

Forge · Fabric — deployment view

one FORGE_PROFILE picks the shape · repo-free signed package

deployment_profile.py — resolve_profile()
FORGE_PROFILE = local | control-plane | worker · fails closed on conflict

LOCAL · FORGE_PROFILE=local

one macOS workstation · loopback · private · \$0 · all AI on-device

launchd

boots & supervises :8787

Browser · Forge SPA

◆ Weave

Fabric backend — python @ localhost:8787

roles · governed engine · decision + knowledge engines

Ollama pool

local models · lazy load

RAG — JSONL

local · nomic-embed

Native tools — on this device

Unity · Photoshop · Perforce · Git

Local state & VCS roots

agents · tokens · kb · ~/Perforce · gotm git · livedata

Everything in one dashed box = one machine

nothing leaves the workstation unless cloud routing is explicitly enabled

HYBRID · control-plane + workers

shared studio deployment · authenticated · isolated per workspace

Control-plane host · FORGE_PROFILE=control-plane

orchestrates only — touches no game tools

Fabric backend · RBAC/SSO

Postgres + pgvector

cloud routing · budget

job queue · approvals · audit · worker enrollment
migrations 007/008 — one active worker credential

enrol · pull jobs

Worker A · FORGE_PROFILE=worker

authenticated workstation · enrolled

Unity · Photoshop

Perforce · Git

runs jobs locally · reports status

Worker B ... N

each enrolled independently

Unity · Photoshop

Perforce · Git

horizontal fan-out across the team

Control plane holds knowledge + governance; workers hold the tools

no game credential lives on the control plane; no shared knowledge lives on a worker

Both shapes ship as a repo-free, signed backend package — compiled .pyc only, no source

same typed authority contracts + Event Spine projections · ADR-0002 · ADR-0010

Fabric backend & local RAG

Forge UI & workers

control plane & native tools

infra · state · packaging