Asphalt Gray, Concrete Light, Neon Cyan/Magenta.
- Flowers: Botanical Green, Sage Mist, Natural Cream.
- CTA colors match emotional intent per museum.

10. Lighting Psychology

- Ambient 30–40%, accent 60–70%.
- Art always brightest object in view.
- Sports: high contrast, cool light, subtle motion.
- Portraits: warm, enveloping, reduced contrast.
- Street: directional pools, dark negative space.
- Flowers: diffuse, natural, stress-reducing.

11. Material & Texture Strategy

- Sports: Volcanic basalt and forged stone.
- Portraits: Clay, limestone, bone-inspired plaster.
- Street: Weathered concrete and slate aggregate.
- Flowers: Sandstone, mineral dust, silk fiber.
- Subtle imperfections; no obvious tiling.

12. Sound Psychology

- Sound confirms space; never announces itself.
- Unique ambient + footstep profiles per museum.
- Directional sound guides movement subtly.
- Video audio only plays when explicitly opened.

13. Pricing & Licensing Psychology

- Language: 'License This Work' instead of 'Buy'.
- Three tiers only: Personal, Editorial/Professional, Commercial.

- Editorial tier pre-selected to anchor value.
- Horizontal placard-style layout.
- No urgency or discount language.

14. Personal Collection System

- Rename favorites to 'My Collection' or 'Personal Collection'.
- Add to Collection is low-friction, non-gamified.
- Private viewing room for collected works.
- Collection drives purchases, not main gallery.

15. Post-Purchase Delight Psychology

- No confetti or hype; calm confirmation.
- License Certificate shown instead of receipt.
- Owned works visually transform in-gallery.
- User returns to exact world position post-purchase.
- Silence after purchase to allow justification.

16. Onboarding Psychology

- Stillness before interaction.
- Character select before controls.
- Orientation without instruction.
- Permission messaging: 'Explore freely. Nothing is timed.'
- Discovery-based interaction learning.

17. Final Notes

- This document is intended as a direct build reference for Antigravity.
- All systems are modular, tokenized, and non-destructive.
- No redesign required during implementation if followed as specified.