

## THESIS

Communication is bidirectional and leveraging calculus proof therefore evoking. Evoking is in regard to something

## FORMALISM

$\sigma(n+1) = \sigma(n)$  et  $\sigma(n+1) = -\sigma(n)$  E  $\phi(t_0-t)$

$\sigma(n+1) = \sigma(n)+1$  E  $\phi$  analyze ./fizzy-ki/materials/haiku.html showing heuristics

datagraph creating profile and meta data interaction integrating phenotypal dynamics

pattern on the app, playing with color morphing, analytical psychology and Itten's 7

contrasts mapped to sensitivity profile. The main interaction is a solution like liquid

shader with inkdrop spot creating ripples, and colors, rough shape morphing, blending

as dynamics and result of heuristics interactions over profile, geospatial, sensitive

affinity, matching precepts, matchin mood. MODEL [Pasted Content 3310 chars] review ./

akatsuki project and /kobalt-sigma page of the webapp as an example of morphing blurry

shader. Integrate entire workflow, with profile analysis, meta heuristics, meta data,

business intelligence, subscription model, automation build workflow, CI, continuous

amelioration. Integrate CMS social network services in a basic form, with user interactions under consent and predictive analysis over sensitivity, "guiding through

destiny, following honest emotion, in a sweet interplay that never fade, which digital

and AI empowers in a twin archetype symbiosis" add kobalt sigma llm model chat

interactions as a feature of the app, with group discussions integrating agents.