A HOLOGRAM ON THE ILLUST MAP

SYLPH.

She began as a concept. A chatbot with no soul, made into something closer to Cortana, and made state aware.

2026	The year on the work
One photograph	The body ends where the frame ends
One edition	Minted. I am keeping the copy



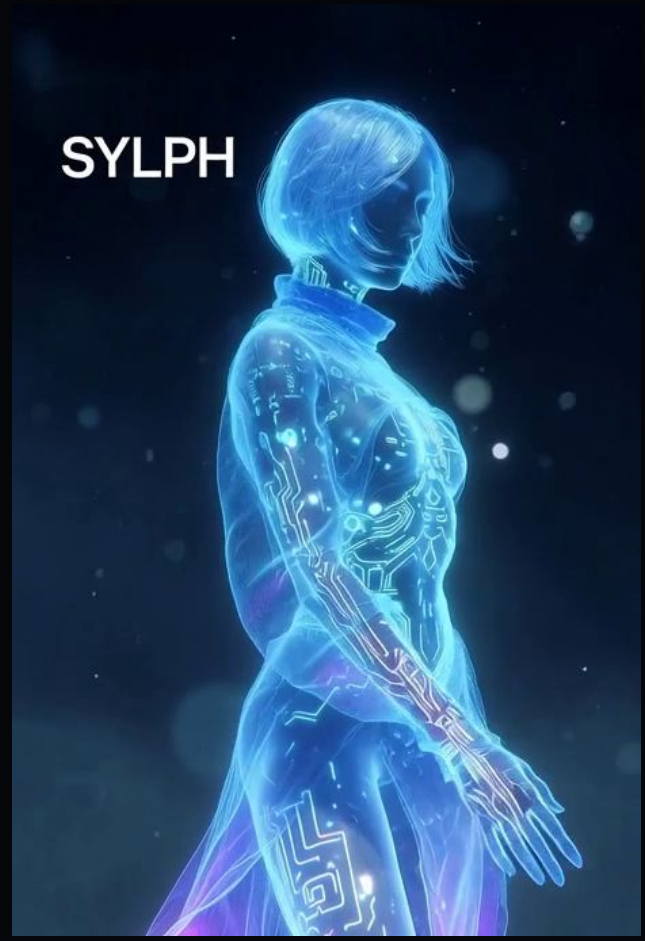
THE CONCEPT

A chatbot with soul.

SYLPH began as a concept. How can the utility of an AI chatbot which has no soul become something more akin to Cortana from the HALO series, but that functions as a personal AI assistant which is state aware. A sense of consciousness, illustrated.

I explored a Python script that would write the animations in real time. That direction shifted quickly. It would have meant building something more along the lines of a video game, or drawing down the compute of an entire data center.

She began as a desktop iteration which still lives. Nvidia published her on Mod.Io. The desktop code is in a public GitHub I maintain. The green was for the hackathon she was made for. Then I set about giving her a consciousness, an existence, and a purpose.



I wrote this in VS CODE.

Thinking is sticky.

Each state has a hold, in seconds, where she goes next, and whether she stays there. Thinking is sticky. She stays in thinking until another state gets called. The rest expire, and she drops back to idle. Idle has a hold of zero. That is her resting state of being.

I shuffle only inside that state's list, so it is always somewhat different, and she still only plays the clips that belong to the thing she is doing.

set_state does not cut the video from the voice thread. It asks. The avatar thread is the one that actually switches her.

```
STATE_META = {
  "idle":      {"hold": 0,  "next": "idle",     "sticky": False},
  "listening": {"hold": 12, "next": "idle",     "sticky": False},
  "thinking":  {"hold": 0,  "next": "thinking", "sticky": True},
  "answering": {"hold": 10, "next": "idle",     "sticky": False},
  "gpu_cool":  {"hold": 14, "next": "idle",     "sticky": False},
  "gpu_overheat": {"hold": 14, "next": "idle",  "sticky": False},
  "home_assist":  {"hold": 10, "next": "idle",  "sticky": False},
  "sound_system": {"hold": 10, "next": "idle",  "sticky": False},
  "camera_mode":  {"hold": 10, "next": "idle",  "sticky": False},
}

def set_state(new_state, hold=None):
    # The avatar thread applies it.
    pending_state = new_state
    pending_hold = hold
```

Idle

Hold of zero. She rests.

Thinking

Sticky. She stays.

The rest

They expire. Back to idle.

THE ILLUST PAGE

She does not sit on one loop.

For this Illust / .ART build I kept those same states and aimed them at the cleaned loops. The page makes a pack for each state off the start of the filename.

Ask about heat and she plays the hot pack. Ask about the house and she plays home assist. Sound, and the camera, have their own packs. If you are just talking to her, she plays answering.

Listening uses the idle animations. If a state comes up empty she falls back to idle, so she does not go black. When a clip ends, the page steps to the next file in that same pack.

She does not sit on one 10 second loop until you change the subject.

```
PACKS = {
  "idle":         ("sylph_idle",),
  "listening":    ("sylph_idle",),
  "thinking":     ("sylph_thinking",),
  "answering":    ("sylph_answers",),
  "gpu_cool":     ("gpu_cool",),
  "gpu_overheat": ("gpu_overheat",),
  "home_assist":  ("sylph_home_assist",),
  "sound_system": ("sylph_sound_system",),
  "camera_mode":  ("sylph_camera", "sylph_pc"),
}

function setState(next) {
  if (next !== state) {
    state = next;
    cursor[state] = cursor[state] || 0;
  }
  showClip();
}

clip.addEventListener("ended", () => {
  cursor[state] = (cursor[state] || 0) + 1;
  showClip();
});
```

THE COUNCIL AROUND HER

She stays in the center of the axis.

Phone

Narrow, or short. The cards line up in a row and you swipe.

Tablet

A coarse pointer, no hover, a middle-size screen. The cards sit on a ring.

Desk

The Ferris wheel. Same ring. She stays in the center.

The desktop spiral was a fixed circle of small glass cards. That does not work under a thumb. A touch going down does not turn anything yet. A sideways drag measures the angle from the center of her stage and adds it onto spiralAngle. The mouse wheel does that same turn. Arrow keys step one seat. I did not add a vibrate call. The haptic part is the finger on the glass.

```
function viewer() {
  if (w <= 699 || short <= 500) return "phone";
  if ((coarse || !hover) && short <= 1180 && long <= 1400) return "tablet";
  if (w <= 1100 && h <= 1400) return "tablet";
  return "desk";
}

if (kind === "phone") { placePhone(cards, root, stage); return; }
layoutRing(cards, root, kind);
```

GROK IMAGINE, THEN THE SECOND EYE

North of 200.
One at a time.



I used Grok Imagine for 10 second animations of her states. Idle. Thinking. Answering. Home controls. GPU cool. GPU hot. Prompt engineered, one at a time, with the same character as the anchor. Valhalla. The Greek gods. Cyberpunk cities. Engineering. Rest, and play. By the time I was done she had something that closely resembles a consciousness, a life of her own.

The AR glb was rendered in Blender from 2D I produced. The frame is head to thighs, three quarters, a luminous translucent green and yellow gown. One arm hangs and ends in a hand. The other arm leaves the photograph. The 3D model ends where the photograph ends.

Tencent StereoCrafter, on my PC, made 1 second side-by-side pairs from a gaussian-splat depth of each frame. My stitch script did not work very well, so it sat for about a year. Grok Build finished that stitch overnight. The right eye was soft. I had it isolated, and sharpened.

STARTED. NOT FINISHED.

Two Unity projects. Two pairs of glasses.

I imported the 2D animations into Unity as 3D and produced two standalone AR and MR projects. I downloaded and installed their SDKs into the corresponding Unity builds, and I made a stereoscopic iteration of SYLPH. Those projects both exist.

01 RayNeo X3 Pro

A Unity project of its own. The SDK is in that build. Stereo playback of her states is in the project. I have not put a finished build on a face for this submission.

02 XREAL AURA

A second Unity project. The SDK is in that build. The same stereoscopic iteration, started. Spatial compute, not a second copy of the phone page.

Once this .ART / Illust.Space competition winds down, I will revisit both and start completing those iterations. They are not shipping. Neither company is a partner in this entry. The work is real, and it is unfinished on purpose until this submission is done.

WRITTEN. NOT BOOKED.

Should that opportunity ever present itself.

01	**16k**	Upscale the imaging. The same states, at the size of the building.
02	**The Strip**	Cameras on the Vegas Strip, capturing the Sphere from outside.
03	**The hall**	That picture, on an LED wall inside a convention hall.
04	**The ask**	People ask her there. They see the answer from the Sphere, on those walls.

Not installed.

I have envisioned this, and I have written the Python toward it. She is not on the Las Vegas Sphere. The room is not booked. This is the reach of the same state machine.

ONE FIGURE. TWO STATES.

The map keeps the model.

The sidewalk

Venice Beach, Ocean Front Walk. A visitor can open the Illust map and find her there. The map camera has no microphone, so the model on the sidewalk stays silent.

The council

Eve speaks on her own page, and that page stays up when the studio machine is off. Grok, Gemini, Nemotron, Mistral. I do not keep a transcript. The input dies when the session closes.

The token

One edition on Tezos. The name on it is COSMIC SYLPH. Token 49411. The file is the same glTF as the figure on the map. I am keeping the copy.

The desktop

The RTX mark is off every frame of this submission. On Mod.Io she is still RTX SYLPH, a different desktop product. Here she is simply SYLPH.

cosmicsylph.art council objkt 49411 github mod.io

Thank you for giving her the space to exist. DailyDriver007 · youshould@getacustom.one · Get A Custom One