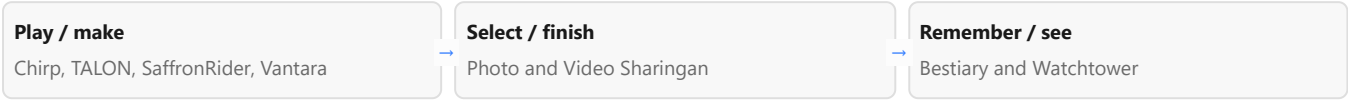


A creative workshop, not one giant app

I make instruments, games, worlds and production tools. The interesting part is not only the final app: it is the models and habits that make the next version easier to build.



Three jobs, many small systems. Similar ideas do not automatically mean shared implementation.

How to read this short version

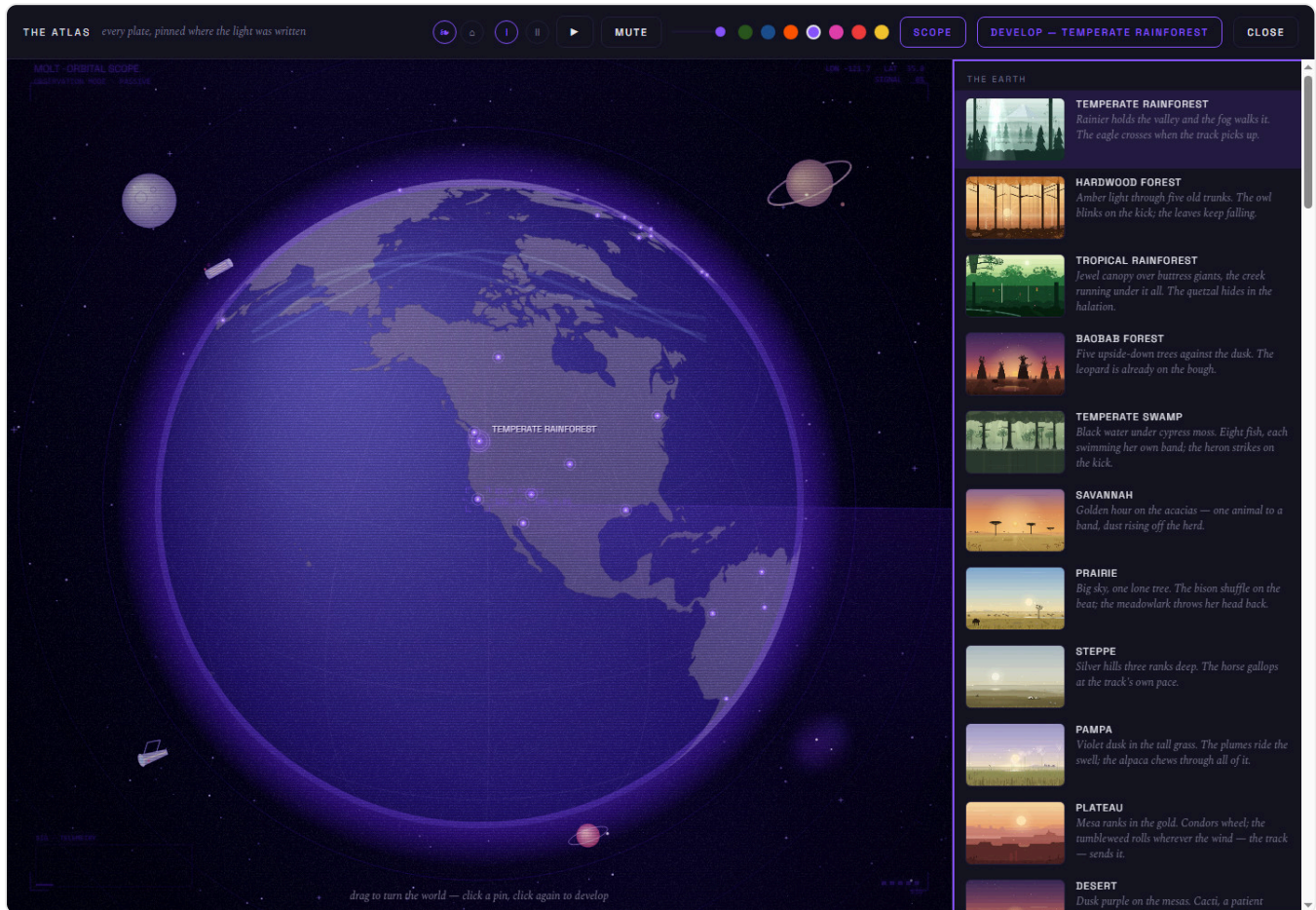
Start with the things you can see. Then follow one process: a sound becomes an instrument; a story becomes a contract and a stage; an uncertain output becomes a reviewable artifact. The long visual edition contains the full examples and source boundaries.

A model answers a particular question	
Intermediate	What it helps establish
Signal graph / schema	What travels between parts.
Proxy / rig / pose	Scale and staging; then movement; then readability.
Beat sheet / shot / A-B clip	Timing; the scene; then a comparable review.
Fixture / gate / handoff	What must stay true and what the next session inherits.

Editorial first-person guide. Source-implemented, demonstrated and planned are not interchangeable.

Different instruments, some shared laws

Chirp began with design principles and sound paths, then grew into different playable instruments: synthesis, strings, drones, percussion, turntables and analysis. Gyre and Soar make flight-like visual worlds; Warble is a bird synth; Rookery is a listening surface. The secret game stays a discovery, not a route directory.



Public MOLT Atlas, captured 13 October 2026. A screen of the world/plate picker, not proof of audio playback or musical origin.

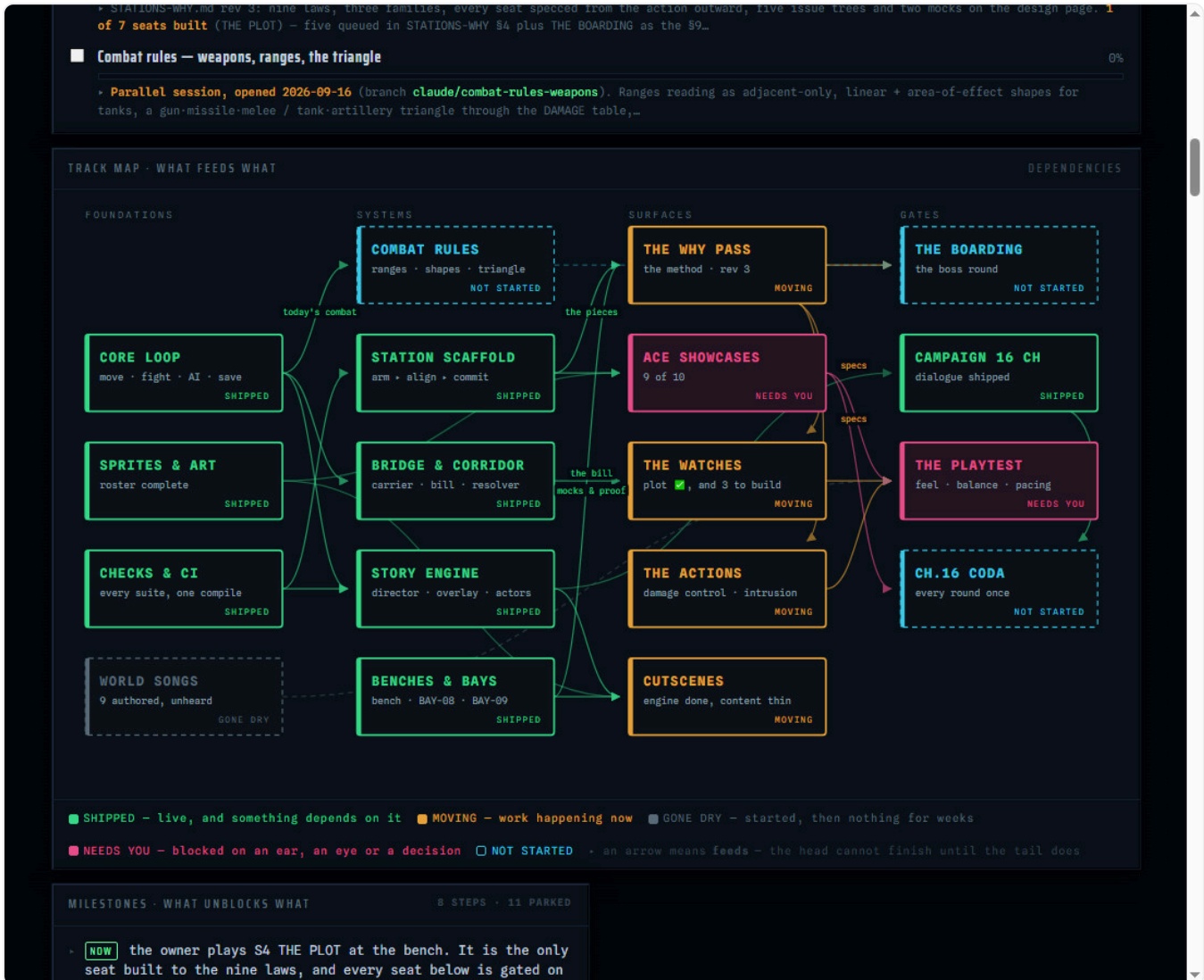
MOLT: choose a painted plate and a song, then shape a reactive trip. Auto DJ follows trusted song evidence and playhead time, while manual holds protect my decisions. Takes record a performance; trip records are not identical-pixel films.

AV core: repeated pitch/clock/random/theory/dynamics rules became explicit modules, emitted copies and known-answer checks. Extraction is selective: MOLT's current director remains a fork.

Chirp 9f02c7d source; public Atlas capture 13 October. Live controls illustrated, not full audio/export tests.

A game grew its own design workshop

TALON is music-judged mech tactics with songs, characters and a campaign. The workshop makes its invisible structure inspectable: a bible for meaning, factories for sprites/icons/interfaces, bays for comparisons, and a Scene Factory using the real stage painter.



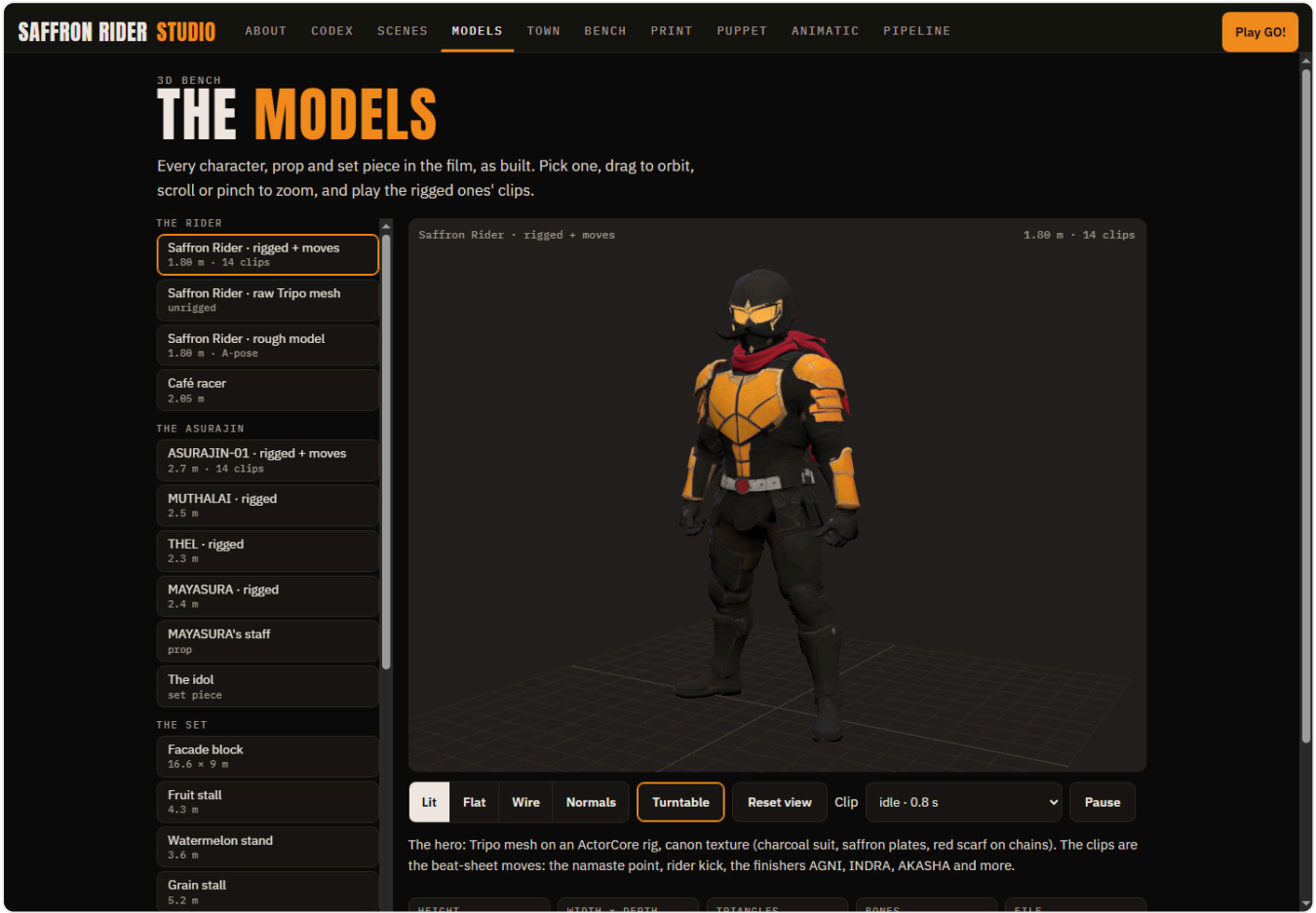
Local source preview, f60371e: Foundations → Systems → Surfaces → Gates. Shipped/moving/needs-you labels come from authored project docs, not a fresh test audit.

The Tool Shed is the PMO-like surface: STATUS/DOCS/BAYS. Its constellation connects documents; its Track map shows what feeds what; its Quest log collects Markdown questions. Scene Factory exports one shot composition. The multi-beat editor is still parked.

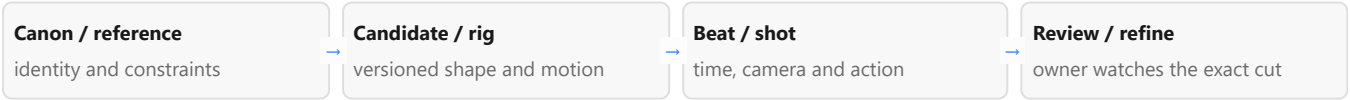
HALLIATUS f60371e. Figure is a local source preview; the public lab remains password-protected.

A rider needed more than a better prompt

Prompt-only images drifted away from the character. Reference sheets and a proxy made identity and staging comparable. Mesh, rig and pose then answered different questions; a beat sheet put action and camera on one timeline.



Public SaffronRider Studio Models view, captured 13 October. Published gallery content can lag private production source; inspection is not film completion or rig approval.



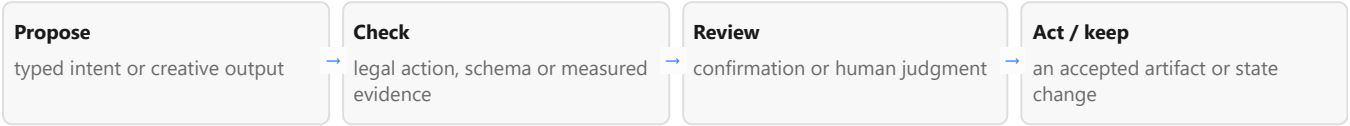
The approval boundary is the artifact, not the agent’s claim.

Studio exposes models, model/print/pose benches, animatics and selected scenes. Episode 1 is still in blocking; a published gallery or passed check is not a finished film.

SaffronRider 0fe400d source; public Studio capture 13 October. No unpublished masters or private references used.

AI gets a role—not the last word

Vantara models an authored magitech world. Four heroes and two authored demo cases run through deterministic grid/dialogue systems. Typed words must pass a legal-action gate. The future generated-quest/memory loop is a design, not a completed service.



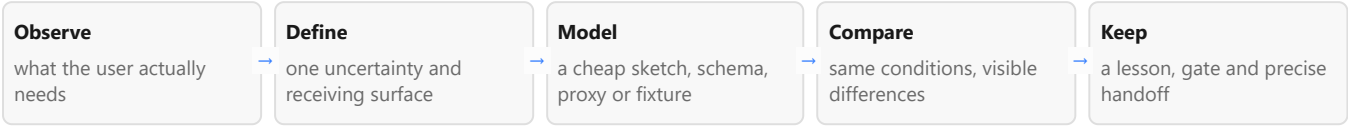
A recurring design boundary, not one shared backend.

Photo Sharingan scores and groups a shoot, offers optional AI suggestions, and lets the photographer decide. Lightroom return is album filing, not native flags; decision-resume UI is not established.

Video Sharingan measures footage, selects/sequences shots and produces XML/cut/render plans. It is a local CLI, not a browser editor. No detected novelty can still mean duration-based splits; an emitted timeline still needs import and review.

See the whole; chip away in useful slices

Think like a sculptor: envision the finished experience and sketch an adjustable roadmap, then chisel one small, end-to-end result at a time. Review the emerging shape; a clear direction is not a commitment to build every feature now.



Iteration can return upstream; this is not a rigid waterfall.

Three useful requests to an AI collaborator

Instead of	Ask for
“Make it better.”	“Give two alternatives for this one cue, with the contract held fixed.”
“Build the whole system.”	“Make the cheapest artifact that can answer this uncertainty.”
“It works.”	“Show the changed artifact in its receiving tool; name what remains untested.”

Leave a cold handoff: the next session should find the intended whole, exact version/paths, local-only state, checks, decisions and one next slice without needing this chat. Test that pickup rather than measuring how long the handoff is. The Janitor keeps incidents as cause/fix/prevention lessons.

Another learning with Devin: adapt model effort, context and parallelism to the question. Use sufficient capability, then deepen when needed. Tokenomics here means AI-work economics: compare total cost per verified result, including retries, not just a token rate. Devin billing is plan/product-specific; savings remain unmeasured.

Method synthesis plus owner-reported adaptive model use, 13 October 2026. Not automatic routing, a measured saving or full-fleet adoption.

What I try to keep true

Six principles, in plain English	
Principle	Practical move
Purpose before surface	Picture the intended experience; sketch an adjustable roadmap.
Separate fact from inference	Give measurements, guesses and suggestions different jobs.
Rules before improvisation	Make the stable contract small and inspectable.
Chisel one useful slice	Close a small end-to-end result that answers the next doubt.
Use the real receiving surface	Test where the result must actually work.
Make the handoff cold-ready	Leave state, decisions, evidence and one next slice for a fresh session.

Generated ≠ checked ≠ approved ≠ packaged. A source file can exist without a successful deployment. A prototype can teach something without being release-ready. A rank can describe engineering context without deciding creative value.

Repeated exercises are not scattered through this edition. Use the long guide’s optional workbook when useful; the main story should read without homework.

The repos stay private; these are the reader’s entrances

Main repo feature map	
Repo	Main job
Chirp / AVIARY	Browser instruments and reactive worlds. Gyre, Soar, MOLT, bird synths and listening surfaces explore different ways to play.
HALLIATUS / TALON	Music-judged mech tactics plus cockpit stations, a campaign and a creative workshop.
SaffronRider	An authored Tamil-flavoured tokusatsu world, film drafts and a game prototype.
Vantara Chronicles	A browser RPG prototype with an authored magitech world and four hero roles.
Photo Sharingan	A local-first cockpit for reviewing a photo shoot.
Video Sharingan	Local video analysis and editable cut plans, not a browser NLE.
Bestiary	The reusable memory and working-system hub.
Watchtower	The owner’s monitoring and reading site.

- [Chirp / AVIARY](#) — public instruments and MOLT.
- [HALLIATUS / TALON](#) — public systems index; Tool Shed is protected.
- [SaffronRider Studio](#) — public production workshop.
- [Watchtower guide reader](#) — protected; existing original edition.

No verified public app URL was established for Vantara or either Sharingan. Local/private source is not a public demo. The full pack includes a separately labelled internal analysis.

Public routes captured/read on 13 October 2026; reachability is not full functional verification. No passwords or secret-game routes included.

Edition 13 October 2026. Source evidence is dated; screenshots illustrate surfaces, not comprehensive product tests. See the edition pack’s source notes.