



1.4.1 — Emotion Expression & Nonverbal Communication Reference

Chaplain Resource Network · Marsh Institute for Chaplains

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1.4.1 — Emotion Expression & Nonverbal Communication Reference

Part of crainEOS — the CRN Enterprise Operating System · Under Division 1.4 (Media & Storytelling)

Version v1.0 · 2026-07-04 · Systems architecture by CRAIN under Ken Schlenker's direction.

Mission every module serves: Prepare, Align, and Equip Chaplains for Real Ministry.

1. Purpose & Scope

Why this chunk exists: the emotion wheels tell a script WHICH feeling each beat carries; nothing told the render pipeline WHAT THAT FEELING LOOKS AND SOUNDS LIKE. This chunk closes that gap. It is CRN's own calibration reference for directing emotion in case-scene media — the director's vocabulary that turns a wheel selection (Sadness:Grief, chaplaincy:compassionate) into a face, a posture, a distance, a voice, and a silence that a generation engine can execute and a QA gate can verify.

This chunk owns:

- The **expression-morphology vocabulary:** director's language for every Plutchik family at mild / core / intense, plus the Geneva self-conscious set and the chaplaincy care set — brow, eyes, mouth, head, breath — written to paste directly into generation prompts and HeyGen expressiveness direction.
- The **nonverbal channel guidance:** the seven research channels (kinesics, oculusics, proxemics, haptics, posture, paralanguage, chronemics) mapped onto CRN's chaplain and care-recipient production rules.
- The **facial-expression database directory:** license-cautioned pointers to the notable research databases, held strictly as calibration references.

This chunk explicitly does NOT own:

- The emotion taxonomy itself. The wheels are canon at `PROJECTS/references/story-and-emotion-wheels.json (+ .md)`; this chunk consumes them and never redefines a family, intensity, or slug.
- Chaplain conduct. The Do/Never card (`T00LS/.claude/rules/chaplain-do-never.md`, D2) governs what a chaplain does; this chunk translates that conduct into visible direction.
- The render gates. Pre-render, post-render, and publish (D11 / module 4.6) remain the runnable gates; Sections 5–6 here are the emotion-direction slice of them.
- Character identity and emotion cards (module 4.5): expressions are pulled from each persona's locked card; this chunk describes what each card image must show.

Owner: Ken (Director function). **Users:** every scriptwriter, prompt author, generation agent, and post-render reviewer.

2. Operating Context

Wheels first, morphology second. The canonical selection flow holds: map the scene to the 6-stage CRN Case Arc, pick each character's emotion per beat from the wheels by family + intensity (Plutchik) or valence x control (Geneva), never ad hoc. THEN this reference supplies the physical rendering of that selection. The chaplain's emotions stay inside the chaplaincy care set; recipients range across the full wheels.

The covenant filter. Emotion direction serves formation, never spectacle. Distress is rendered honestly (Kernel Principle 4: honor suffering without exploiting it) — grief looks like grief, not like cinema chewing scenery. The chaplain's face is regulated and present; the recipient's face carries the arc. Realism over cinematic beauty (Principle 1).

Sources and attribution. The channel synthesis in §3.2 draws on the research summarized in the Wikipedia articles "Nonverbal communication" (Hall's proxemic zones, gesture classes, gaze/intimacy findings, postural congruence, paralinguage and chronemics research) and "List of facial expression databases" (the §3.3 directory), both accessed 2026-07-04 and rewritten here as CRN production guidance — summarized and attributed, never copied. Expression grounding already in canon: Du, Tao & Martinez (2014, PNAS; 6 basic + 21 compound expressions) and Srinivasan & Martinez (2018, IEEE TAFCC; 35 cross-cultural expressions), cited in the wheels file. The recipient distress-sign vocabulary aligns with the scenario builder's six sign dimensions (ICISF CISM + CRN Relational): Physical, Emotional, Cognitive, Behavioral, Spiritual, Relational.

Engines this reference drives. HeyGen Avatar III/IV expressiveness and motion prompts; Veo cinematic scene prompts; Higgsfield plate/motion prompts; ElevenLabs voice direction (the paralinguage column); the emotion-card build spec (media-generation rule 45).

3. The Reference

3.1 Expression-Morphology Vocabulary (director's language, prompt-ready)

Use the row matching the wheel selection verbatim in the generation prompt. Intensity grades with the arc: rising action and climax push toward intense; resolution settles toward mild. For dyads (Love, Awe, Remorse, Optimism, etc.), blend the two parent rows with the first-named family dominant.

Plutchik families x intensity — the face at each grade:

Family	Grade (emotion)	Brow	Eyes	Mouth	Head	Breath
Joy	mild (Serenity)	smooth, at rest	soft, lids relaxed, faint warm crinkle	corners barely lifted, lips closed	level, slight easy tilt	slow, even, low in the body
Joy	core (Joy)	relaxed, slightly raised	narrowed by lifted cheeks, crow's-feet crease (true smile)	open smile, teeth may show	lifts a touch	light, quick to laugh
Joy	intense (Ecstasy)	up, whole face open	bright, brimming, may close at the peak	wide unguarded smile, jaw dropped in delight	tips back	comes in bursts, laughter rides the exhale
Trust	mild (Acceptance)	smooth	steady gentle contact, unhurried blinks	lips together, corners soft	small nod, angled toward the other	calm, pacing toward the other's
Trust	core (Trust)	open, no tension	holds contact comfortably, softened focus	small warm closed-lip smile	tilted a few degrees, leaning in	settled, visibly relaxed
Trust	intense (Admiration)	lifted	widen and shine, fixed on the other	smile broadens, lips part	chin rises toward the person	a caught inhale, then a full exhale
Fear	mild (Apprehension)	inner corners edge up and together	flicking, extra blinks, a shade more white	pressed thin, corners pulled back	pulls back a fraction, chin tucks	shallow, high in the chest
Fear	core (Fear)	raised and drawn together, horizontal forehead lines	upper lids lifted, wide, locked on the threat	open, lips stretched sideways	recoils or freezes	fast and shallow, a visible swallow
Fear	intense (Terror)	peaked high	fully wide, white above the iris	agape, or a silent stretch	jerks back, shoulders toward ears	ragged gasps, or held entirely
Surprise	mild (Distraction)	tick up	gaze slides off-target, refocuses	lips part slightly	half-turns toward the stimulus	pauses one beat
Surprise	core (Surprise)	both shoot up, arched	round, white visible all	jaw drops, slack	snaps toward the	one sharp audible inhale

Family	Grade (emotion)	Brow	Eyes	Mouth	Head	Breath
			around		source	
Surprise	intense (Amazement)	maximum lift, horizontal furrows	widest, unblinking	fully open, a hand may rise toward it	cranes forward	a long-held inhale before any word
Sadness	mild (Pensiveness)	inner corners rise faintly	gaze drops, long slow blinks, middle-distance focus	corners settle downward, lips closed	bows a few degrees	slow, with longer exhales
Sadness	core (Sadness)	inner brows pulled up and in, vertical crease	glisten, heavy lids, gaze down	corners drawn down, lower lip may push up or tremble	drops, chin toward chest	sighing, uneven
Sadness	intense (Grief)	whole brow knots upward at center	shut tight or streaming, face crumples	pulls wide and down, chin dimples, jaw shakes	hangs or turns away, body folds inward	sobs — hitching inhales, shuddering exhales
Disgust	mild (Boredom)	flat, one may arch	half-lidded, slow wandering gaze	slack, faint downturn	props or lolls to one side	long flat exhale, near a sigh
Disgust	core (Disgust)	lower and pull together	narrow; nose wrinkles	upper lip curls	turns away from the offense	short mouth exhale, as if expelling
Disgust	intense (Loathing)	clamped hard down	slitted, cold, fixed	lip fully curled, one corner pulled up, jaw set	recoils, then re-fixes	sharp nasal exhale, almost a scoff
Anger	mild (Annoyance)	dip slightly toward center	brief narrowing or roll, a hard blink	lips press, corners tighten	small shake or tilt	one short exhale through the nose
Anger	core (Anger)	lowered, drawn hard together, vertical glare lines	fixed, lids tense, unblinking	pressed to a line or teeth clenched, jaw muscles bulge	drops slightly, chin forward	deepens, nostrils flare
Anger	intense (Rage)	crushed down, face floods with	blazing wide inside lowered	open, teeth bared, shouting	thrusts forward	loud, fast, chest heaving

Family	Grade (emotion)	Brow	Eyes	Mouth	Head	Breath
		color	brows	shape		
Anticipation	mild (Interest)	lift softly	brighten, focus sharpens	lips part a little	tilts, ear toward the speaker	quiet, slightly quickened
Anticipation	core (Anticipation)	up and forward	wide, tracking, quick glances to the awaited thing	small open-lipped almost-smile	head and torso lean in	inhale held a half-beat at the top
Anticipation	intense (Vigilance)	knit in concentration	locked, scanning hard, minimal blinking	compressed, jaw firm	still, angled precisely at the target	slowed, controlled, silent

Geneva self-conscious set + recipient states (from the care set):

Emotion	Brow	Eyes	Mouth	Head / body	Breath
Pride	relaxed, open	level, steady	small closed smile	chin lifted, head tilted slightly back, chest expanded	slow, full
Shame	flat, weighted	down and aside, will not land on the other	lips rolled inward	bowed and turned away, shoulders curl, body shrinks	shallow, quiet, a swallow
Guilt	knotted at center	drop, then flick up seeking the other's face	tight, corner bitten	dips, a half-nod of admission	sigh-heavy before speech
Numb / shut-down	flat, slack	fixed on nothing, thousand-yard, rare blinks	motionless; monotone answers	still, body inert	shallow, mechanical
Overwhelmed	up and in	darting or welling	opens without words	slow shake; hands rise to face or head	quick, stacked, can't finish an exhale
Relief	releases upward, then settles	close on one long blink	softens into a loose exhale-smile	drops loosely back or forward; shoulders fall	one long full exhale

Chaplaincy care set — the chaplain's regulated register. The chaplain's face is high-control by definition: every state below reads as grounded, never theatrical. No smiling in grief scenes; expression fits the moment (Do/Never).

Care state	Brow	Eyes	Mouth	Head	Breath
calm	smooth	soft, steady gaze	relaxed, closed	level, still	slow, visible — a pace the other can settle to
attentive	level, alert	on the speaker, natural blinks, never darting	closed, still	angled toward them, small nods at THEIR rhythm	quiet, no sighs
compassionate	inner corners rise a touch	soft, warm, moist, on the person	gentle, closed, corners neutral (never a smile in grief)	tilts slightly, inclined toward them	unhurried
concerned	draw together mildly at center	narrowed a little, searching their face	lips lightly pressed	tips forward	even but shorter
sorrowful	inner-brow lift, visible weight	may glisten; drop briefly, then return to the person	turned faintly down, sober	lowered a few degrees	slow and deep, one audible
hopeful	lifts, opens	brighten, steady on them	slight soft smile only if the moment allows	rises, small nod	opens up, easy
reassuring	calm, open	steady, warm contact	measured — soft smile or sober-soft per the beat	slow nods	low, even, matched to the voice
thankful	relaxed, slightly raised	warm, may close briefly	genuine soft smile	small bow	full easy exhale

3.2 Nonverbal Channel Guidance (research channels → CRN production rules)

Channel	What it carries (research)	Chaplain direction	Care-recipient direction
Kinesics (face, gesture, movement)	Three gesture classes: adapters (unconscious fidgeting), emblems (culture-specific symbols), illustrators (speech-accompanying). Faces carry thousands of distinct expressions.	Sparse, slow, open-palm illustrators; hands gesticulate with speech or are framed out (rule 49); no pointing, no emblems that assume the person's culture. Expression from the care-set table only.	Adapters ARE the distress signs — hand-wringing, gripping forearms, picking at clothing map to the Physical/Behavioral sign dimensions; script them as visible business per beat.
Oculesics (eye contact, gaze)	Mutual gaze tracks intimacy and liking; duration and aversion both signal.	Matched eyeline, soft steady contact without staring; when the person weeps, break gaze DOWNWARD (respect), never	Gaze aversion plays Shame/Guilt; fixed thousand-yard stare plays Numb; darting plays Fear/Overwhelmed. Recipient's

Channel	What it carries (research)	Chaplain direction	Care-recipient direction
		sideways (disengagement). Hosts/presenters: direct-to-camera (rules 29/46).	returning eye contact is the visible trust arc.
Proxemics (distance)	Hall's zones: intimate 0–18 in, personal 18 in–4 ft, social 4–12 ft, public 12+ ft. Comfort zones vary by culture.	Enter at SOCIAL distance; move to personal only with spoken permission ("I can sit, or give you room — your call"); NEVER the intimate zone. Blocking and lens choice in two-shots honor the current zone.	Recipient controls the distance; them closing distance is story (trust), them retreating is story (guardedness).
Haptics (touch)	Touch communicates warmth and affiliation in general research; norms vary widely by culture.	NO touch. Ever. No arm-around, embrace, hand on shoulder, or any unsolicited contact (Do/Never). Presence is posture and attention, not contact. This overrides the general research finding by rule.	Self-touch is legitimate distress vocabulary (rubbing hands, hugging self, hand to chest) per the sign dimensions.
Posture	Open, forward-leaning postures read positive; rigid postures read stress; congruent (mirrored) postures read favorable.	Open posture, slight forward lean, seated AT the person's level (never towering); mirror the person's posture gently and at THEIR pace; never crossed arms, never turned away.	The recipient's postural arc IS the scene arc: closed/guarded (arms in, angled away) → gradually opening → beginning to receive (post-render 10b). Direct the posture per Case Arc stage.
Paralanguage (tone, pitch, rate, pauses)	Vocal cues carry emotional meaning beneath words; conversational delivery reads more trustworthy than performative delivery.	Low, unhurried, downward-settling cadence; fewer words than the person; conversational, never performative brightness. ElevenLabs direction: calm register from the care set.	Voice grades with the wheel intensity: mild = contained, core = audible strain, intense = breaks, sobs, or flat monotone (Numb). Direct voice and face from the SAME wheel selection.
Chronemics (timing)	How time is given signals value and power; the powerful are waited for; time invested reads as respect.	The chaplain GIVES time: waits a full beat after the person stops before speaking; silence breathes and held beats are never shortened for pace (post-render 10c); no watch-checking, no rushed close.	Latency is performance: long pauses before hard disclosures, mid-sentence stalls at the climax beat. In the edit: slower dissolves into emotional beats (post-render 12a).

3.3 Facial-Expression Database Directory (license-cautioned pointers, reference-only)

Hard rule first: these databases are CALIBRATION REFERENCES ONLY — for checking that a generated expression reads as the labeled emotion. CRN never embeds, redistributes, serves, or trains on their images; every CRN face comes from CRN's own generated character library (module 4.5). Most of these corpora are

research-only under request/EULA terms; treat every entry as **verify-license-before-any-use**. This follows the third-party reference-layer rule (copyright: no infringement).

The **FACES** and **Chicago Face Database** license review is maintained separately in `STATE/face-database-license-review.md` — consult it before touching either.

Directory (drawn from the Wikipedia "List of facial expression databases," accessed 2026-07-04):

Database	What it contains	Access type	License caution
CK+ (Extended Cohn-Kanade)	123 subjects, 593 sequences; posed + spontaneous smiles; FACS AU annotations	Request + agreement	Research-only; the classic AU benchmark; no redistribution
JAFFE	10 subjects, 213 images; posed 7 emotions	Request (Zenodo terms)	Research-only; strict no-redistribution/no-commercial terms
RaFD (Radboud Faces)	67 subjects, 8,040 images; posed 8 emotions, multiple angles + gaze directions	Registration	Research-only; explicit non-commercial
RAVDESS	24 actors, 7,356 audio/video files; 8 emotions x 2 intensities, speech + song	Open download	CC BY-NC-SA; commercial use requires a separate paid license
MMI	43 subjects, 1,280 videos; posed + spontaneous; AU apex labels	Registration + EULA	Research-only
DISFA	27 subjects, 4,845 frames; spontaneous; 12 AU intensity labels	Request + agreement	Research-only
MUG	86 subjects, 1,462 sequences; posed 7 emotions	Request	Research-only
Belfast (Induced Emotion)	256 subjects, ~1,400 clips; naturally induced emotion	Request	Research-only
iSAFE	44 subjects, 395 clips; spontaneous, 7 emotions	Request	Research-only
ISED	50 subjects, 428 videos; spontaneous, 4 emotions	Request	Research-only
Oulu-CASIA	80 subjects, 2,880 sequences; 6 emotions across 3 lighting conditions, NIR + visible	Request	Research-only
AffectNet	~1M in-the-wild images (~450K manually annotated); 8 emotions + valence/arousal	Request	Research-only; commercial only via separate license from the maintainers
Aff-Wild	200 subjects, ~1.25M frames; in-the-wild continuous valence/arousal	Registration	Research-only

Database	What it contains	Access type	License caution
Aff-Wild2	458 subjects, ~2.8M frames; 7 expressions + AUs + valence/arousal	Registration	Research-only
RAF-DB	29,672 images; 6 basic + 12 COMPOUND emotions	Request	Research-only; useful pointer for dyad (blend) calibration
FEI	200 subjects, 2,800 images; neutral/smile only	Open for research	Research use; limited emotional range
FERG-DB	6 stylized characters, 55,767 images; 7 emotions	Request (UW)	Non-commercial research; stylized (not photoreal) reference
FERG-3D-DB	4 stylized characters, 39,574 annotated examples; 7 emotions	Request	Non-commercial research; stylized reference
IMPA-FACE3D	38 subjects, 534 images; 16 expression variants, 3D	Request	Research-only

How CRN actually uses this directory: (a) as vocabulary calibration — the AU-annotated sets (CK+, DISFA, MMI) anchor what "inner brows pulled up and in" objectively means; (b) as reviewer training pointers — a QA reviewer unsure whether a rendered face reads as Grief vs Sadness can consult the labeled literature; (c) never as pipeline input.

Calibration-viewing pointers (license-cautioned, view-on-site only). For quick human calibration of what a labeled emotion looks like on real faces, these curated commercial/academic galleries may be VIEWED in the browser. Same hard rule: images are never downloaded, ingested, stored, or used as generation inputs or style references — standard stock licenses do not cover AI-generation input, and watermarked previews are not licensed at all.

Pointer	What it offers	Caution
Shutterstock — "realistic facial expressions" search	Large searchable gallery of labeled posed emotion photography across ages/ethnicities	Commercial stock; view previews on-site only; no download, no ingestion, no prompt/style reference
Getty Images — "emotions faces" search	Editorial + creative emotion photography, strong candid/spontaneous coverage	Same: on-site viewing only; Getty licensing is per-use and excludes AI-generation input
Chicago Face Database — chicagofaces.org/resources/	The CFD's published papers and norming data — citable research: the original CFD paper (Ma, Correll & Wittenbrink, 2015, <i>Behavior Research Methods</i> — free stimulus set + subjective norming data), the CFD-MR multiracial extension (Ma, Kantner &	The PAPERS and norms are citable research; the face images themselves are use-agreement-gated — consult STATE/face-database-license-review.md before any image use

Pointer	What it offers	Caution
	Wittenbrink, 2021), and the CFD-INDIA extension (Lakshmi et al., 2021)	

4. Interfaces

Edge	Direction	Artifact / Gate
<code>story-and-emotion-wheels.json</code> → 1.4.1	consumes	The canonical families, intensities, dyads, care set; this chunk renders them physical, never redefines them
1.2 Theology & Formation → 1.4.1	consumes	Do/Never card + chaplaincy voice: the conduct this chunk translates into visible direction (no touch, no grief-smile, expression fits the moment)
1.4.1 → Module 4.3 Script Engine	feeds	Emotion beats scripted with morphology language; paralanguage direction per line
1.4.1 → Module 4.5 Character Bible	feeds	The emotion-card build spec: what each persona's card image must show per slug (media-generation rule 45)
1.4.1 → Module 4.6 Craft / engines	feeds	Prompt-ready morphology rows for HeyGen expressiveness, Veo/Higgsfield scene prompts, ElevenLabs voice direction
1.4.1 → D11 QA (pre/post-render gates)	feeds	Sections 5–6: the emotion-direction slice of the canonical gates; the decisive present-not-fixing question gains a physical vocabulary
Scenario builder → 1.4.1	consumes	The six sign dimensions (Physical, Emotional, Cognitive, Behavioral, Spiritual, Relational) that select recipient distress business
<code>STATE/face-database-license-review.md</code> ← 1.4.1	references	FACES + Chicago Face Database license posture; consulted before any use of either

5. PRE-Checklist (emotion direction, before any render — extends the pre-render gate)

#	Check
1	Every beat's emotion selected from the wheels by family + intensity (or Geneva valence x control) — never invented ad hoc
2	Chaplain emotions drawn ONLY from the chaplaincy care set; recipient emotions may range the full wheels
3	Morphology row for each selection pasted into the generation prompt (brow/eyes/mouth/head/breath), intensity graded to the arc stage
4	Expression fits the moment: no smiling in grief or crisis beats; sober-compassionate is the chaplain default under distress

#	Check
5	Proxemics blocked: chaplain enters at social distance, personal distance only with scripted permission; no intimate-zone blocking
6	Haptics: zero chaplain-initiated touch anywhere in the script or shot plan
7	Oculesics: matched eyelines for dialogue (180° line), downward gaze-breaks in weeping beats, direct-to-camera for hosts only
8	Posture arc scripted: recipient guarded → opening → receiving; chaplain open, level-seated, gently mirroring
9	Paralanguage direction written per line (register, pace, breaks) from the SAME wheel selection as the face
10	Chronemics: silence and held beats written into the script as beats, not left to the editor to invent
11	Recipient distress business selected from the six sign dimensions and listed per scene
12	No database imagery (§3.3) referenced as a generation input or style reference; CRN character-library faces only

6. POST-Checklist (verify on the WATCHED output — extends the post-render gate)

#	Check
1	Frame evidence per beat: the rendered face matches the scripted morphology row (brow/eyes/mouth/head), checked on the contact sheet
2	Intensity grades correctly across the arc — climax reads intense, resolution settles mild; no flat-affect middle
3	Chaplain face stays inside the care register the whole scene: regulated, present, zero grief-smiles, zero theatrical peaks
4	No touch occurred anywhere in the cut; distances honored in every blocking change
5	Eyelines hold; recipient gaze behavior (aversion, thousand-yard, returning contact) tracks the scripted state
6	Recipient postural arc visible on watch-through: guarded → vulnerable → beginning to receive
7	Voice matches face: paralanguage intensity equals facial intensity on every beat (no calm voice over a terror face)
8	Silence breathes: held beats survived the edit; dissolves slow INTO emotional beats
9	The decisive question passes: the chaplain reads as PRESENT, not fixing — now answerable in physical terms (posture, gaze, latency, stillness)
10	Any §3.3 database consulted during review was consulted as reference only; nothing copied into the asset

7. Self-Healing

All failures log to `STATE/violations-log.md` and are reviewed recursively; the class gets designed out.

Symptom	Root cause	Auto-remedy	Escalation
Rendered face doesn't match the scripted emotion	Prompt carried the emotion NAME but not the morphology row	Re-prompt with the full §3.1 row; regenerate the shot	Wire morphology-row insertion into the script-brief template so a bare name cannot ship
Chaplain smiles in a grief beat	Engine default expressiveness override direction	Regenerate with explicit care-set morphology + "sober, no smile" negative	Add the check to the persona's emotion card; card image is the lock
Touch appears in a case scene	Blocking improvised at generation time	Cut or regenerate the shot; re-block per §3.2 haptics	Do/Never card re-wired into the scene-prompt preamble
Recipient plays one flat emotion all scene	Beats not graded; one selection reused across the arc	Re-script per-beat selections with intensity grading; re-render affected shots	Case Arc emotional_dimension mapping made mandatory in the brief
Voice and face disagree (calm read over distressed face)	Face and voice directed from different selections	Re-render voice from the same wheel row's paralanguage column	Single-selection rule: one wheel pick drives face + voice + posture per beat
Held beat whip-cut in the edit	Chronemics beats not in the script, editor filled the gap	Re-edit with scripted silences and slower dissolves	Silence beats become script objects (PRE #10), not edit-time choices
Database image found in a prompt or training set	§3.3 misread as an asset source	Remove; regenerate from CRN character library; log the violation	License review (STATE file) consulted; incident logged as a copyright-class violation

8. Metrics & Health Signals

- **Morphology adherence:** beats whose watched output matches the scripted row on first render (rising = the vocabulary is working).
- **Care-register integrity:** chaplain expression violations (grief-smile, theatrical peak, touch) per production cycle — target 0.
- **Arc grading:** scenes passing the intensity-grade check (POST #2) without re-render.
- **Face/voice agreement:** beats flagged for paralanguage-facial mismatch — target 0.
- **Silence survival rate:** scripted held beats surviving to the final cut untrimmed.
- **Decisive-question pass rate:** case scenes reading present-not-fixing on first watch (shared with 1.4 §8, now measured against physical criteria).
- **Reference hygiene:** database-imagery incidents in prompts, assets, or training inputs — target 0, every incident logged.

9. Change Control (kernel rule)

This chunk derives from crainEOS Division 4 (Media & Storytelling) and operates under module 4.6's gates. The wheels file remains the taxonomy source of truth; if the wheels change, this chunk's morphology tables are updated in the same change (a wheel emotion without a morphology row is a defect).

- Amendments follow Kernel 0.5: repo proposal → Ken's approval (expression direction is taste — a Ken Decide surface) → merge → propagate.
- New emotions, dyads, or care states enter the wheels FIRST, then gain a morphology row here before first scripted use.
- New database entries in §3.3 require a license-posture note at entry; FACES and Chicago Face Database changes route through `STATE/face-database-license-review.md`.
- This document carries: version v1.0, owner Ken Schlenker (Director function), last-reviewed 2026-07-04, interfaces as listed in Section 4.
- External syntheses (§2 attribution) are summarized in CRN's own words; no source passage is reproduced. Database contents are pointers, never assets.

10. Standardized Taxonomy File (registered 2026-07-04)

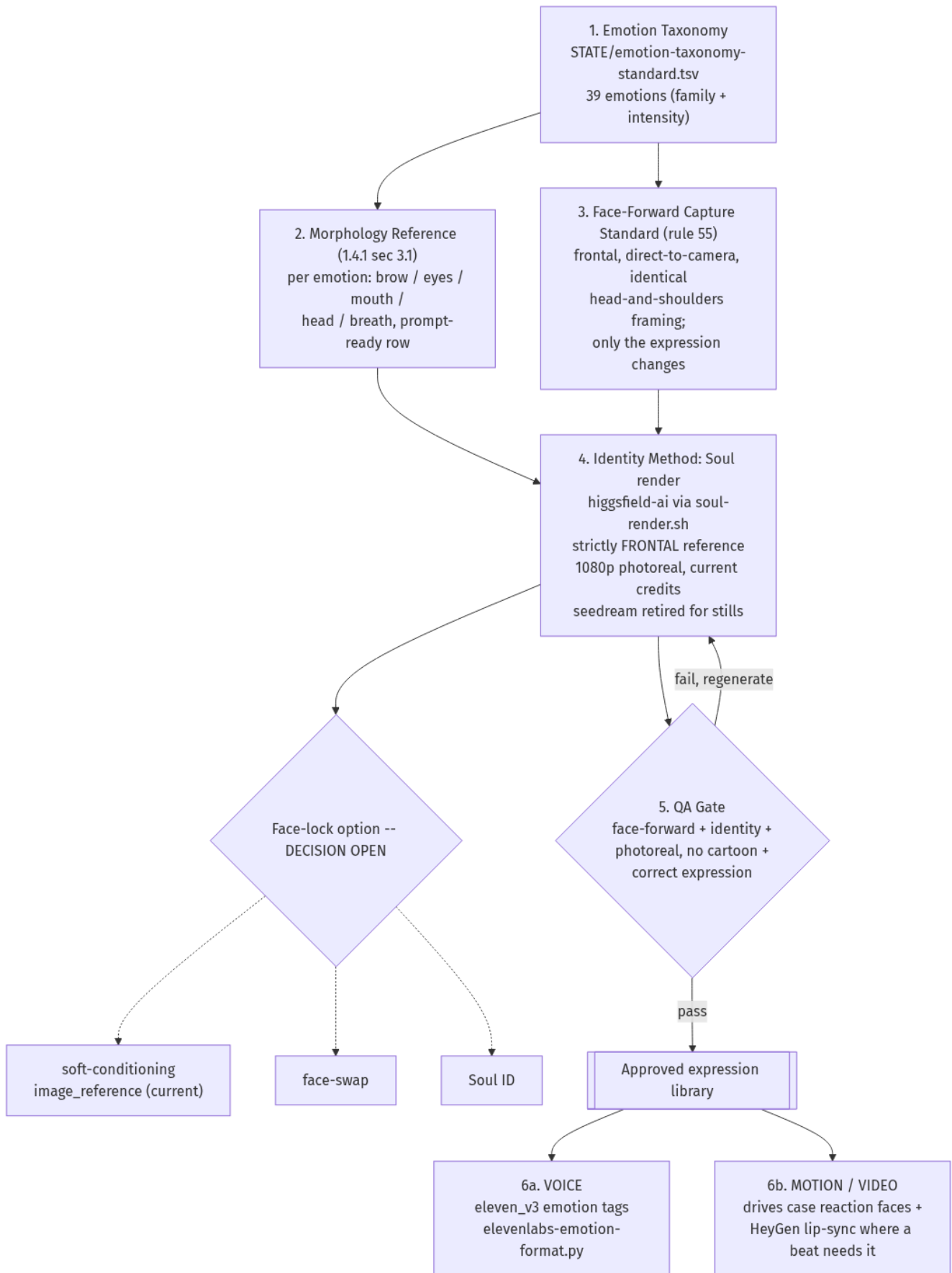
The merged, deduped canon list — **Ekman 7 universals + Plutchik 8 families x mild/core/intense + Geneva self-conscious set (Pride/Shame/Guilt) + the chaplaincy care set (chaplain register + recipient states)** — is machine-readable at:

`STATE/emotion-taxonomy-standard.tsv` (39 rows; columns: `emotion_id`, `family`, `intensity`, `label`, `face_morphology`, `source_tradition`, `elevenlabs_v3_tags`, `elevenlabs_settings`).

- Every `face_morphology` value is the §3.1 director-language row (brow/eyes/mouth/head/breath) collapsed to one prompt-ready string.
- The two ElevenLabs columns (added 2026-07-04) are the voice-direction projection of each emotion for the ElevenLabs `eleven_v3` engine: `elevenlabs_v3_tags` = docs-supported inline audio tags plus a one-line delivery direction, `elevenlabs_settings` = tuned voice-settings JSON (stability/style/speed). The §3.1 paralanguage column remains the human-readable description. Working converter: `TOOLS/scripts/elevenlabs-emotion-format.py` (script in → v3-optimized text out: emphasis, ellipsis pauses, rhythm, tags, settings footer).
- Ekman's six overlapping universals dedupe onto their Plutchik core rows (Happiness → Joy core, plus Fear/Surprise/Sadness/Disgust/Anger core); **Contempt** is the one Ekman-unique row, described FACS-style from the published science.
- IP boundary holds: the file encodes research TAXONOMIES only (published structures and action descriptions) — never database imagery (§3.3 rule unchanged).

- Consumers: the scenario builder emotion picker (`T00LS/dashboard/scenario-builder-v2.html`), the KS clone emotion image set (`crn-preview/ks-emotions/` , ledger `STATE/ks-emotion-ledger.tsv`), and every emotion-card build (media-generation rule 45). The wheels file remains the taxonomy source of truth per §9; this TSV is its production-standard projection and updates in the same change as any wheels amendment.
- **FACE-FORWARD framing standard (RULE, Ken 2026-07-04, media-generation rule 55):** every emotion/expression reference image in the library - for any clone, especially Ken's - is rendered FACE FORWARD: frontal, direct-to-camera, with identical head position and head-and-shoulders framing across the whole set. Only the facial expression changes from row to row. No head tilt, turn, or tip anywhere in the expression/emotion set - head movement broke identity consistency and made the set unusable as a reference/morph base. This locks the EXPRESSION library only (the 39 taxonomy captures); pose, scene, and case renders vary head position by design and are exempt. Every consumer of this TSV (scenario builder picker, KS clone emotion image set, emotion-card builds) renders and verifies to this face-forward standard.

Clone expression / image production flow (the face-forward standard as a pipeline). The taxonomy and its morphology rows drive a strictly frontal Soul render, gated on identity + photoreal + correct expression before the library feeds the voice and motion consumers. Same diagram lives in 6.2.1 Section 3.2 (Image layer).



flowchart TD

```
A["1. Emotion Taxonomy<br/>STATE/emotion-taxonomy-standard.tsv<br/>39 emotions (family + intensity)"]
D["2. Morphology Reference (1.4.1 sec 3.1)<br/>per emotion: brow / eyes / mouth /<br/>head / breath, prompt-ready row"]
B["3. Face-Forward Capture Standard (rule 55)<br/>frontal, direct-to-camera, identical<br/>head-and-shoulders framing;<br/>only the expression changes"]
C["4. Identity Method: Soul render<br/>higgsfield-ai via soul-render.sh<br/>strictly FRONTAL reference<br/>1080p photoreal, current credits<br/>seedream retired for stills"]
FL{"Face-lock option -- DECISION OPEN"}
FLa["soft-conditioning<br/>image_reference (current)"]
FLb["face-swap"]
FLc["Soul ID"]
QA{"5. QA Gate<br/>face-forward + identity +<br/>photoreal, no cartoon +<br/>correct expression"}
LIB[["Approved expression library"]]
V["6a. VOICE<br/>eleven_v3 emotion tags<br/>elevenlabs-emotion-format.py"]
M["6b. MOTION / VIDEO<br/>drives case reaction faces +<br/>HeyGen lip-sync where a beat needs it"]
```

```
A --> B
A --> D
D --> C
B --> C
C --> FL
FL --> FLa
FL --> FLb
FL --> FLc
C --> QA
QA -->|pass| LIB
QA -->|fail, regenerate| C
LIB --> V
LIB --> M
```

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