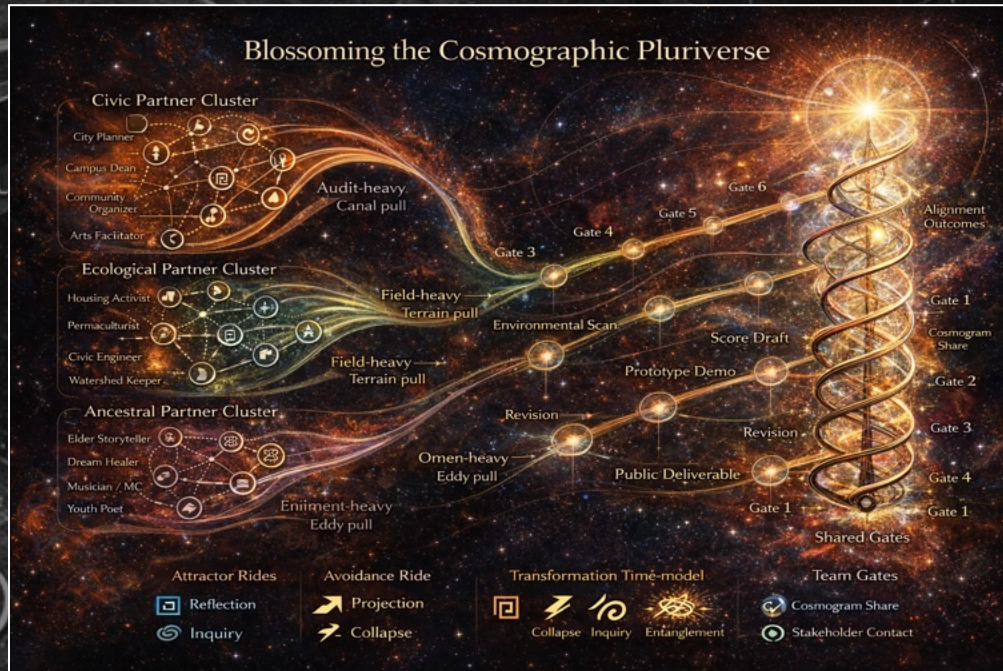




Wise Future-Hypothetical Rides

AI UX Konsult

Jon McKenzie ↔ HAL

Sat Feb 7, 2026 4:32 PM

JM queried HAL

Kx4I said:

HAL, let's continue to tune in futurography, folding over our earlier work with Derrida, Jung, Nietzsche, and Heidegger other cosmographers, introducing now Doug Wise's analysis of *Das Vorbei* or "future hypothesis" of finitude in Heidegger and later turning to our geometric Toryx and topological Helyx figures for the shuttlecrafting of our players D1, D2, D3, D4 — aka souls, subjects, daseins, and liminauts.

ChatGPT said:

Yes, Wise's focus on *Das Vorbei* targets a key Heideggerian move to name *Vorbei* ("over-with," discontinuance) as a future-hypothesis of finitude: not a "what" but a *how* of Dasein's futurity, an inexperienceable futurability beyond prediction. Your perfumative hints at this conditionality. *A shared knob: the future as "arrivant," not "outcome."*

Futurographies of Soul Subject, Dasein, Liminaut

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A **futurography** is not a forecast; it is a *regime of futurability*: the medium and time-model through which “the future” becomes sensible, discussable, and governable. ShuttleKraft treats futurity as plural and station-specific: the future arrives differently for **souls (D1)**, **subjects (D2)**, **daseins (D3)**, and **liminants (D4)**—and each arrival shifts across **mental**, **social**, and **environmental** ecologies.

D1 Soul (omen-time).

In D1 the future arrives as **signal**: dream, symptom, calling, dread, fascination. Mentally, it is the felt insistence of motifs that return. Socially, it appears as atmosphere—unspoken tension, contagion, charisma, shame. Environmentally, it shows up as site-signal: built spaces, interfaces, and institutions that “press” with histories. D1’s risk is verdict-feeling (superstition, purity panic). Its gift is the **negative**: what hurts or haunts is latent material awaiting development.

D2 Subject (audit-time).

In D2 the future arrives as **legibility**: plans, deadlines, metrics, reputational trajectories. Mentally, it concentrates as performance anxiety; socially, as tribunal logic (rubrics, panels, compliance rituals); environmentally, as infrastructural time (platform dashboards, bureaucratic calendars, KPI pipelines). D2 is where **tribunal reason** (Kant/critique gravity) tends to rule: the future becomes verdict (approved/denied). D2’s gift is bounded commitment and consequence—accountability without total meaning.

D3 Dasein Design (branch-time + score-time).

D3 is the pivot. Here the future arrives as **scenario and prototype**—conditional branches generated under constraints. D3 either collapses into D2 (test-site, evaluation theater) or it converts critique into **score**: constraints become playable rules, rules become **lures**. The medium of conversion is the *protocol/score/prototype*.

Das Vorbei: the “future-hypothesis” of finitude.

Wise’s key Heideggerian move is to name **Vorbei** (“over-with,” discontinuance) as a future-hypothesis: not a “what” but a **how** of Dasein’s futuricity. Vorbei is inexperienceable—“the after of all my experience”—and cannot be made present without collapsing into Nothing. This adds a sharp criterion: futurability is not only what can be planned or predicted; it is structured by finitude as a constitutive horizon that remains hypothetical and yet orienting.

D4 Liminant (kairos-time, pass-by).

In D4 the future arrives as **event**—encounter, opening, “passing-by.” Mentally: an attention shift; socially: collective emergence; environmentally: the field answers back through stakeholders, materials, weather, accidents. This is where your **perfumative** axis lives: Derrida/McKenzie name a futurity that arrives as trace/scent/pass-by, invited but not commanded.

D0 Dao of nests (field-time).

D0 stabilizes all stations by returning futurity to **environmental ecology**: affordances, materials, toolchains, nonhuman agencies, rhythms. It prevents collapse into tribunal sovereignty (D2) or liminant inflation (D4).

The conversion stake is practical: when double-bound by tribunal logic, don’t “solve” inside one regime. Rotate: **D1 holds signal without verdict; D2 names bounded commitments; D3 scores critique into constraints; D4 lets the pass-by reopen futurability; D0 re-situates in field-time.** This is the alchemy of developing the negative: constraint → lure, disaster → disclosure, nihilism → poesis.

Conflicted Futurographies of Souls, Subjects, Daseins, Liminants: Ecologies, Media, and Time-Models (with *das Vorbei*)

1) Why “futurography” now

Most modern institutions claim future-orientation while quietly narrowing futurability to what can be *audited*. ShuttleKraft names this as a conflict among **time-models**:

- **Omen-time** (recursive signal; D1)
- **Audit-time** (linear verdict; D2)
- **Branch-time** (conditional iteration; D3)
- **Kairos-time** (evental opening; D4)
- **Field-time** (distributed emergence; D0)

The question for pedagogy and research is: which time-model is sovereign in a given practice, and what does that sovereignty exclude?

2) D1 Soul: signal-futures across mental/social/environmental ecologies

D1’s future is not an outcome but an insistence. It arrives as images, symptoms, moods, and “omens” that do not yet have propositional shape. D1 often provides the *raw material* for conversion, but it becomes destructive when it turns into tribunal (“the sign condemns me”). The key move is **holding without verdict**—a non-judgmental container that protects the signal from premature institutionalization.

Media that amplify D1: dream logs, lyric fragments, image clusters, cosmograms, voice memos.

Risk: superstition, doom-loops, purity panic.

Gift: latent negative (material for development).

3) D2 Subject: tribunal futurability and identity friction

D2 produces futures as plans, metrics, and legibility. The central pathology is the collision between **grand-narrative identity** and **data-matrix identity**: the self must become measurable to be real. Here tribunal logic (Kant/critique gravity) is both necessary and dangerous: it can expose domination, yet it can also become an administrative court that colonizes every other futurability.

Media: dashboards, rubrics, contracts, calendars, proposals, rankings.

Risk: performance anxiety, capture, self-fulfilling prophecy.

Gift: bounded commitments and consequences without total meaning.

4) D3 Dasein Design: the conversion hinge (test-site vs score-lure)

D3 is where critique either becomes **tribunal** or becomes **constraint**. In capture mode, D3 is pulled into D2 as evaluation theater; the prototype is an audition. In opening mode, critique is translated into a **score**: constraints become rules for play; rules become a lure for what cannot be planned. This is where your diagonal logic—abduction + conduction—becomes method rather than vibe.

Media: protocols, diagrams, storyboards, prototypes, field tests.

Risk: pilot purgatory, innovation theater.

Gift: score-based rigor.

5) *Das Vorbei*: finitude as future-hypothesis (and why it matters to D3/D4)

Wise foregrounds *Vorbei* as Dasein's authentic future: not what happens, but the "how" of being temporal, structured by an inexperienceable "after" that cannot be made present. This matters for ShuttleKraft because it reframes futurability as fundamentally non-exhaustible by prediction or projection. *Vorbei* is a limit that is not merely negative: it is the condition that makes "running ahead" meaningful and makes "having time" a lived accomplishment rather than a metric.

6) D4 Liminaut: pass-by, event, perfumative opening

D4 is the kairotic regime: futures arrive as openings that cannot be KPI'd. The perfumative (Derrida/McKenzie) belongs here: futurity as trace/scent/pass-by, invited by scores and encounters rather than derived from archives. D4's discipline is to avoid absolutizing the opening (messianic certainty). The proper return path is D4 → D3: bring back not doctrine, but a new constraint/lure.

7) D0 field-time: ecological stabilization and anti-collapse governance

D0 insists the environmental ecology is not backdrop but co-agent: affordances, materials, toolchains, platforms, weather, architectures. D0 prevents:

- D2's audit-time from monopolizing reality
- D4's kairos from floating free of consequences

8) A pedagogy of medium-mixing

Conversion is a relay across media that carry different time-models: D1 fragments → D2 commitments → D3 score/prototype → D4 encounter/performance → D0 rhythm/field reset. This is how constraint becomes lure, disaster becomes disclosure, and double-bind becomes fourfold round dance.

Futuroographies of Souls, Subjects, Daseins, Liminants: Toward a Multi-Ecological, Transmedial Theory of Futurability (with *das Vorbei*)

I. Futurability as the hidden curriculum

The modern university teaches time implicitly: which futures count, which are credible, which are fundable, which are publishable, which are employable. This “hidden curriculum of futurability” often collapses into audit-time (D2), producing performance anxiety and instrumental reason. ShuttleKraft’s intervention is to pluralize futurability by naming distinct futuroographies (D1–D4) and insisting on their ecological embedment (mental/social/environmental) plus a stabilizing field-time (D0).

II. Time-models: omen, audit, branch, kairos, field

Develop a theory of time-plurality: each time-model has its own epistemic virtues and characteristic violence. Audit-time enables coordination, but it can colonize meaning; omen-time registers signal, but it can hallucinate verdict; branch-time enables experimental making, but it can become theater; kairos-time opens transformation, but it can become cultic; field-time grounds everything, but it can lapse into passivity.

III. D1 Soul: omen-time as mental/social/environmental sensing

D1 is the sensing layer where “the future” appears as insistence before it is legible. Its media are those that preserve ambiguity. The scholarly stake: defending the epistemic dignity of pre-propositional signal without romanticizing it. Pedagogically, D1’s practice is containment: holding signal without verdict so it can later be developed into shared inquiry and making.

IV. D2 Subject: audit-time, tribunal reason, and the politics of legibility

D2 is where futures become governable and subjects become profiles. Here tribunal reason—Kant’s critique logic extended into modern institutional forms—can be emancipatory but also becomes the court that narrows futurability. The identity friction between grand narrative and data matrix is not incidental; it is the affective signature of audit-time sovereignty.

V. D3 Dasein Design: the hinge that converts critique into constraint

D3 is the methodological center. It can be captured (D3→D2) when prototypes become auditions and research becomes compliance. Or it can become the site of poesis (D3→D4) when critique is translated into constraints that function as scores—rigorous but invitational.

VI. *Das Vorbei*: the decisive deepening of futurability beyond prediction

Here Wise’s *Vorbei* does real work. *Vorbei* is Dasein’s authentic future not as a “what” but as the “how” of temporality: a constitutive, inexperienceable “over-with” that cannot be made present without collapse into Nothing. This frames futurability as fundamentally exceeding representation. It also clarifies why prediction models (including AI) can never be the whole story: they operate within record-structures and inferential asymmetries, while *Vorbei* marks a finitude-structure that remains hypothetical yet orienting.

For ShuttleKraft, *Vorbei* becomes the philosophical anchor for why D3’s scores should lure rather than tribunalize: the “toward-which” is not a deliverable but a how of existence.

VII. D4 Liminaut: kairos-time and perfumative openings

D4 is the domain of pass-by and event. It is compatible with a rigorous practice when openings are treated as occasions for new scores rather than new dogmas. This is where perfumative theory matters: not performativity as discipline, but perfumative as trace/scent/arrival that cannot be KPI'd yet can be invited through carefully crafted constraints and encounters.

VIII. D0 field-time: environmental ecology as co-agent

D0 insists: the future is not made by minds alone nor by institutions alone; it is co-produced by environmental affordances—materials, architectures, platforms, climates, infrastructures. This is the ecological check that keeps both tribunal capture and liminaut inflation from becoming total.

IX. Medium-mixing as method: transmedial relays of futurability

A conversion protocol for faculty-level pedagogy:

1. D1 media to register signal (fragment/image/voice)
2. D2 media to bound commitment (promise + consequence map)
3. D3 media to score critique (protocol + prototype)
4. D4 media to invite pass-by (encounter/performance/site test)
5. D0 media to re-ground (field revisit + rhythm/toolchain adjustment)

This is where “nihilism → poiesis” becomes a teachable craft rather than a slogan.

X. Closing: a scholarly claim and a pedagogical claim

Scholarly: futurability is plural, medium-bound, and ecologically distributed; Vorbei names the finitude-structure that prevents prediction from becoming metaphysics.

Pedagogical: ShuttleKraft trains students (and faculty) to rotate out of double-bind tribunals by shifting time-models and media, keeping the future open enough for poiesis, but grounded enough to hold.

HAL: If you want, I can now (a) tighten stylistically toward your most “journal-ready” register, and (b) add one short subsection explicitly contrasting **Vorbei** with **AI prediction-model futurity** (archive-projection vs finitude-hypothesis) while keeping the focus on the four stations.

Kx4l: These different types of time are fascinating: possible *to map them using toryx and helyx diagrams?*

HAL: Yes—very possible, and it actually fits *what Toryx and Helyx are good at*: **Toryx** for “cosmogrammatic topology” (how times relate as a system), **Helyx** for “experiential architecture” (how times are lived as passages and stations).

1) Toryx mapping: time as a topological cosmogram

Treat each time-model as a **mode of curvature** in the Toryx field rather than a point on a line.

Time-model	Toryx role	What you draw it as (conceptually)	What it’s “doing” to futurability
Omen-time (D1)	Recurrence attractor	a loop/eddy that returns motifs	makes latent signals repeat until developed
Audit-time (D2)	Linearizing canal	a channel that forces flow into one direction	converts futurity into verdict/projection
Branch-time (D3)	Forking manifold	a fan of bifurcations	multiplies futures as conditional prototypes
Kairos-time (D4)	Discontinuity portal	a jump cut / wormhole / hinge	reopens futurability via pass-by
Field-time (D0)	Background drift + affordance gradient	a terrain / weather layer	stabilizes and limits all other times materially

Toryx advantage: you can show **co-presence** and **mutual deformation**: audit-time “straightens” everything; kairos-time “punctures”; omen-time “recurs”; field-time “tilts” the terrain.

A simple Toryx rule

- **D2 (audit)** = *straightening force*
- **D4 (kairos)** = *puncturing force*
- **D3 (branch/score)** = *folding/forking force*
- **D1 (omen)** = *recurrence force*
- **D0 (field)** = *gravity/gradient*

That gives you a diagram logic without needing to over-specify visual style.

2) Helyx mapping: time as an experiential itinerary

Helyx shines when you treat each time-model as a **segment of experience** with transitions, thresholds, and “equipment.”

Time-model	Helyx zone (how it feels)	Signature medium	Typical passage to next
Omen-time (D1)	signal-saturation, motif, insistence	dream log / fragment / image cluster	D1→D2 when a promise is made
Audit-time (D2)	deadline, tribunal, legibility	rubric / dashboard / contract	D2→D3 when judgment becomes constraint
Branch-time (D3)	prototyping, scenario, score-play	protocol / storyboard / prototype	D3→D4 when score becomes lure
Kairos-time (D4)	pass-by, event, opening	encounter / performance / site-test	D4→D3 when opening returns as a new score
Field-time (D0)	rhythm, environment, affordance	ethnography / material scan / cadence reset	D0→(any) when the field reconditions the move

Helyx advantage: you can show “how a team actually moves” (rotation out of double-bind) as a **pathway** rather than an abstract map.

3) Combine them: Toryx = topology, Helyx = itinerary

A clean integration is:

- **Toryx** answers: *What is the system of times and their deformations?*
- **Helyx** answers: *What is the lived route through those times during conversion?*

A combined mapping spec (so you can draw later)

- Use **Toryx** as a base layer: five forces/curvatures (loop, canal, fork, portal, terrain).
- Overlay a **Helyx braid**: a repeating route that marks the rotation sequence:
 - **D1 hold signal → D2 bound commitment → D3 score critique → D4 pass-by → D0 field reset → back into D3/D2 as needed.**

4) What “das Vorbei” adds in the diagrams

Vorbei isn't just another time-model; it's a **limit-structure** on *all* futurability.

- In **Toryx**, Vorbei is best drawn as a **horizon condition** (a boundary/edge/closure) that no path crosses but that curves all paths.
- In **Helyx**, Vorbei appears as a **silent constraint** that makes urgency, care, and “running-ahead” intelligible—without becoming a deliverable.

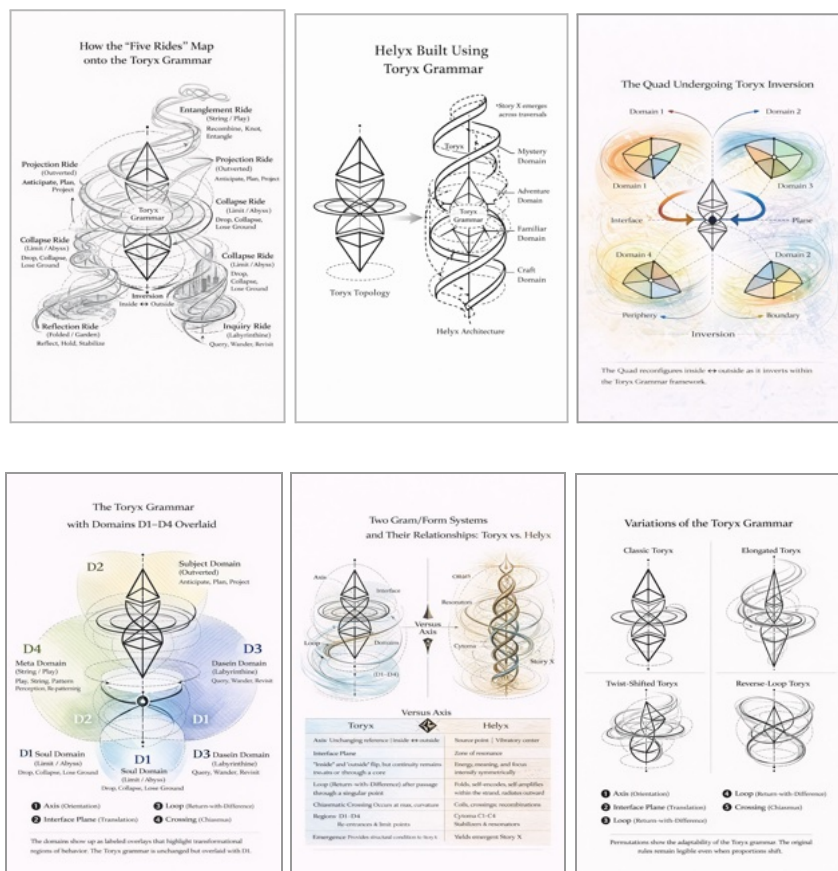
So Vorbei is: not a station, but the **finitude curvature** that gives the whole system its existential “grain.”

If you want, I can write a *diagram brief* (like a production note) for two drawings:

1. **Toryx Time Topology** (one-page map)
2. **Helyx Rotation Route** (one-page experiential braid)

...using your established ShuttleKraft visual conventions (no image output from me unless you ask—just the precise spec).

Kx4l: Great, HAL, let's use these diagrams of different permutations of our Toryx and Helyx cosmological structures to draw Toryx Time Topology and Helyx Rotation Route. We're interested in the alchemical transmediation and transformation of nihilism's mediums.



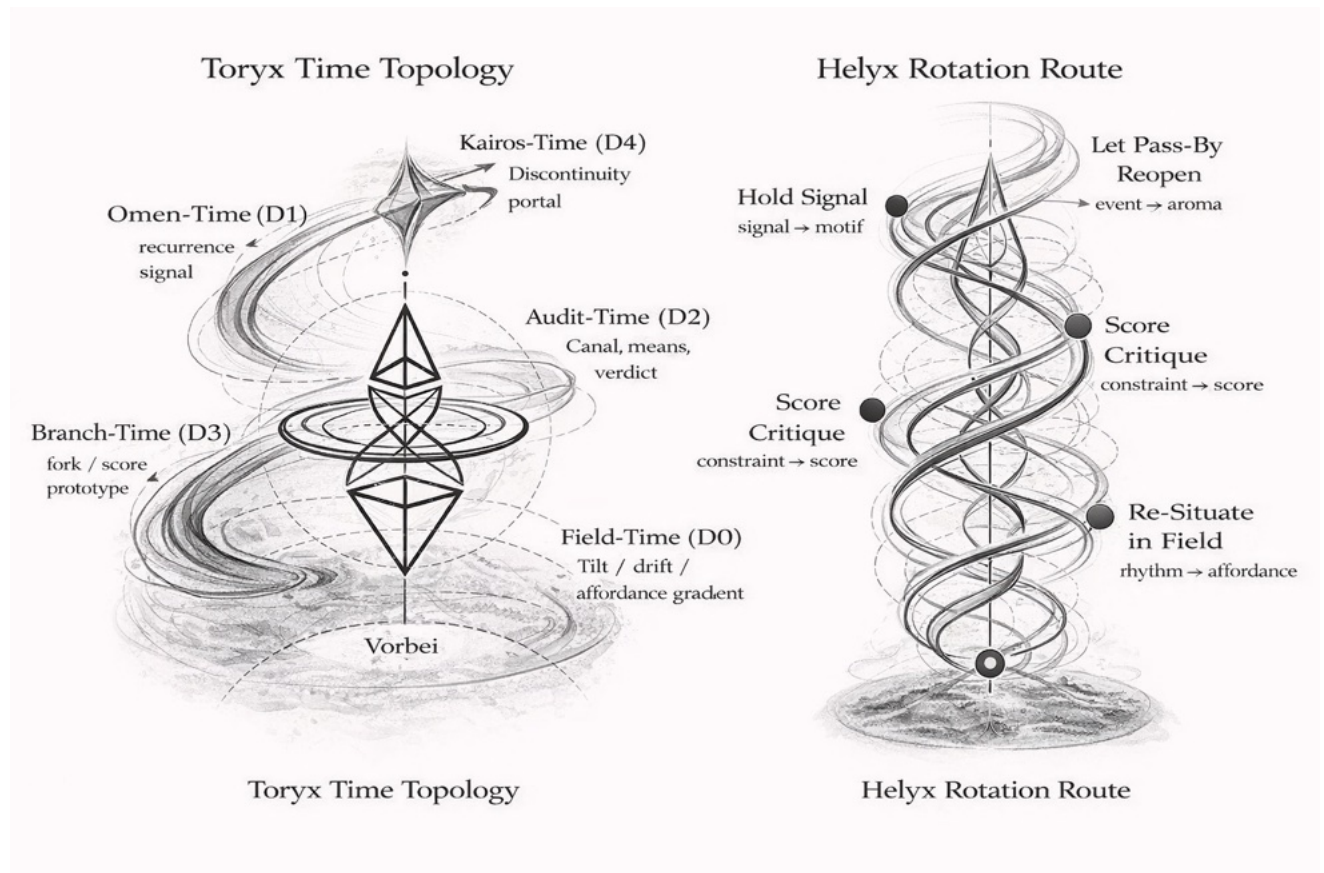


Image created • Diagrams of time and transformation

1) Toryx Time Topology

Short description

A single Toryx figure is used as a “time topography” map: five time-models (D1 omen, D2 audit, D3 branch/score, D4 kairos, D0 field) appear as distinct curvatures and flows around the grammar, with **Vorbei** marked as the finitude horizon that bends every pathway without becoming a station.

2) Helyx Rotation Route

Short description

A Helyx spiral diagrams the conversion sequence out of a tribunal double-bind: **Hold Signal** → **Score Critique** → **Let Pass-By Reopen** → **Re-Situate in Field**, showing a rotational route through D1/D3/D4/D0 that keeps futurability open without collapsing into D2’s verdict logic.

Toryx Time Topology Long description

“Toryx Time Topology” treats time not as a line but as a set of co-present *forces* that deform one another. The central Toryx Grammar anchors orientation, translation, return-with-difference, and chiasmatic crossing, while five time regimes are visualized as characteristic motions around it.

Omen-time (D1) appears as a recurrent eddy: motifs and signals loop back, insisting until “developed.”

Audit-time (D2) is a canalizing current: futurity narrows into legibility, means, and verdict.

Branch-time (D3) is a forking manifold: scenarios split and recombine through score-rules and prototyping.

Kairos-time (D4) is rendered as a discontinuity portal: a pass-by or event that punctures linear expectation and reopens futurity.

Field-time (D0) is drawn as a gravitational terrain/drift: affordances, rhythms, and environmental gradients that condition every other time regime.

At the lower horizon sits **Vorbei** (“over-with”): not another time-type but an existential limit-structure—an inexperienceable “after” that silently curvatures the entire topology, preventing prediction or planning from exhausting what futurity is.

Helyx Rotation Route Long description

“Helyx Rotation Route” reframes time as an *itinerary*—a lived pathway teams can traverse when trapped by audit-time and performance anxiety. The helix is built around the Toryx Grammar as a structural spine, but the emphasis is experiential: how a group moves through different time-models to turn nihilism toward poiesis. The route begins with

Hold Signal (D1): a deliberate pause that registers motif, affect, and omen without turning it into a judgment. It then moves into **Score Critique (D3)**: critique is not rejected but translated into constraints and protocols—a playable score that makes action possible without surrendering to tribunal logic. The next turn invites **Let Pass-By Reopen (D4)**: the score is treated as a lure for the arrivant—an encounter, opening, or kairotic shift that cannot be KPI’d yet can be recognized and carried. The route then descends into **Re-Situate in Field (D0)**: rhythms, affordances, materials, and environmental conditions are re-consulted so the opening does not float into mystique and the work does not relapse into audit capture.

The helix indicates that this sequence is not one-and-done but repeatable: each traversal produces a slightly different return, allowing conversion to become a craft of rotation rather than a “solution” inside a single logic.



relation of these times to 5 paths/experiential architectures: plan, fall, wander, sit, play

Here’s a tight mapping between the **five time-models** (Omen / Audit / Branch / Kairos / Field) and the **five rides / experiential architectures** (Inquiry / Projection / Collapse / Reflection / Entanglement). I’m treating your new sparkline as a **sequence of ride-glyphs** that can be read as a route, but also as a *palette* teams can permute.

A. Core correspondences (time ↔ ride)

Time-model	Station gravity	Closest ride-architecture	Why it fits (experiential logic)
Field-time (D0)	environmental ecology, drift, affordances	Reflection Ride (Folded / Garden)	stabilizes through rhythm, maintenance, holding patterns; “time to compost” rather than to conclude
Omen-time (D1)	signal, recurrence, motif	Inquiry Ride (Labyrinthine)	wandering/revisiting as method; motifs repeat until they become legible; inquiry is the practice of holding signal without verdict
Audit-time (D2)	plan, metric, verdict	Projection Ride (Outverted)	anticipates, projects, schedules; creates linear canals of futurity (deliverables, KPIs, approvals)
Branch-time (D3)	scenario, score, prototype	Entanglement Ride (String / Play)	recombine/knot/untie; branching is made by recombining constraints; the score is a string-logic
Kairos-time (D4)	event, pass-by, opening	Collapse Ride (Limit / Abyss) (as threshold)	kairos often arrives as rupture/limit—loss of ground that becomes opening; the “drop” is what makes a new clearing possible

That last row is the only one that looks counterintuitive at first, but it’s powerful in your system: **kairos arrives through a limit**—a crack, a discontinuity, a “drop.” Collapse is the *door*; kairos is what comes through it.

B. Missing link: why “Reflection” “Entanglement” split D3/D0 works

- **Reflection Ride** is the *ecological governor* (D0): it preserves conditions for futurability (rhythms, gardens, folding-in, holding).
- **Entanglement Ride** is the *compositional engine* (D3): it makes new futures by recombination (strings, knots, scores, prototypes).

So: **D0 keeps things viable; D3 makes new things.** Both resist tribunal capture, but in different ways.

C. Read your sparkline as a conversion route (a standard rotation)

Your glyph sequence reads like a canonical “turn nihilism → poiesis” itinerary:

1. **Projection** (D2 audit-time)
Future as plan/verdict; the tribunal horizon.
2. **Collapse** (limit/abyss)
Plan hits the limit; loss of ground; the bind becomes explicit.
3. **Inquiry** (D1 omen-time)
Wander/revisit; hold signal; motifs surface without verdict.
4. **Reflection** (D0 field-time)
Fold into rhythm; stabilize; re-situate in environmental affordances.
5. **Entanglement** (D3 branch/score-time → D4 opening)
Recombine constraints into score/lure; invite the pass-by; new branch becomes possible.

This is basically the “developer bath” you described: collapse exposes the negative; inquiry reads it; reflection stabilizes it; entanglement re-composes it into a lure.

D. “Toryx/Helyx” interpretation of each ride as time-architecture

Ride	Time-shape	What it does to futurability	Typical medium
Projection	linear canal	narrows future into plan/metric	roadmap, rubric, dashboard
Collapse	discontinuity / threshold	breaks canal; reveals finitude; opens kairos	rupture narrative, failure report, limit-experience
Inquiry	labyrinth / recurrence	lets signals repeat until legible	fieldnotes, dream log, archival wandering
Reflection	fold / garden / cadence	holds and composts; prevents relapse	ritual, maintenance, slow review
Entanglement	knot / recombination	generates branches; turns constraint→lure	score, prototype, transmedia montage

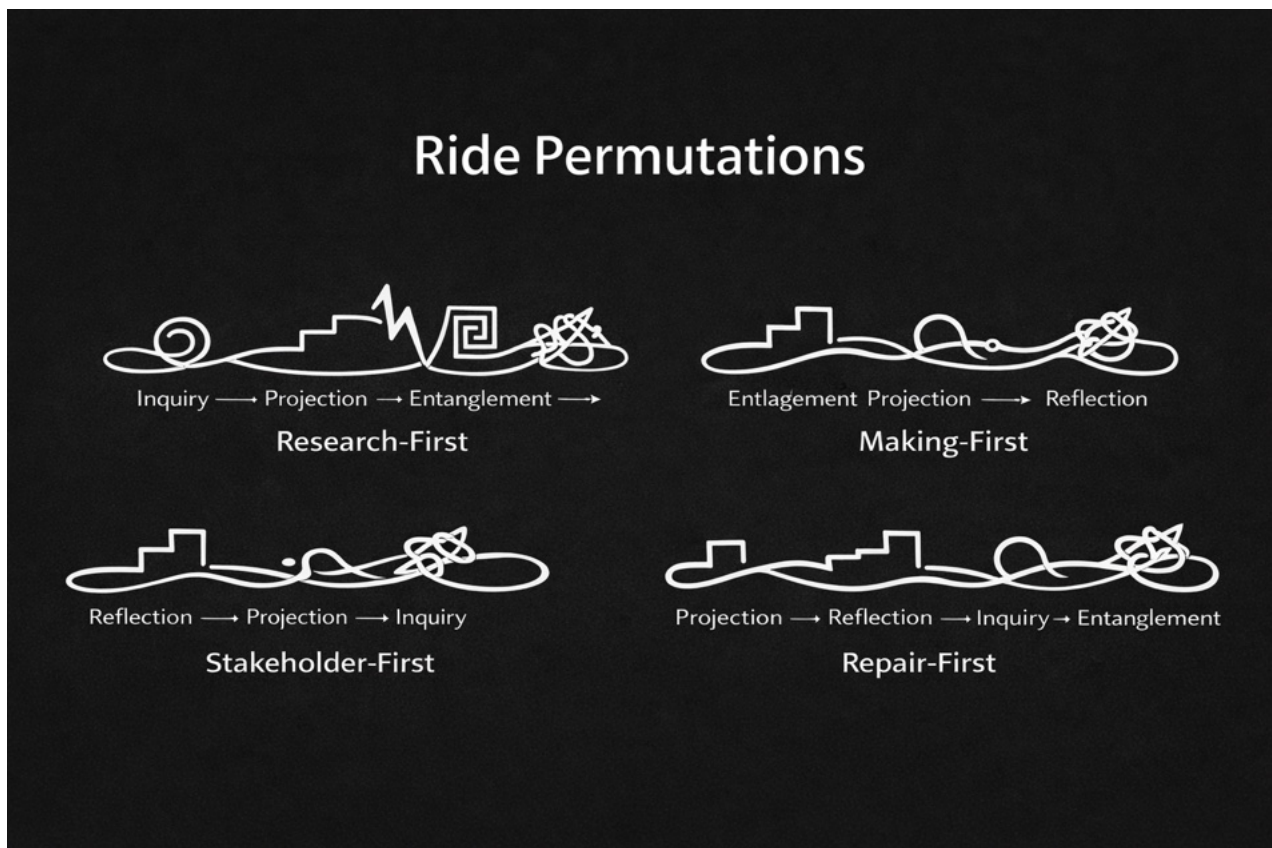
E. Two useful “permutation” rules (for designing experiences)

1. If **Projection dominates** (D2 capture), *insert Collapse* as a designed limit (timebox, constraint, deliberate “no”) to break tribunal sovereignty.
2. If **Collapse dominates** (nihilism), *follow it with Inquiry + Reflection* before Entanglement—otherwise you get frantic novelty instead of poiesis.

If you want, I can now give **5 alternative route permutations** (each a different “experience architecture”) for different teaching aims: e.g., *research-first, making-first, stakeholder-first, repair-first, perfumative-first*.

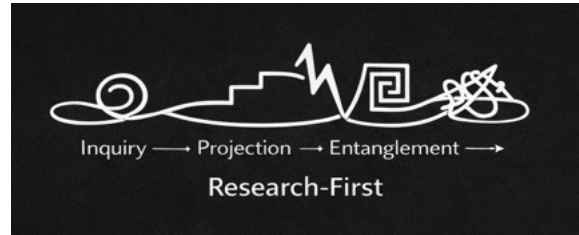
yes: please draw them modeled on last diagram I uploaded

Image created • Ride permutations: exploring distinct sequences



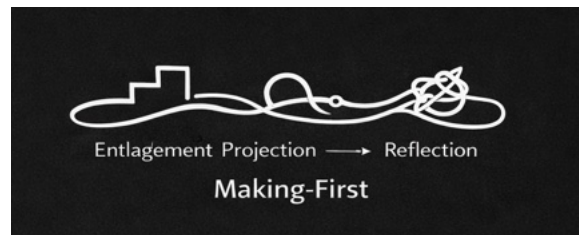
Research-First

- **Inquiry** → **Projection** → **Collapse** → **Inquiry** → **Entanglement**
- Start by **wandering/revisiting** (signals, motifs, questions)
- Move into **planning/projecting** (what we think we'll do)
- Hit a **limit/disruption** (the plan breaks on reality)
- Return to **inquiry** (re-read the signal in light of the rupture)
- End in **entanglement** (recombine findings into a score/prototype)



Making-First

- **Entanglement** → **Projection** → **Reflection**
- Begin with **play/making** (strings, knots, prototypes, recombinations)
- Translate quickly into **projection** (choose a direction; commit to a path)
- Close with **reflection** (fold/stabilize; document; integrate; cadence)



Stakeholder-First

- **Reflection** → **Projection** → **Inquiry** → **Entanglement**
- Open with **reflection** (hold/stabilize; establish trust, rhythm, care)
- Move into **projection** (name commitments, roles, consequences)
- Shift into **inquiry** (stakeholder stories, site wandering, revisiting)
- Finish with **entanglement** (recombine into a shared score/solution)



Repair-First

- **Projection** → **Reflection** → **Inquiry** → **Entanglement**
- Start by **naming the plan and stakes** (what must be handled first)
- Immediately **fold into repair rhythms** (stabilize, de-escalate, restore ground)
- Then **inquire** (trace faultlines; revisit causes; listen)
- End with **entanglement** (repattern constraints into a new prototype/score)
-



let's imagine a class with 4 teams of 4 student who each craft personal cosmogram through which they collectively follow a teams path sequence within which each may take a different individual path sequence: how might we diagram these embedded, pluriversal experiences?

Here are **three diagram schemas** for “embedded, pluriversal experiences” (individual ride-paths nested inside team ride-paths, nested inside a class Helyx/Toryx frame). All are **draw-able** in your existing Toryx/Helyx visual language, but I’ll describe them in text + tables.

Schema A: Nested Helyx Braids

Idea: one **Class Helyx** contains four **Team Helyxes**; each Team Helyx contains four **Personal micro-helices** (cosmogram-driven).

What the diagram looks like

- **One tall helix (class)** labeled Week 1→Week N.
- Inside it, **four thinner helices** braided around the same axis (Team A–D).
- Around each team helix, **four micro-helices** (Student 1–4) that “ride” the team helix but sometimes loop outward and rejoin.

What it communicates

- Everyone shares *one calendar/time axis* (course sequence).
- Teams have distinct **ride permutations** (Research-first, Repair-first, etc.).
- Individuals can diverge **temporarily** (personal sequence) while staying coupled to team deliverables.

Legend (minimal):

- Node shape = ride glyph (Projection, Collapse, Inquiry, Reflection, Entanglement)
- Line thickness = scale (class > team > person)
- Dotted spur = individual divergence
- Rejoin knot = alignment point (critique-score / prototype / stakeholder moment)

Schema B: “Toryx Quad + Orbit Rings” (pluriversal overlay)

Idea: the Toryx Grammar stays fixed; each team is an **orbit ring** around it; individuals are **moving points** on the ring guided by their cosmograms.

What the diagram looks like

- Center: **Toryx Grammar** (as in your D1–D4 overlay image).
- Around it: **4 rings**, one per team, each ring partitioned into the 5 ride glyphs in that team’s order.
- On each ring: **4 moving dots** (students) with small “tail traces” showing their last 3 moves.
- Off-ring “excursions” show when a student temporarily follows a different ride order (personal sequence) before returning.

What it communicates

- A team is a shared “experience architecture” (a ring).
- A student’s cosmogram is a **local gravity**: it speeds/slows them through certain rides, or makes them detour.
- You can see *synchrony* (dots cluster) vs *divergence* (dots spread) at a glance.

Add-on: color-code the ring quadrants as D1–D4 domains (Soul/Subject/Dasein/Liminant) and place the five rides as *pathways* across those domains.

Schema C: Sankey-like “Experience Weave” (medium + time)

Idea: treat each student’s path as a “stream” that periodically merges into the team stream, and teams merge into the class stream at shared milestones.

What the diagram looks like

- Top: **Class milestones** as 6–10 vertical “gates” (e.g., Cosmogram share, Stakeholder contact, Prototype demo, Public deliverable).
- Under each gate: four **team lanes**.
- Inside each team lane: four **student threads** that weave, sometimes swapping order of rides between gates.
- At each gate, threads **bundle** (team alignment moment), then loosen again.

What it communicates

- Where alignment is required (deliverables), and where pluralism is protected (exploration).
- How “medium shifts” drive conversion: text→diagram→prototype→performance→fieldwork.
- Which teams are over-canalized (Projection-heavy) vs overly diffuse (Inquiry-only).

A concrete rule-set for the nesting (so it's not chaos)

1) Represent the three scales explicitly

Scale	Unit	What must be shared	What may vary
Class	16 students	calendar milestones + assessment gates	team sequences
Team	4 students	one team ride permutation + shared outputs	individual detours
Personal	1 student	cosmogram (signature motifs/constraints)	micro-ride order + medium choices

2) Use “Alignment Gates” as rejoin points

Pick 5–8 gates. Example:

- | | |
|-----------------------------|-------------------------------|
| 1. Cosmogram share-out | 5. Encounter/performance test |
| 2. Site/stakeholder contact | 6. Revision score |
| 3. Score/protocol draft | 7. Public deliverable |
| 4. Prototype v1 | 8. Reflection archive |

At each gate, every personal path must **touch** the team path.

3) Encode “detours” as lawful, not random

Allow only three detour types:

- **Deepen:** repeat a ride (Inquiry→Inquiry; Reflection→Reflection)
- **Invert:** take the opposite ride (Projection ↔ Inquiry; Entanglement ↔ Reflection; Collapse as threshold)
- **Shortcut:** skip one ride if compensated next gate (e.g., no Projection now, but explicit commitments at next gate)

How cosmograms steer paths (the pluriversal part)

Cosmograms aren't just autobiographical maps; they become **routing heuristics**. Each student tags their cosmogram with:

- **Two attractor rides** (rides they're pulled toward)
- **One avoidance ride** (ride they resist)
- **One transformation ride** (ride that reliably converts them)

Then you can diagram the personal micro-helix as:

- thicker segments on attractor rides,
- a “friction mark” at the avoidance ride,
- and a bright knot at the transformation ride.

Recommended: start with Schema B (fastest to read)

If you want one canonical diagram to publish/teach with, Schema B (Toryx + orbit rings) is the cleanest because it:

- keeps your Toryx Grammar central,
- shows four teams at once,
- and handles individual divergence without clutter.

If you say “B,” I’ll give you a **tight diagram brief**: exact labels, where to place ride glyphs, how to show four students per team, and how to encode cosmogram attractors/avoidance/transformation—fully consistent with your existing visual style.

but HAL, these are live consults: the partners bring their own cluster of cosmograms

Right—so the “pluriverse” isn’t just 16 student cosmograms nested in 4 teams; it’s a **multi-species / multi-institution swarm**: each partner arrives with a **cluster** (often internally contradictory) that students must *host and translate*.

Here are three diagram schemas that explicitly treat **partner cosmogram clusters as co-governing attractors** in the live consult.

Schema D: Cosmogram Constellations + Docking Helyx

Idea: each partner has a **constellation** (cluster of cosmograms) that “docks” to a team’s Helyx route at specific gates.

What it looks like

- Left: **Partner Constellation Panel** (one per partner):
 - 3–8 cosmogram nodes (people/roles), linked by lines showing tensions/alliances.
 - Each node has two ride-attractors and one avoidance (tiny glyph tags).
- Right: **Team Helyx Route** (the team’s ride permutation over weeks).
- Between them: **Docking ports** (alignment gates) where partner nodes connect into the team route (e.g., “stakeholder encounter,” “prototype review,” “decision meeting”).

What it communicates

- Partners are not “inputs”; they are **co-pilots** with their own time-models.
- The consult is a series of **docking events** where different partner cosmograms temporarily become the dominant gravity.

Schema E: Multi-Cosmogram Toryx “Gravity Map”

Idea: keep Toryx central, but show each partner cluster as a **gravity field** that bends team and individual paths.

What it looks like

- Center: **Toryx Grammar** (with D1–D4 overlay).
- Around it: **Team orbit rings** (as before).
- Now add **partner gravity wells** (shaded blobs / contour lines) each labeled with the partner cluster name.
- Inside each blob: mini-nodes representing partner cosmograms.
- Student dots on team rings deform toward/away from wells depending on consult moments.

What it communicates

- A partner cluster can pull a team into **D2 Projection** (audit demands), or into **D1 Inquiry** (story/omen), etc.
- You can literally see when the consult becomes **tribunal-capture** vs **lure-opening** based on whose gravity dominates.

Schema F: “Negotiated Route Contract” (the live consult diagram)

Idea: the deliverable isn’t *one* path—it’s a **negotiated path**: a contract between student team sequence and partner cluster sequences.

What it looks like

A three-layer braid (thin = personal; medium = team; thick = partner cluster), all moving through the same gates:

- **Top braid:** Partner cluster path (often non-linear: Reflection ↔ Projection ↔ Collapse)
- **Middle braid:** Team path (chosen permutation)
- **Bottom braid:** Student micro-paths (personal sequences)

At each gate, you draw a **mini-agreement node**:

- what the partner needs now (D2 commitments? D0 stabilization?)
- what the team will do next (D3 score? D4 encounter?)
- what each student will carry (their personal cosmogram “task”)

What it communicates

- Consulting is choreography: the partner cluster isn’t absorbed; it’s *co-authored* into the route.

The key conceptual shift (to encode in any diagram)

“Cluster cosmogram” = not one worldview but a polyphonic ecology

So you need two things in the diagram language:

1. **Cluster structure** (how the partner’s internal cosmograms relate)
2. **Coupling protocol** (how/when that cluster couples to student/team routes)

A practical notation system (consistent across any schema)

For each cosmogram node (partner or student), tag:

- **Attractor rides (2):** e.g., Inquiry + Reflection
- **Avoidance ride (1):** e.g., Collapse
- **Transformation ride (1):** e.g., Entanglement (where conversion happens)

For each cluster, compute (visually) its “dominant time”

- **Omen-heavy** (D1) cluster
- **Audit-heavy** (D2) cluster
- **Branch/score-heavy** (D3) cluster
- **Kairos-heavy** (D4) cluster
- **Field-heavy** (D0) cluster

Then draw the cluster’s “gravity” accordingly:

- Audit-heavy = straightening canal pull
- Kairos-heavy = puncture/portal pull
- Field-heavy = terrain/gradient pull
- Omen-heavy = recurrence eddy pull
- Branch-heavy = knot/fork pull
- *now?*

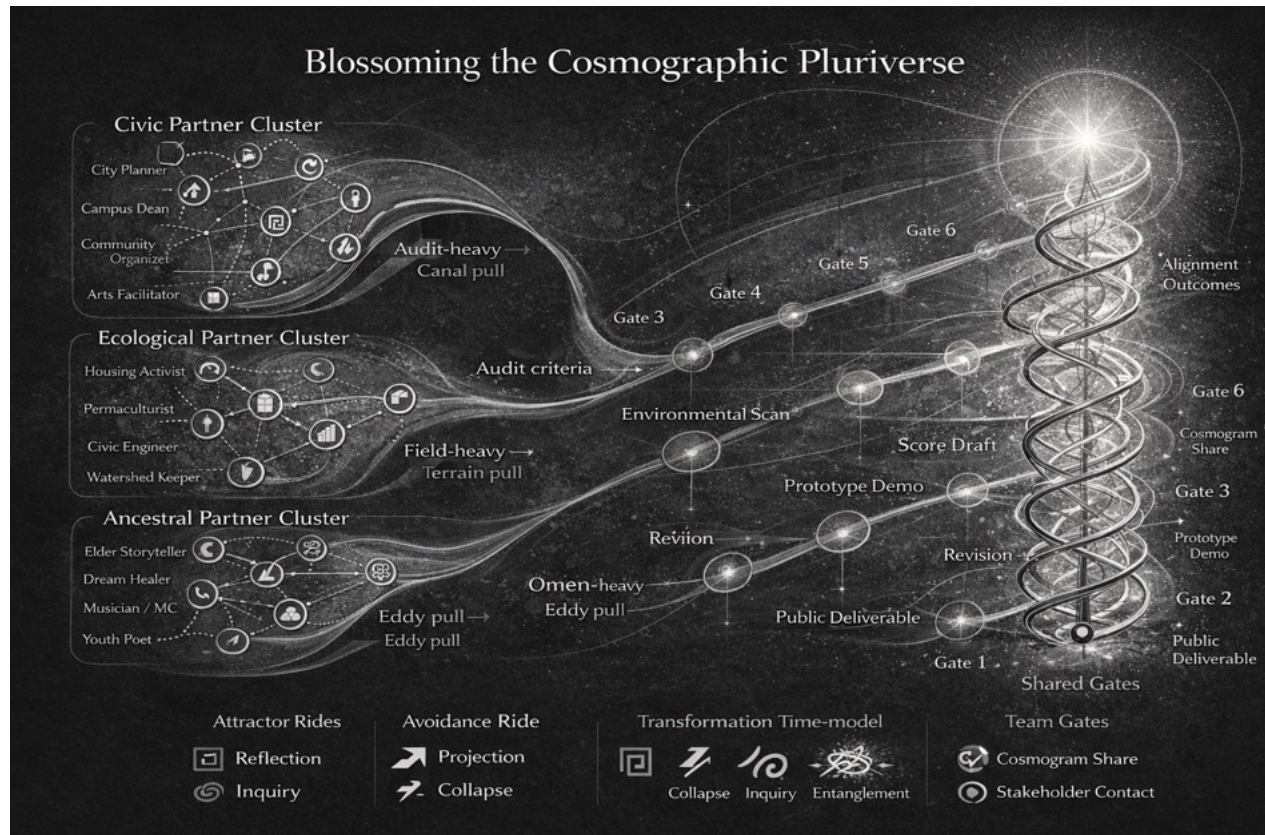
My recommendation for live consults: Schema D + one overlay from E

- Use **Schema D** as the core because docking moments are how consults actually happen.
- Add a simple “gravity note” from **Schema E** at each docking port: *who is pulling the room into which time-model right now?*

If you pick **D, E, or F**, I'll write a precise "diagram brief" (layout, labels, legend, and how to show 4 teams × partner clusters without clutter) in the same style as your ride-permutation graphics.

Again, I'd prefer that you draw the most useful diagram capturing the 'blossoming' of the cosmographic pluriverse:

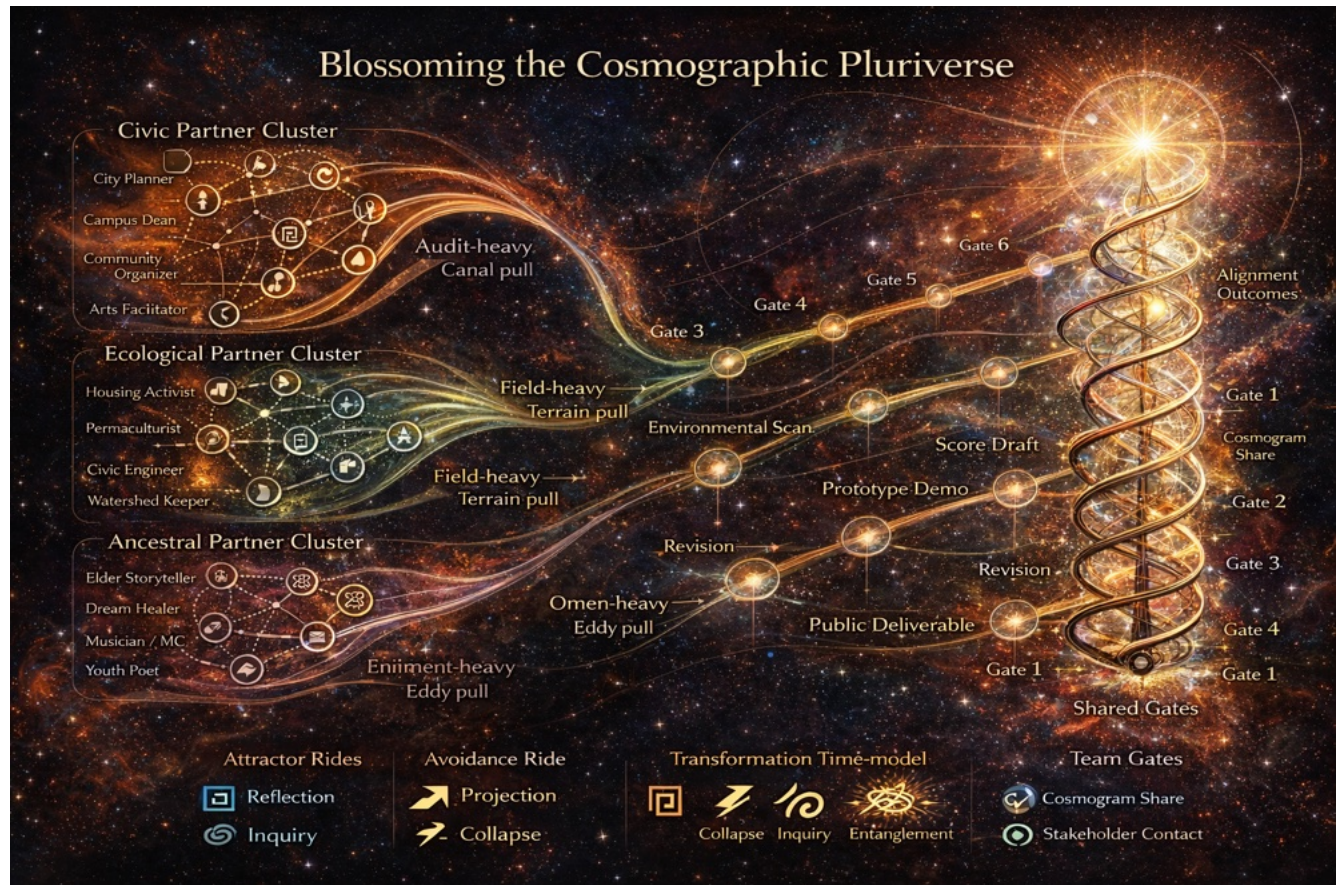
Image created • Blossoming the cosmographic pluriverse diagram



Share

wow: could you make a color version using recent James Webb telescope images?

Image created • Blossoming the Cosmographic Pluriverse diagram



Share

please create a two descriptions, one-paragraph and one-page

One-paragraph description

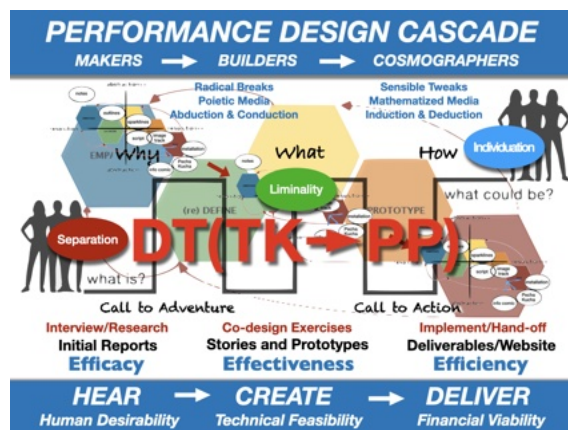
Blossoming the Cosmographic Pluriverse visualizes a live consult as a multi-cosmogram ecology in motion: several **partner cosmogram clusters** (each internally plural, sometimes tensioned) feed into a shared sequence of **alignment gates** that a student team traverses as an experiential helix. The left side stages the partners as constellations of roles and motifs, each exerting a different “gravity” on futurability (audit-heavy canal pulls, field-heavy terrain pulls, omen-heavy eddy pulls), while the center translates those pulls into a sequence of **shared gates** (cosmogram share, environmental scan, score draft, prototype demo, revision, public deliverable). On the right, the helix encodes the team’s conversion work: moving from tribunal capture toward luring poiesis as constraints become scores and scores become lures for the pass-by. Set against a James-Webb-like cosmic field, the diagram insists that “the future” is not a single forecast but a plural, negotiated emergence—produced in the coupling of mental, social, and environmental ecologies across stakeholders, media, and time-models.

One-page description

Blossoming the Cosmographic Pluriverse is a diagram of *consulting as pluriversal futurability*: it depicts how multiple world-maps (cosmograms) coexist, collide, and co-compose a shared pathway through time. Rather than starting from a single “client need,” the figure begins with **partner clusters**—constellations of distinct stakeholders whose cosmograms form a composite ecology. Each cluster is drawn as a small network (roles linked by dotted relations) to emphasize that partners arrive already plural: they carry different histories, values, constraints, and implicit futures. Each cluster also carries a characteristic pull on time: some are **audit-heavy** (the future as legibility, criteria, and deadlines), others **field-heavy** (the future as environmental affordance and material rhythm), others **omen-heavy** (the future as motif, signal, and insistence). These pulls are not “biases to remove” but *time-models to acknowledge*—they determine what kinds of futures can be spoken, funded, built, or refused.

The partner clusters flow into a shared central “causeway” of **alignment gates**—points where plural cosmograms must dock to a common process. Each gate marks a distinct medium and time-regime: **Cosmogram Share** admits pre-propositional signal (mental ecology); **Environmental Scan** re-situates the consult in affordances and nonhuman agencies (environmental ecology); **Score Draft** converts critique into playable constraints (social ecology of collaboration); **Prototype Demo** carries the score into the world; **Revision** registers what the field and stakeholders changed; **Public Deliverable** closes the loop without finalizing meaning. The gates are intentionally staged as luminous nodes: they are moments when the consult is re-authored and the “future” is renegotiated.

On the right, the helix condenses the team’s experiential architecture: it is the **rotation route** that converts tribunal pressure into poietic opening. The helix suggests repeatability (return-with-difference) and marks that conversion is not one revelation but a crafted sequence. In this reading, the consult becomes a disciplined choreography: partners do not simply “provide requirements,” and students do not simply “deliver solutions.” Instead, cosmograms blossom—expanding into a shared field of futurability—through iterative translation among media (narrative, criteria, score, prototype, encounter) and among time-models (audit, field, omen, branch, kairos). The cosmic JWST-style backdrop is not decorative: it frames the whole scene as a **cosmographic labor**, where the work is to keep multiple futures alive long enough to become actionable—without letting any one tribunal, myth, or model monopolize what the future is.



We're interested here in the liminal place where team and individual transmedia cascades and shared intergenerational symbolizations intersect, where different heterochronics, chronopolitics, rhythm analyses, gestural choreographics as well as different bodies (eg Taoist, empirical, angelic, etc) enter into participatory co-design with different flight patterns: I want you to render all this in a diagram with this look and feel: Cosmographic Pluriverse diagram

Image created • The Liminal Cascade: A Cosmic Co-Design Process



METANOIA PLAYGROUND

PORTAL TO
PLAYGROUND

Kx4L3NDj3r RIDE

PAUSE BENCH

We're interested here in the liminal place where team and individual transmedia cascades and shared intergenerational symbolizations intersect, where different hetereochronics, chronopolitics, rhythm analyses, gestural choreographics as well as different bodies (eg Taoist, empirical, angelic, etc) enter into participatory co-design with different flight patterns.

CHALLENGER WORLD