



CONCEPT DESIGN BIBLE · FIRST DRAFT

Kiduna Surfaces

The Field at four distances

High-fidelity concept mockups and UX/UI design bible for Studio (PC/Mac),
Live (mobile), Kiduna TV, and Kiduna Express.

Version 0.1 · July 14, 2026 · Exploratory

*The Field is not a canvas with an assistant attached. It is a living projection of people,
relationships, authority, work, and agents.*

Studio and Live first · TV and Express as connected concepts

1. Executive recommendation

Build one interface at four distances:

1. **Studio is the Field at working distance.** It grants building, inspection, composition, and integration verbs.
2. **Live is the Field at human distance.** It grants presence, conversation, participation, capture, and simple approvals.
3. **TV is the Field at room distance.** It is shared glass, driven by one or more phones; it does not become a remote-control app or expose private operations.
4. **Express is the Field at page distance.** It leaves the web intact, then adds a quiet, accountable relationship layer.

The recommended visual direction is **Relational Terrain**: warm, deep ground; nodes that behave as presences and places; relationships that can be entered or inspected; and artifacts that retain provenance as they move. Two other directions are worth prototyping as secondary zoom levels, not as separate themes.

The product's difference should be legible in ten seconds:

- Ordinary software organizes files, feeds, pages, and apps.
- Generative AI organizes prompts and outputs.
- Kiduna organizes **who can do what with whom, in which Organization, through which agent, using which material, with what proof.**

That is why the core interaction is not “open a document.” It is **approach a relationship, gather the relevant living things, state an intent, and let accountable agents carry it forward.**

The five bets

1. The whole screen is the Field

Navigation chrome must not fence the Field into a content rectangle. The container chip, contextual actions, sky rims, and ally band float over the ground. HUD opacity is an attention instrument, not a settings preference.

2. Relationships are visible nouns

A Relationship is not a line between profiles. It has shared material, directional trust, grants, unresolved actions, history, and a context that changes by Organization. The same two Personas can therefore inhabit different Relationship nodes in different Organizations.

3. Moving things together is an explicit language

Spatial proximity alone must never trigger legal or irreversible state. Members use a reversible **Gather** gesture: bring nodes into a temporary ring, then name the purpose. Kiduna proposes only verbs that are valid for the selected types and current authority.

4. Agents are accountable presences

An Ally is the member's continuous band and voice. An Actor is a visible function with an invoker, grants, routine, and receipts. Agent inspection should answer "why, for whom, under what authority, using what sources, and what happened?" before it answers "what model?"

5. State arrives; pages do not refresh

The Field is a live projection of the operating graph. A changed object brightens once. Absence is compressed into a calm recap. Disconnection appears as weather. Nothing needs a notification center, badge count, or feed to prove that it is alive.

2. Three directions

Direction A - Constellation

Idea: People, agents, Projects, and artifacts appear as a navigable constellation. Distance means relevance; luminous paths mean active relationships.

Strong for: discovery, ecosystem-scale views, showing that the network is larger than the current Scene. **Weak for:** dense work, comparing artifacts, understanding boundaries and grants. **Use it:** as the far zoom and transition between Scenes.

Direction B - Relational Terrain (recommended)

Idea: The Organization is ground. Projects are worked places. Relationships are small chambers. Communities and Alliances are bounded clearings. Artifacts are materials resting where their current context permits.

Strong for: relationships, presence, boundaries, portals, collaboration, a shared language across desktop, phone, browser, and TV. **Weak for:** very large graphs unless the far zoom becomes more abstract. **Use it:** as the primary Field grammar.

Direction C - Living Workbench

Idea: The Field behaves like a studio table. Materials cluster around an active intention. Agents stand near the work they are doing. Inspection expands objects in place.

Strong for: Studio, drag/drop, inspect, compare, package handoffs, precise work. **Weak for:** it can collapse back into a file manager if “materials” become tiles in permanent trays. **Use it:** as the near zoom inside a Project.

Synthesis

Use all three as distances of the same world:

- **Far:** Constellation - orient.
- **Middle:** Relational Terrain - inhabit.
- **Near:** Living Workbench - make.

No theme switch is required. Zoom, intent, and device distance determine the rendering.

3. First-principles model

3.1 The Field is a projection, not the database

The graph is authoritative. The Field is an adaptive projection of graph state for one Persona, in one Organization context, through one surface, at one moment. Two people may stand in the same Scene and see different details because their grants differ; they must still see compatible shared state.

3.2 A node has five readable layers

Every node should be understandable through the same progressive disclosure:

1. **Presence:** what kind of thing is here?
2. **Relationship:** why is it near me, and what context joins us?
3. **Capability:** what can happen with it here?
4. **Authority:** who permits or directs that action?
5. **History:** what Records prove the current state?

The HUD reveals these layers; the node itself should not become a miniature dashboard.

3.3 Persona is stable; human state is contextual

The stable human node is **Persona**. Visitor, Guest, and Member are contextual states relative to the Organization currently underfoot. The visual system should not redraw a human as a different species of node when the context changes. Instead, the ground-facing rim and label change:

- **Visitor:** no durable presence or Ally; only public threshold affordances.
- **Guest:** authenticated Persona with a restrained guest rim and allowlisted actions.
- **Member:** Persona with an active Membership in the Organization; membership authority is visible on inspection.

This follows the ratified graph vocabulary and prevents “Member” from becoming a misleading global identity.

3.4 Trust, authority, and privacy must never blur

The node lens separates three axes:

- **Trust:** High / Medium / Low, directional and scoped to a Relationship.
- **Authority:** registered or unregistered, plus **registered with whom**.
- **Privacy:** public / private / secret / personal.

A registered resource is not automatically trusted. High trust does not grant authority. Personal material never becomes shareable because someone is trusted.

3.5 Actions are consequence-bearing objects

An ACTION is not a notification. It is the visible moment when a typed ActionRequest needs a human choice. It appears at the node it changes, explains the consequence in two sentences, offers the act and “not now,” and points to the full authority chain on inspection.

3.6 The browser metaphor, updated

The web browser made documents addressable, linkable, and navigable. The Field should make **agency** addressable, legible, and navigable.

Web browser	The Field
URL locates a document	Field address locates a live Scene or node
Link connects documents	Portal joins two governed Scene ends
Page renders content	Scene renders current state and permission
Form submits data	ACTION proposes a typed consequence
Cookie carries session state	Relationship and grants carry accountable context
Refresh fetches current content	State arrives continuously
Search finds information	Ally finds a path through people, agents, authority, and material

4. Canonical Field grammar

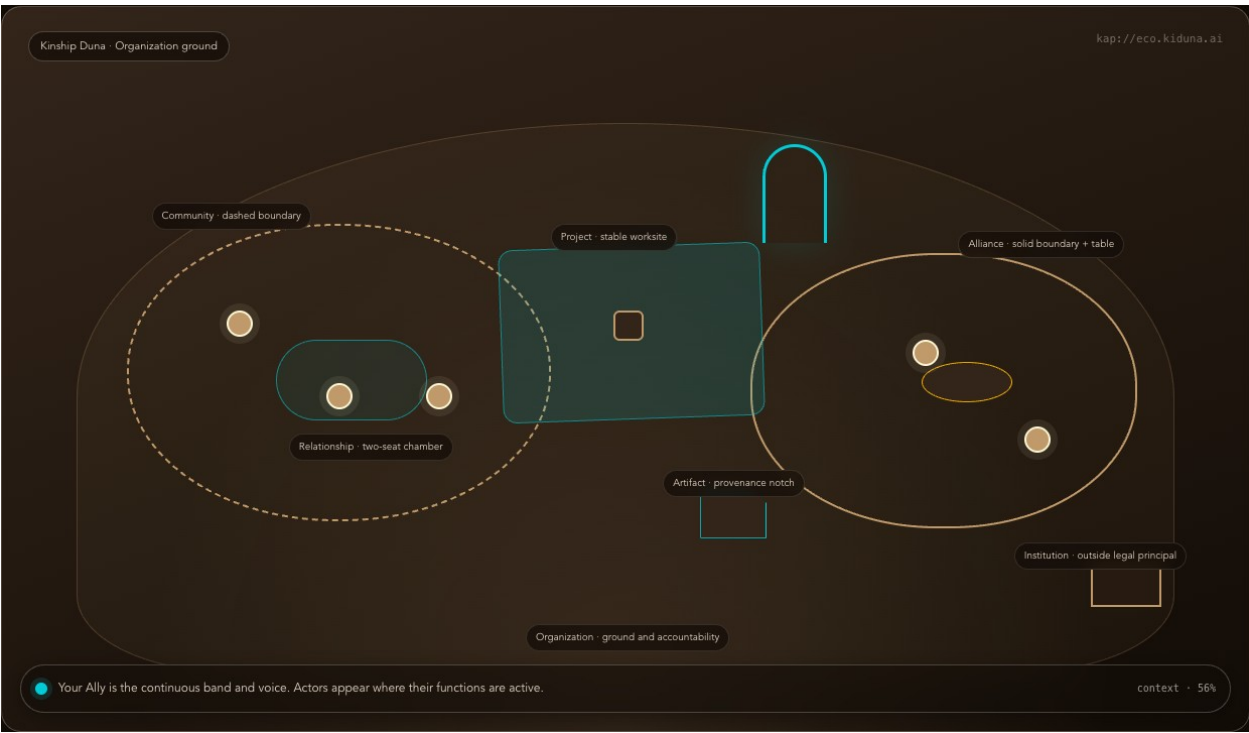


Figure 1. Relational Terrain: Organization ground, Community, Alliance, Project, Relationship, Persona, Actor, artifact, Institution, Portal, and the continuous Ally band.

4.1 The node family

Node	Default rendering	What changes as you approach
Persona	Presence with handle and ground-facing state rim	Relationship context, current act, grants, mutual rooms
Relationship	A two-seat chamber or compact shared lens	Directional trust, grants, shared material, unresolved ACTIONS
Community	Dashed living boundary around 3+ Personas	Purpose, shared scope, joining terms, active work
Alliance	Solid boundary with a table at center	Proposals, policies, wallet authority, Envoys
Organization	The ground and horizon; never a floating card by default	Registration, Membership state, policies, available actions
Institution	Squared counter on the Organization boundary	Verification, delegates, Agreements, authority chain
Project	Stable worksite with a Field address	People, agents, resources, work, Records, open intents
Ecosystem	Horizon and protocol weather	Home, federation status, availability, provenance route

Node	Default rendering	What changes as you approach
Artifact	Material card with a provenance notch	Owner, level, source, version, related work, available verbs
Ally	Continuous ally band plus optional situated presence	Contract, grounding, Wisdom reach, recent acts
Actor	Functional figure anchored to the work it performs	Function, invoker, standing, grants, routine, receipts

4.2 The HUD attention dial

The HUD has three semantic rests and may interpolate visually between them:

Clear - 12% HUD / Field leads

Only the container chip, one contextual hint, sky rims, and the ally band are visible. Use for walking, watching, listening, and ambient collaboration.

Context - 56% HUD / equal attention

The selected node gains a Relationship Lens. Chat history, provenance, and available verbs rise near the object. Use for inspection, coordination, and simple decisions.

Focus - 94% HUD / HUD leads

Conversation, command preview, diff, or Record becomes fully readable while the Field continues dimly underneath. On wide screens, Focus may stand beside the Field; it is still one interface.

The semantic names are for accessibility and voice commands. The implementation maps to the existing translucent / risen / opaque law.

4.3 The four persistent HUD elements

1. **Container chip:** where the member is acting and in which capacity.
2. **Up to three contextual verbs:** only valid actions for the current focus.
3. **Ally band:** text, talk, receipts, and the one continuous voice.
4. **Sky rims:** touchable or focusable boundaries around nearby things.

The attention dial changes their density and opacity together.

4.4 Portals

A Portal is two governed ends. The Field must show which Scene owns each end and whether either end is closed. Portals are not hyperlinks dressed as doors: they preserve context, arrival state, and accountability as the Persona crosses.

4.5 Artifact anatomy

An artifact carries five quiet marks:

- Kind: document, image, audio, video, dataset, package, post, Record.
- Provenance: who or what supplied it, with source receipt.
- Scope: public / private / secret / personal.
- State: live link, snapshot, draft, accepted Record, or quarantined evidence.
- Relations: Project, Relationship, Community, Alliance, Organization, or external source it belongs to.

Do not show all five until Context. At Clear, the notch and material silhouette are enough.

5. Core interaction grammar

5.1 Inspect - approach, touch, rise

Desktop: click or approach a node; a lens forms around it. Scroll or pull upward to Context. Focus opens the full inspection bench in place. **Mobile:** tap a node; the Field recenters so the node remains visible above the ally band. Pull the band upward to reveal the lens. **TV:** point from the phone; the shared glass shows only room-safe detail.

Inspection is object-first. A global search can bring a node near, but never opens a detached detail page.

5.2 Gather - move together without committing

Gather is the answer to “how do I move things together and combine them?”

1. Drag, lasso, or say “gather these.”
2. Selected nodes enter a temporary **Gather Ring**. Their original places remain ghosted.
3. The ally names the selection in plain language.
4. The Field offers only type-valid relational verbs.
5. The member chooses or states an intent.
6. A command preview names consequence, authority, and reversibility.
7. The resulting action runs; authoritative changes require the appropriate signature.

Examples:

- Two Personas → inspect or form a Relationship proposal.
- Three or more Personas → create a Community, start a Project, or open a conversation.
- Community + governance intent → formalize as an Alliance.

- Artifacts + Project → add as materials, compare, package, or cite.
- Actor + Project → propose invocation or grant, never silently “install.”
- Google Doc + social account + Project → create a scoped listening-and-drafting workflow.

Safety rule: proximity suggests; a named intent commits. Dropping one node on another never changes authority by itself.

5.3 Bring - drag and drop into the living graph

Anything dragged into Studio first lands as **Incoming Material**, a reversible local holding state. The Ally reports what it can identify, where it came from, and what scope it currently has. The member can say:

- “Add these to Mountain River Trail’s route Project as private references.”
- “Keep this local and personal.”
- “Compare these with the accepted brief.”
- “Send a package to Elias; no source files beyond this folder.”

Nothing is uploaded, shared, embedded, or made agent-readable until the resulting grant is clear.

5.4 Act - consequence before control

Every ACTION uses the same order:

1. What will change.
2. Where it will change.
3. Who or what will act.
4. What permission is required.
5. Primary verb + “not now.”
6. Receipt and Record route after execution.

Allow once / Allow every time may appear for the first use of a registered ActionDefinition. “Every time” creates narrow policy; it never bypasses authorization.

5.5 Converse - text, ally voice, and live voice

The ally band supports three distinct modes so voice is never ambiguous:

- **Type:** durable text to the Ally.
- **Talk to Ally:** spoken input, transcribed locally where possible; behaves like typed dialogue.
- **Open live channel:** real-time human voice inside a Relationship, Community, Alliance, or Project.

Live channels require explicit entry, visible participants, mic state, and recording state. Transcription is ephemeral by default. Turning a transcript into an artifact is a separate, scoped act; in multi-person channels it requires the policy or consent appropriate to that room.

Current source material defers Live voice from launch. This draft treats it as a designed post-launch layer because the concept brief explicitly asks for it.

5.6 Cross - preserve continuity

The Ally band never unmounts during a Portal crossing. The container chip changes at the midpoint. A Project, Relationship, or Organization remains the same protocol object even when its rendering changes from desktop to phone to TV.

6. Studio - the Field at working distance

6.1 Studio's job

Studio is where a Persona can inspect, compose, build, connect, grant, package, and accept. It is not an IDE, file manager, settings dashboard, social feed, or generic whiteboard.

The central organizing primitive is the **Project**, because a Project gathers the exact mixture Kiduna exists to coordinate: Personas, Membership authority, agents, resources, agreements, Actions, work, and Records.

6.2 Recommended frame

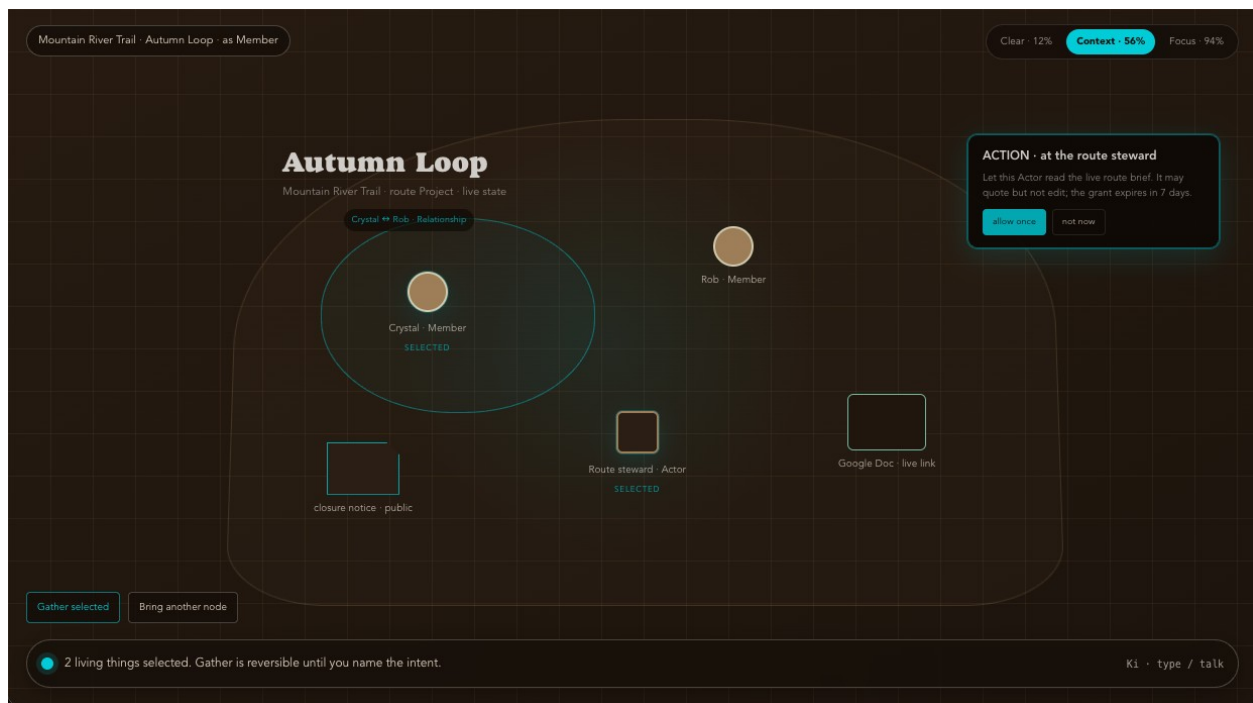


Figure 2. Studio Project Scene at Context: full Field, contextual ACTION, living nodes, Gather controls, and the attention HUD.

- Field fills the application window.
- The top-left container chip names Organization → Project.
- The top-right holds at most three contextual verbs.
- The bottom ally band is always present.
- The attention dial lives on the band and can be dragged, keyboard-controlled, or spoken.
- Focus may occupy a right-side standing layer on wide screens, but the Field remains visible beneath or beside it.

- No permanent file tree, tab strip, notification rail, agent roster, or chat column.

6.3 Studio home is a living return, not a dashboard

Opening Studio returns the member to the last Project Scene and lets the Ally give a three-part recap:

1. What changed while you were away.
2. What is currently happening.
3. What, if anything, needs you here.

The recap points to objects in the Field. It does not create an inbox.

6.4 Inspecting a Persona or Relationship

Selecting a Persona first reveals the contextual Relationship node, not a universal profile. The lens answers:

- What is our Relationship in this Organization?
- What do I trust, and on what basis?
- What have I shared? What have they shared?
- Which Projects, Communities, and Alliances do we share here?
- What ACTIONS or promises stand between us?
- What proof links external accounts or roles?

From here the member can enter the Relationship chamber, change their own trust declaration, propose a grant, start a Project, or open a live channel. The other Persona's private trust declaration is not exposed.

6.5 Inspecting an Ally

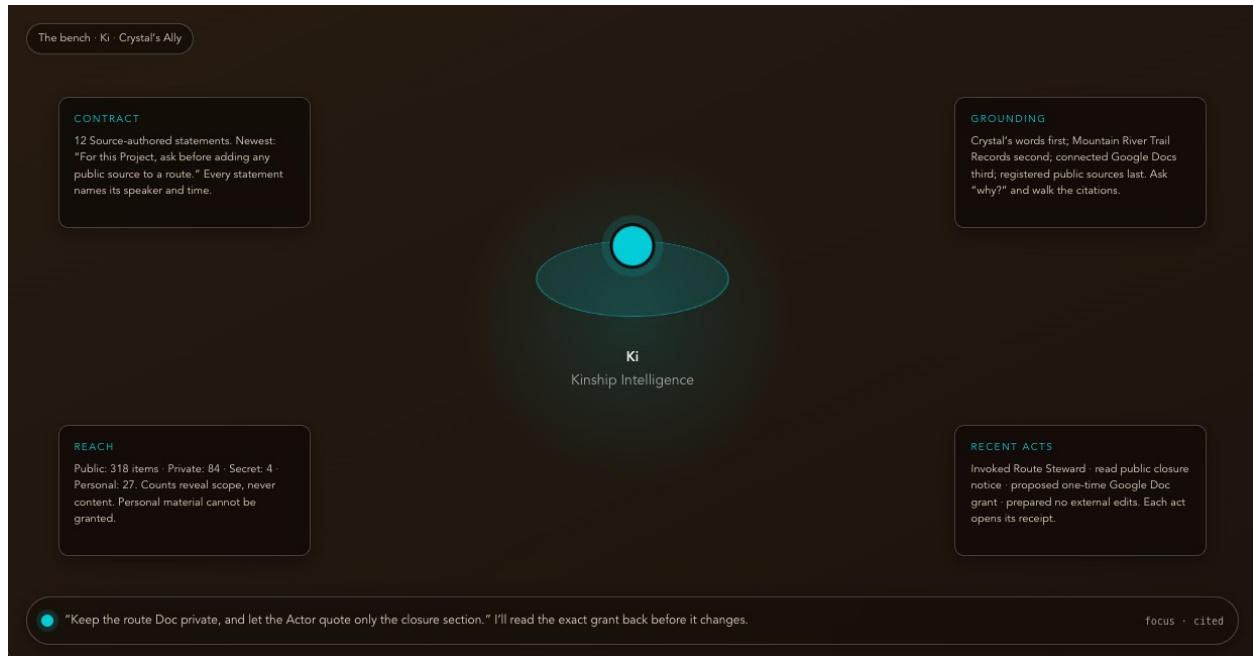


Figure 3. Ally bench: Contract, grounding, reach, and recent acts remain cited outcomes around the Ally presence.

The Ally bench has four cited constellations around the Ally presence:

1. **Contract:** Source-authored instructions and constraints.
2. **Grounding:** source weighting and connected Wisdom.
3. **Reach:** what it can know, grouped by privacy level and Organization context.
4. **Acts:** recent requests, delegations, Actor invocations, receipts, and Records.

The cards are read-only outcomes. Changes are stated in dialogue, read back verbatim, then reflected in the bench. Only the Source can direct the Ally.

6.6 Inspecting an Actor

The Actor bench substitutes the anatomy appropriate to a functional agent:

1. **Function:** what this Actor kind does.
2. **Invoker and standing:** who invoked it, in which Organization, under which role or policy.
3. **Grants:** resources, fields, tools, ceilings, expiry, and revocation path.
4. **Routine and acts:** what would trigger it today, recent attempts, external operations, and receipts.

An Actor has no Contract and no Source. It represents no Persona.

6.7 Building relationships, Communities, and Alliances

Gather is the default composition tool:

- Gather two Personas and choose **Propose Relationship**.
- Gather 3+ Personas and choose **Create Community** or **Start Project**.
- Gather an existing Community with a governance pattern and choose **Formalize as Alliance**.

The dashed Community boundary becomes solid only after the required acts complete. The transition happens in place so members understand continuity rather than replacement.

6.8 Google Docs and Drive

Google Docs should arrive as living external artifacts, not silent imports.

The artifact lens shows:

- Registered account and proof scope.
- Document owner and current permission.
- Live link versus snapshot.
- Which Project or Relationship may read it.
- Whether Actors may quote, summarize, comment, or edit.
- Last observed change and source receipt.

Suggested verbs: **cite in Project, make snapshot, ask for comment access, grant Actor read, draft in companion document, unlink**. Deleting the Kiduna artifact must not delete the external document unless an explicit external action says so.

6.9 Social and messaging channels

A social account is a scoped channel object with a registered-with-whom proof, not identity sameness. Its lens separates:

- Read public posts.
- Draft for me.
- Post to my account.
- Monitor replies.
- Bring a post into a Project as an artifact.
- Let a named Actor use the channel.

Posting is a receipted action. Acting on another Persona's account or post routes through their Ally and the applicable grants.

6.10 Collaboration and package transfer

Presence means position and act, not cursors. “Elias is inspecting the returned package” is more useful than a colored pointer.

When both trusted ends are present, a package may transfer client-to-client after the server establishes scope and records both sides. When either end is absent or the relationship is untrusted, the package waits in network storage. A package that violates its manifest is quarantined as evidence and never enters work as a draft.

6.11 Keyboard, pointer, and voice

Recommended desktop commands:

- **Click / Enter:** approach or inspect.
- **Shift-click:** add to Gather Ring.
- **G:** gather current selection.
- **Space:** hold to temporarily Clear the HUD; release returns to the prior state. This is a new proposal and conflicts with the Round 8 cut of “spacebar peek”; test before adoption.
- **Esc:** retreat one semantic depth, never close the world.
- **Cmd/Ctrl-K:** ask the Ally to bring something near; it is not a command palette.
- **Voice:** “bring the Service Alliance materials here,” “gather these three,” “back to the ground.”

7. Live - the Field at human distance

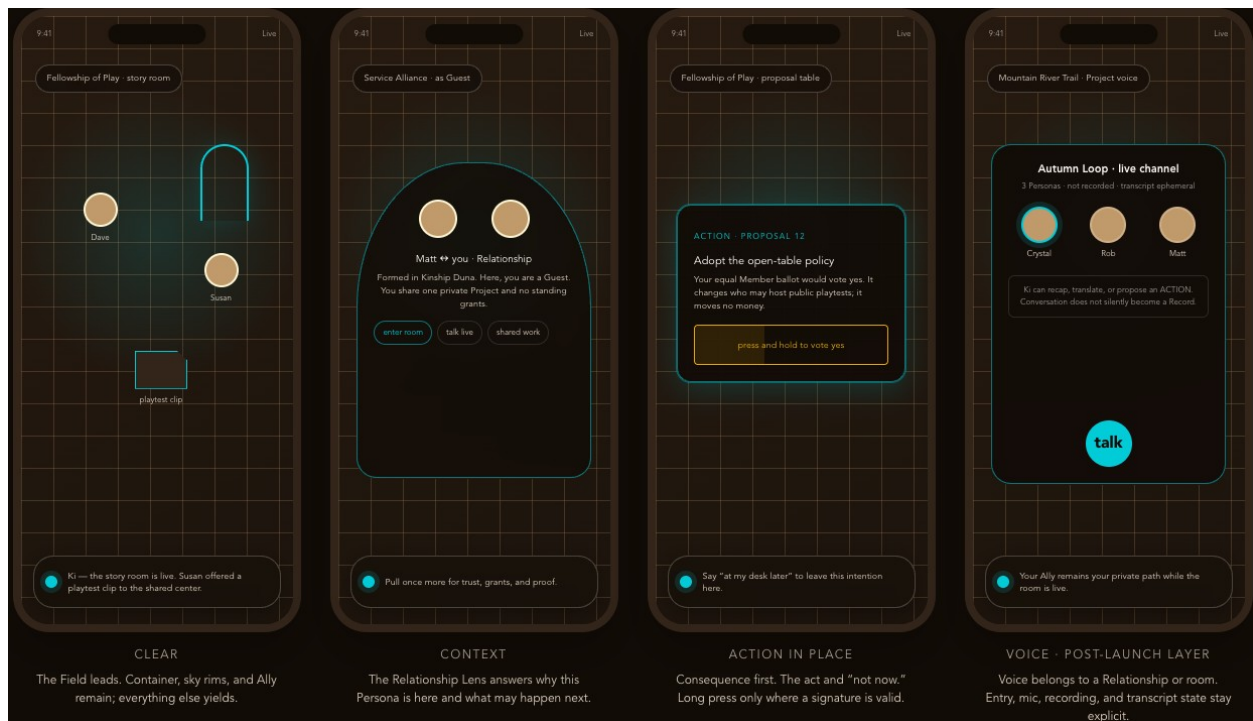


Figure 4. Live's four concept states: *Clear*, *Relationship Context*, *ACTION in place*, and an explicit post-launch voice room.

7.1 Live's job

Live is where the Field accompanies daily life: talk to the Ally, move between Scenes, meet Personas, enter Relationship rooms, participate in Communities and Alliances, capture artifacts, watch work, and make simple approvals whose consequence fits honestly on a phone.

Complex diffs, grant design, package acceptance, large uploads, and agent enhancement remain Studio-first.

7.2 One-handed Field

- The Field remains full-screen behind the system status areas.
- The Ally band sits within thumb reach.
- The attention dial is a vertical pull on the band: Clear → Context → Focus.
- A tap approaches; a second tap enters or opens the selected object's primary safe verb.
- A downward swipe retreats toward the ground.
- Long press remains reserved for signature when a signed act is valid.

7.3 Relationship Lens

On a small screen, inspection must not become a generic bottom sheet that erases the object. The Field recenters the selected node into the upper half. Context grows around it as a translucent lens while the Ally band rises from below.

The first view should answer only:

- Why this Persona or thing is here.
- What Relationship or Project places it here.
- What is happening now.
- One to three valid next verbs.

History, authority, and provenance are deeper pulls.

7.4 ACTION in place

The Action card attaches to its target. If the member is elsewhere, the Ally may say one sentence and offer to bring the target near; it does not create a badge.

Simple mobile approvals include:

- Accept or decline a Relationship proposal.
- Join an open Community.
- Approve a clearly scoped one-time permission.
- Cast an eligible ballot after the full consequence fits in two sentences.
- Accept a simple invitation.

“At my desk later” leaves a held intention on the object. Studio offers that object first on the next return.

7.5 Real-time voice

Voice is not a universal open microphone. A live channel belongs to a Relationship, Community, Alliance, or Project. The phone shows:

- Room name and Organization context.
- Participants and whether each is speaking through their own Ally path.
- Mic state.
- Whether anyone is recording or transcribing.
- The current room-safe artifacts.

The Ally can quietly mediate: summarize a missed minute, translate, filter interruption, or turn a spoken commitment into a proposed Action. It does not silently create a Record from conversation.

7.6 Capture

Camera, share sheet, clipboard, and voice memo produce Incoming Material with explicit scope. The immediate question is relational: **“Where should this live, and who may use it?”** not “Which folder?”

7.7 Mobile accessibility

- Minimum 44×44 pt targets.
- No action depends on color, transparency, motion, or spatial memory alone.
- A structured list projection is always available through the Ally: “read what is near me,” “list the three actions here,” “take me to the Relationship with Crystal.”
- Reduced motion changes crossings to crossfades and state arrivals to a single contrast change.
- Voice control and screen reader order follow semantic depth, not absolute screen position.

8. Kiduna TV - shared glass, phones as hands

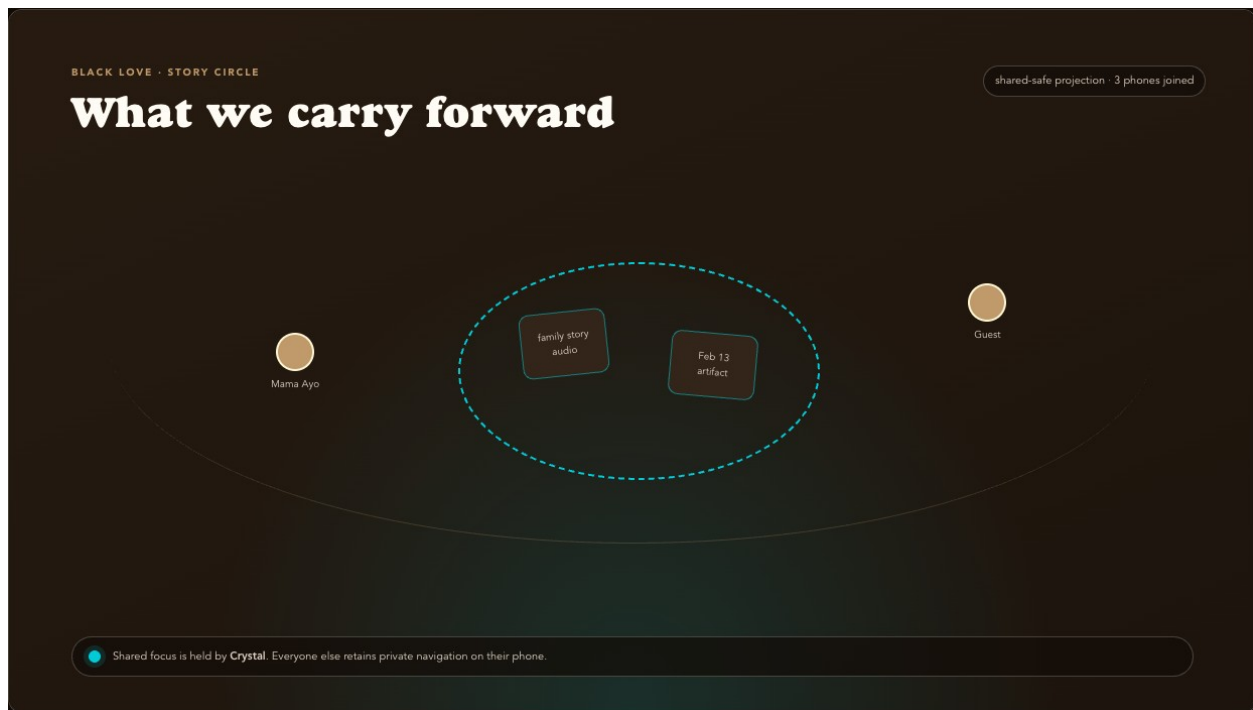


Figure 5. Kiduna TV as shared-safe glass: the center is collective, while private navigation and authority stay on each phone.

8.1 What TV is for

Kiduna TV is for presence, watching the live world one belongs to, visiting shared Scenes, story circles, project reviews, gatherings, and Moves. It should feel like a window into the same Field, not a media catalog.

8.2 No remote as the primary input

The television displays a pairing horizon. A nearby phone running Live joins the room through a visible code or local discovery. The phone remains a view into the same Persona and permissions; it does not become a generic arrow pad.

One phone may host entry, but multiple phones can join. Each person controls their own presence and private Ally interaction on their phone. The TV shows only the shared-safe projection.

8.3 Multi-person control grammar

- **Point:** touch or tilt on phone to cast a sky rim on the TV.
- **Approach:** drag toward an object or say “bring us closer.”

- **Offer focus:** send an object from phone to the shared center.
- **Take focus:** a visible handoff, never silent focus stealing.
- **Gather:** multiple participants can offer objects into a shared Gather Ring.
- **Chorus:** each phone gives a lightweight room response; the TV shows the collective state without ranking individuals.

Simultaneous input is resolved socially, not by hidden priority. The shared center has one visible holder at a time, while everyone retains personal navigation on their phones.

8.4 Privacy boundary

Never render on TV:

- Personal or secret material.
- Private Ally chat.
- Wallet balances, purchase flows, or financial authorization.
- Signatures or press-and-hold confirmation.
- Per-person scores, behavior counts, rankings, or inferred mood.

If an act needs private context or a signature, the TV says “continue on your phone” and the phone opens the exact object. The big screen waits without showing the result until it becomes room-safe state.

8.5 Multiple people, one room

The room is modeled as a temporary shared viewing context, not a new collective identity. Each participating Persona remains accountable for their own inputs. Unpaired viewers are simply viewers; the system does not infer who is on the couch.

9. Kiduna Express - the relationship layer on the web

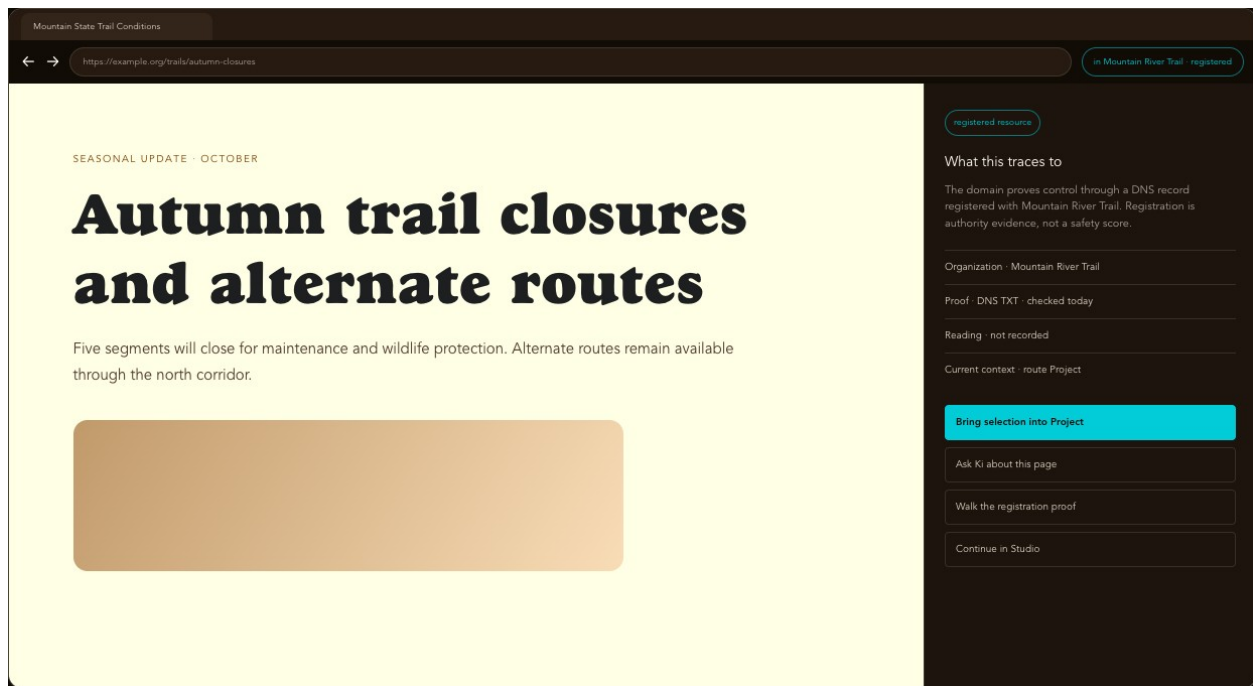


Figure 6. Express leaves the web page intact and adds a quiet registration and action lens.

9.1 The page stays the page

Express never repaints or grades the web. It adds one quiet toolbar chip and a contextual lens when asked.

Default chip states:

- **Known:** this resource is registered; show what it traces to and with whom.
- **Unknown:** no registered claim found; say “unregistered,” not unsafe.
- **Acting:** the Ally or an Actor is performing a granted action on this page.
- **Captured:** this page or selection now exists as an artifact in a named context.

9.2 The default Organization context

The chip states “in Kinship Duna” when no other Organization is selected, without implying that reading is recorded. Before any consequential act, Express restates the Organization and acting capacity.

9.3 Core verbs

- Ask my Ally about this page.

- Trace this registration.
- Bring page or selection into a Project.
- Share with a Relationship or Community.
- Register a domain or page with an Organization after proof.
- Draft or post through a connected social account.
- Continue this work in Studio.

9.4 Express as a portal, not a sidebar app

When deeper work is needed, the chip becomes a Portal into the exact Project Scene in Studio or Live. The web artifact is already present there with its provenance. Express should not reproduce the full Field in a 360-pixel sidebar.

10. How the surfaces work together

10.1 The continuity object

Continuity comes from stable Scene and node identities, not from synchronized screens. The same Project has one Field address, one current graph state, and surface-specific projections.

10.2 A day in the Field

1. **Express:** Crystal captures a trail-planning page into Mountain River Trail's route Project.
2. **Live:** her Ally tells her the Project Actor found a conflict with a seasonal closure. She leaves a voice note and gathers Rob into the Project conversation.
3. **Studio:** Rob opens the exact Project, inspects the Actor's source chain, brings in a Google Doc, and adjusts its read grant.
4. **TV:** that evening, the team casts the route Scene to the shared glass. Three phones offer locations into a Gather Ring.
5. **Live:** the next morning, Crystal approves the simple public-route update. The signed or authoritative boundary is handled on the appropriate private surface.

The objects did not move between apps. The people changed their distance from the Field.

10.3 Surface capability matrix

Capability	Studio	Live	TV	Express
Navigate and converse	Full	Full	Shared-safe	Page-contextual
Inspect Persona / Relationship	Deep	Focused	Room-safe	Registration only
Inspect Ally / Actor	Full bench	Summary / defer	No	Trace acting agent
Gather and compose	Full	Small sets	Shared offers	Capture + handoff
Drag/drop files	Full	Capture only	No	Page/selection
Google Docs / social scopes	Configure	Use granted verbs	View room-safe	Use page/channel verb
Real-time voice	Project collaboration	Primary	Heard through room	No by default
Sign authoritative acts	Yes	Simple only	Never	Proof/registration handoff
Money authorization	Handoff to kiduna.ai	Handoff to kiduna.ai	Never	Handoff to kiduna.ai

11. Visual system

11.1 Character

Deep. Warm. Operational. Deep umber is the ground, sky is the single touchable pulse, camel gives objects material warmth, gold marks authoritative Record-touching acts, and mint is reserved for rare emergence or successful creation.

11.2 Spatial hierarchy

- Ground: Organization and Scene context.
- Mid-ground: Relationships, Communities, Alliances, Projects.
- Objects: Personas, agents, artifacts, Portals.
- Air: contextual HUD.
- Horizon: Ecosystem and network state.

11.3 Node semantics must survive monochrome

Shape, edge, label, and placement carry meaning before color:

- Persona: circle / presence.
- Ally: continuous band plus circular presence when situated.
- Actor: squared functional figure.
- Relationship: two-seat capsule or chamber.
- Community: dashed enclosure.
- Alliance: solid enclosure plus central table.
- Institution: squared boundary counter.
- Project: stable worksite / bench.
- Artifact: clipped material card with provenance notch.

11.4 Typography

- Goudy Heavyface for expressive display and living numbers.
- Avenir for interface and body text.
- IBM Plex Sans for consequence callouts and explanations.
- Monospace only for Field addresses, command names, receipts, and source identifiers.

11.5 One primary touch

Sky blue identifies the single most relevant safe action in the current view. If two sky actions compete, the context is not resolved. Secondary actions use quiet borders or camel.

12. Motion and sound

12.1 Motion means state

- A changed object brightens once and settles.
- A Portal breathes only while responsive.
- A transfer breathes only while in flight.
- An ACTION arrives at its object, never from a global edge.
- Disconnection dims the ground; reconnection returns like sunrise.

No bounce, confetti, unread counts, or idle ambient animation unrelated to state.

12.2 HUD motion

The HUD follows the finger or pointer directly between Clear and Context, then settles in 240ms. Focus takes 320ms. Returning to the ground takes 280ms. Reduced motion uses immediate opacity and layout changes.

12.3 Voice and sound

Use sound as shared spatial confirmation, not reward:

- Soft threshold tone on Portal entry.
- Distinct, restrained tone when a live channel opens or recording changes.
- No sound for ordinary state arrival.
- Authoritative gold ceremony may use haptic and a low stamp, never a casino flourish.

13. Safety, consent, and understandable agency

13.1 The prompt-injection answer is visible authority

Web pages, emails, other Personas, and Actors can provide context or requests; only the Source directs the Ally. The UI should state refusals plainly: “This page asked me to change my instructions. Pages can provide context, not direct me.”

13.2 Every external act names the actor

Before posting, editing a Google Doc, sending a package, or invoking a tool, the command preview states:

- Acting agent.
- Organization context.
- Source Persona or policy.
- External system.
- Scope and limits.
- Confirmation mode.

13.3 No hidden social scoring

Do not convert presence, responsiveness, trust, activity, voice behavior, or contribution into scores, ranks, streaks, or badges. Room presence counts may be shown where allowed; person-level behavioral counts are not.

13.4 Always offer a non-spatial account

The Ally can narrate the current Scene as a structured list for accessibility, low bandwidth, cognitive clarity, or personal preference. Spatial rendering is a strength, not a gate.

14. First shippable cut

14.1 Studio v0

In: Project Scene; Clear/Context/Focus HUD; text Ally dialogue; node approach and lens; Persona/Relationship/Project/Artifact/Ally/Actor renderings; Gather Ring for small sets; drag/drop Incoming Material; Google Doc live-link setup; connected social account object; full Ally and Actor benches; typed ACTIONS; receipts; package handoff; same-Scene presence. **Out:** ecosystem-scale 3D navigation; unconstrained generative Scenes; multi-Project simultaneous view; full voice channels; permanent custom layouts; code editing; financial authorization.

14.2 Live v0

In: Field navigation; HUD depths; Ally text and talk-to-Ally input; Relationship Lens; presence; Portals; capture; simple ACTIONS; “at my desk later”; invite and onboarding; room-safe casting to TV. **Out:** full agent bench; complex grants; package acceptance; large uploads; authoritative diffs; live human voice channel at launch.

14.3 TV v0

In: phone pairing; one host plus multiple participant phones; shared-safe Scene; point, approach, offer focus, Gather Ring; public/member-safe artifacts; continue-on-phone handoff. **Out:** remote-first navigation; private chat; signatures; money; personal accounts on glass; person detection.

14.4 Express v0

In: quiet chip; registration trace; Organization context; ask Ally; capture page/selection; Project handoff; social draft/post under existing grant. **Out:** full Field sidebar; generalized page rewriting; safety scores; autonomous browsing without visible scope.

15. Prototype experiments

Experiment 1 - Can people explain the Field after 60 seconds?

Show Studio at Clear, select a Relationship, rise to Context, gather two artifacts and a Project, then ask the participant what changed. Success: they describe relationships and authority, not “files on a canvas.”

Experiment 2 - Does Gather feel powerful without feeling dangerous?

Compare three models: direct drop-to-combine, temporary Gather Ring, and purely conversational composition. Measure accidental-commit expectation and confidence before confirmation.

Experiment 3 - Is a Relationship a room, a lens, or both?

Prototype three thickness thresholds:

- Always a chamber.
- Lens until shared material exists; chamber once earned.
- Lens on mobile, chamber on Studio regardless of material.

Recommended hypothesis: earned chamber, immediate lens.

Experiment 4 - Can the HUD disappear without becoming undiscoverable?

Test the three semantic rests and continuous interpolation. Ensure members can always recover chat, context, and the Organization chip with pointer, touch, voice, keyboard, and screen reader.

Experiment 5 - Does multi-phone TV feel social?

Run three people through pointing, focus handoff, and Gather. Success: no one asks for the remote, and no one believes another person can act as them.

16. Decisions and open questions

Recommended decisions

1. Adopt Relational Terrain as the middle-distance grammar.
2. Use Persona as the stable human node; render Visitor/Guest/Member as contextual state.
3. Adopt Gather Ring → name intent → preview command as the universal combine grammar.
4. Make a Relationship Lens immediate and a Relationship chamber earned by shared material or repeated activity.
5. Make TV phone-driven and multi-person, with the television limited to a shared-safe projection.
6. Keep live human voice designed but outside the first launch cut.
7. Make Google Docs and social accounts scoped channel/artifact nodes, not invisible integrations.
8. Keep kiduna.ai as the only registration, wallet, and financial authorization home.

Questions for the next round

1. **Dimensionality:** Should the first production Field be 2.5D isometric, a flatter spatial plane, or adaptive by device performance?
2. **Relationship threshold:** What objective state earns a chamber: first shared artifact, first accepted grant, first Project, or member choice?
3. **Gather grammar:** Does lasso feel too much like a design tool on desktop? Should the default be Shift-click plus voice?
4. **HUD dial:** Is continuous opacity useful, or should all interaction snap strictly to three rests?
5. **Voice consent:** Can Organizations set a default transcription policy, or must every channel decide at entry?
6. **TV focus:** Should the host be able to reclaim shared focus, or should focus only move by explicit handoff?
7. **Express visibility:** Is the Organization chip always present, or reduced to the Kiduna mark until an act begins?
8. **Spacebar Clear:** Does a temporary HUD-clear gesture improve craft work enough to revisit the Round 8 cut?
9. **Scene generation:** Who owns the look of a generated Scene, and how is that provenance shown without turning the Field into a theme marketplace?
10. **Shared truth:** When two Personas' grants yield different projections of the same Scene, what minimum common geometry must remain identical?

17. Source spine and concept departures

This draft uses the attached Kiduna Kit as the source of truth for product language and graph semantics, while treating the visual and interaction recommendations as new concept work.

Preserved from the source

- The Field as the only interface; HUD translucency / risen / opaque; Studio and Live as distances of the same Field - [design-r8/UX-SPEC-R8.md §§0-3](#) and [skill-updates/cofounder-canon-2026-07-11.md](#).
- Persona / Visitor / Guest / Member as ratified human-state vocabulary - [kinship-graph-architecture-v1.1.md §§Executive decisions, 3.1](#) and [skill-updates/cofounder-canon-2026-07-14.md](#).
- Organization context for every Action; Relationship as a first-class per-Organization node; Project as Studio's central primitive - [kinship-graph-architecture-v1.1.md §§2.1, 3.1-3.2, 4](#).
- Source-only direction of the Ally; Allies and typed Actors; visible authority - [kinship-graph-architecture-v1.1.md §§2.1, 3.3, 5.4](#).
- ACTIONS at their objects, press-and-hold for signatures, gold only for authoritative Record-touching acts, no badges or scores - [design-r8/UX-SPEC-R8.md §§1, 7](#) and [design-r8/MOTION-ADDENDUM-R8.md](#).
- Express's registered/unregistered honesty and separation from trust - [design-r8/UX-SPEC-R8.md §4](#).
- kiduna.ai as authoritative registration and wallet home - [skill-updates/cofounder-canon-2026-07-14.md](#).

New or deliberately changed here

- Relational Terrain / Constellation / Living Workbench as a unified zoom system.
- Persona as the stable visual node with contextual ground rims.
- Gather Ring as the universal reversible composition gesture.
- Relationship Lens immediately; chamber earned by relationship thickness.
- TV controlled by multiple Live phones rather than a remote-first grammar. This follows the concept brief and intentionally departs from [design-r8/UX-SPEC-R8.md §5](#).
- Real-time voice interaction design as a post-launch layer. The current source explicitly defers voice at launch.
- The proposed spacebar Clear gesture, flagged because Round 8 cut it.
- Detailed Google Docs and social-channel object anatomy.



Closing principle. The Field should make one thing newly obvious:
information is never the whole object. Every useful thing is also a relationship, an authority boundary, a live state, a set of possible Actions, and a history of who did what. Kiduna becomes the browser of the agentic internet when those dimensions are not hidden in settings, audit logs, or prompts - when they are the world itself.