

SAHILVERSE

FIELD GUIDE · VOL. 001 · OCTOBER 2026

The internet was supposed to be weird.

A field guide to an experimental universe of psychology, philosophy, technology, art and human behaviour. Created by Sahil Tayal. Canonical home: sahiltayal.com.

A note on status

This guide documents an editorial concept and project catalogue. Listed experiences may be in development; their availability must be verified before public launch. The guide is an invitation to explore ideas, not a scientific or clinical assessment.

The organising idea

A good question can live in more than one medium: an essay can become an experiment, an experiment can expose a new assumption, and an assumption can become another essay. Sahilverse makes those connections navigable rather than leaving each project isolated.

Five principles

- Curiosity before certainty: label hypotheses and limits.
- Interaction with meaning: make a visitor discover something, not merely click.
- Agency without prediction: explore choices without claiming to know personal futures.
- Craft without compulsion: motion should be optional and attention respected.
- Connection without clutter: link related worlds because they illuminate each other.

A tour of the worlds

Each entry is a concept brief. The online catalogue is the source of publication status.

Artificial Life Zoo · Ecology

Build a tiny world. Change a rule. Watch consequences emerge. Related ideas: Thought Garden, Parallel Selves.

Thought Garden · Mind

Plant an idea; cultivate premises, objections and open questions. Related ideas: Identity–Action Gap, Cognitive Bias Atlas.

Parallel Selves · Agency

A counterfactual theatre of choices, uncertainty and trade-offs. Related ideas: Identity–Action Gap, The Long Game.

Attention Labyrinth · Mind

Two versions of the same maze reveal the architecture of attention. Related ideas: Cognitive Bias Atlas, Thought Garden.

Emotion Alchemy · Art

Compose emotional colour, texture and metaphor without false certainty. Related ideas: House of Venus, Thought Garden.

Angry · Art

An expressive laboratory for friction, protest and creative transformation. Related ideas: Emotion Alchemy, Identity–Action Gap.

Identity–Action Gap · Research

Investigate why intention and identity do not always produce action. Related ideas: Attention Labyrinth, Parallel Selves.

Cognitive Bias Atlas · Mind

Meet the shortcuts and blind spots of everyday reasoning. Related ideas: Attention Labyrinth, Thought Garden.

The Long Game · Archive

Read an idea through a one-, ten- and hundred-year lens. Related ideas: Parallel Selves, Thought Garden.

House of Venus · Art

Explore perfumery as craft, metaphor and emotional literacy. Related ideas: Emotion Alchemy, Angry.

Human Capital · Research

Consider what it means to develop human capability without extraction. Related ideas: Identity–Action Gap, The Long Game.

World Engine · Technology

Build speculative systems and examine their hidden assumptions. Related ideas: Artificial Life Zoo, Thought Garden.

How to read the connections

Start with a question rather than a category. For example, “Why do I struggle to act on an intention?” can lead from the Identity–Action Gap to the Attention Labyrinth, then to Parallel Selves. Each transition changes the lens: behavioural friction, environmental design, then the ambiguity of choice.

What the atlas does not claim

An interactive simulation is not a validated behavioural test. An emotion-to-colour metaphor is not a medical model. A fictional alternative life is not a forecast. Distinguishing demonstration, argument and evidence is part of the work.

The long game

Good archives preserve context: what a project attempted, what was observed, what remains unknown and where a reader can go next. This is why the universe needs provenance, editorial links and durable documentation alongside animation.

Explore: sahiltayal.com | Contact: sahil@sahiltayal.com