

Measured body control

Weighted skin follows a commanded forearm bone

512

sampled skin vertices

5

recorded states

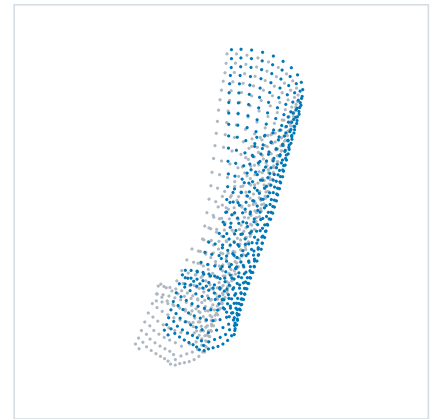
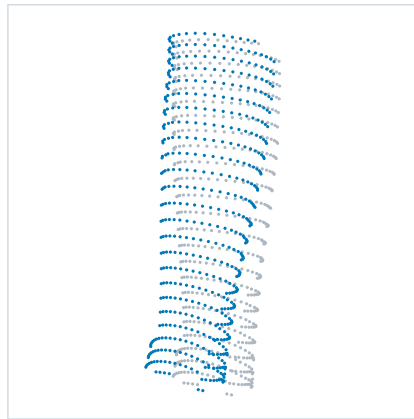
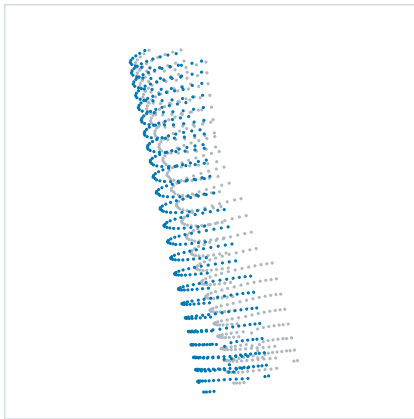
0

coordinate restore error

View 1 | 20 deg / -45 deg

View 2 | 20 deg / 45 deg

View 3 | 40 deg / 135 deg



Three orthographic views of the same sampled patch. Gray shows baseline; blue shows the recorded peak at 0.10 radians. These are measured coordinate samples, not a full-body appearance render.

What the control demonstrated

- All 512 sampled vertices moved in each of the three nonzero commanded states.
- The outward and returning half-angle geometries matched exactly.
- The final coordinate sample and raw pose channels restored exactly.
- 1,429 sampled edges and 918 sampled triangles supported the geometry checks.

Scope of this result

Commanded rig motion and sampled geometry only. This control did not establish passive skin recoil, force response, touch reaching NewBrain, lung function, or clinical prediction. Asset-world units are not calibrated human distances.

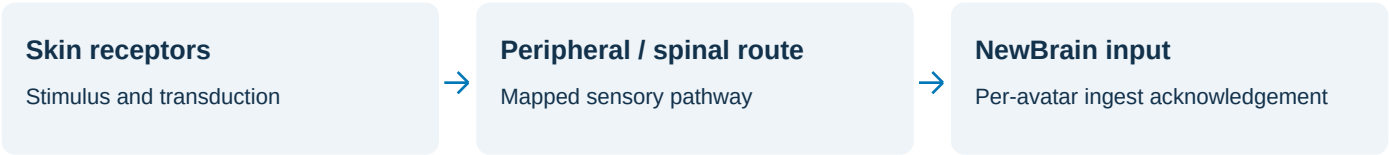
Measurements and the nerve connection

Existing recorded evidence; no consumed test was rerun to make these visuals.

Displacements are in uncalibrated asset-world units. Zero restoration is exact for these saved samples.

Recorded state	Angle (rad)	Moved / 512	Max displacement	RMS displacement
Baseline	0.00	0	0.00000000	0.00000000
Outward half	0.05	512	0.00830721	0.00545230
Peak pose	0.10	512	0.01660920	0.01090124
Return half	0.05	512	0.00830721	0.00545230
Saved channels restored	Saved	0	0.00000000	0.00000000

Next: skin signals through nerves to NewBrain



This is the required engineering direction, not a tested nerve connection. It needs anatomically supported skin regions, calibrated units, an actual NewBrain recipient, event-order and disconnect tests, per-avatar isolation, and a separate motor-response return path.

A forearm nerve-distribution study examined 24 upper limbs from 12 cadavers. Its regional findings can inform mapping; they do not validate this avatar or determine a nerve territory from a bone name.

Li et al., PLOS ONE (2019), doi:10.1371/journal.pone.0222335

Animation note: the accompanying sequence holds each of the five recorded poses for display. No intermediate skin coordinates, physical time evolution, or passive recoil are simulated.

Evidence: BODY-SKIN-590-CONTROL-001

Measured-coordinate artifact SHA-256:
b68ac83453d5491fbe635c09a201d7869c1cc214d84844de95659cd03cc92bb3

NewBrain score: 2/12 unchanged. Qwen: untested. Nerve signal delivery: untested.