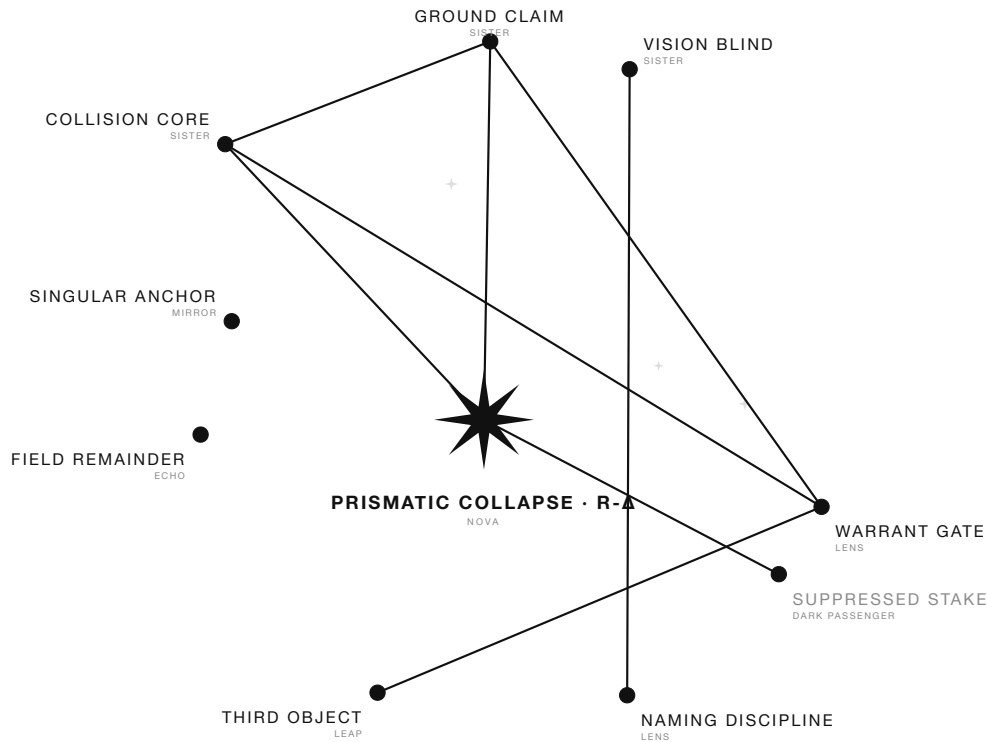




THE REFRACTION ENGINE

points 9 · relations 8 · field 3

anchor = invariant · points = distinctions · lines = relations · faint = unlit

threshold: A method that reads an input once, locks its CORE (the invariant thing it pivots on), then runs two genuine collisions (Ground vs Vision) to birth the constellation. | **lead:** G | **collision:** ROUND 1: Ground says the method **works** via disciplined collision — facts + frames clash, zakshi witnesses the burial, a leap fires if warranted. VISION says it **works** because naming compression forces away false-closure — the method **resists** solutions, stays fractured, lights only necessary stars. ROUND 2: Ground: the spine is a PROCESS (threshold→collision→zakshi→conscient→leap). Vision: the spine is a DISCIPLINE (what NOT to say, where NOT to light, leaving dark stars as findings, not blanks). | **zakshi:** gap | **landing:** Reframe | **leap:** INTERROGATIVE FIELD | **warrant:** object,dual,trace,necessity | **dark:** why the method sometimes **fails**, the cost of the naming ceiling, what happens when no leap passes, whether the field-star remainder is loss or signal | **model:** Claude Haiku 4.5 | **tokens:** 766 | **marker:** June 26, 2026 · 1:58 PM

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