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REALITY REVEALED APP: RETURNING TO A READING

CAMILLA WELLTON

Reality Revealed app: returning to a reading

A card reading can feel persuasive in the moment and look different a week later. The situation may have changed. Another person may have answered a question. An assumption that seemed obvious may no longer fit. Keeping the reading gives the person something particular to revisit, rather than requiring another draw to begin the inquiry again.

The Reality Revealed iOS app brings that continuity to Camilla Wellton's card-based exploration of perception and meaning. It connects an authored deck, animated artwork, card descriptions, AI-assisted interpretation and a journal. As of 18 October 2026, the public website states that the app has not launched and offers an iOS beta waitlist. It describes the planned app as a separate subscription service.

An authored deck before a generated response

Reality Revealed uses the deck's 78 card fronts and corresponding animated artwork. The deck belongs to The Hidden Hero's Journey™, the part of Wellton's I AWAKE universe of books and guided practices that examines how experience becomes an understanding of oneself and the world.

Its central distinction is between what happens, what is felt and the meaning given to it. An unanswered message, for example, can feel like rejection before its reason is known. An image can help a person examine that interpretation without supplying the absent person's answer.

The app begins with this particular visual and conceptual system. Card descriptions give images their own questions and context. A picture that catches the viewer's attention can be considered beside what the authored description asks them to examine. The image is more than decoration for a generated response; it is material the person can return to independently of that response.

Animation adds another way to encounter the artwork. Movement may bring a figure or environmental detail to attention,

which can become the starting point for an association. The next question is whether that association helps examine the situation. A striking encounter with an image doesn't establish what the situation means.

From a draw to a record of the encounter

The reading and journal functions connect a configuration of cards with material that can be saved and revisited. The practical difference is between an interpretation that passes across a screen and one the person can consider again after life has contributed more information.

Imagine someone returning to a reading associated with a difficult conversation. At first, they understood the other person's silence as disapproval. Later, the person explains what had been happening. The saved reading lets its reader notice which part of the original account was observed and which was assumed.

The journal gives the person a point of comparison over time. They can return to what the reading suggested, what they understood then and what they now think deserves another look. They may agree with part of the interpretation, reject another part or find that the original question needs changing.

That return differs from simply requesting more text. A new response may introduce another possibility. Revisiting an existing response asks what happened to the previous possibility when it met the person's actual circumstances. The design makes room for that continuing consideration rather than making every encounter begin with a new answer.

What AI contributes

AI-assisted interpretation proposes connections between the selected cards. Its contribution is language the person can examine: a possible relationship between images, a distinction to consider or a question that could make the inquiry more specific.

The authored deck and a generated interpretation have different roles. The deck supplies the visual vocabulary and card descriptions. The generated text proposes a way to read a selection together. The person still brings the situation, its facts and the judgment about whether the connection is useful.

This division matters when a response sounds articulate or personally resonant. A persuasive account may still rest on an assumption. The reader can ask which part belongs to the card description, which part is a proposed connection and what information would be needed before acting on it. The

interpretation cannot supply another person's motives, settle a diagnosis or predict an event.

For reporting, this gives the AI feature a more precise subject than automated advice. How does generated language relate to authored material? Can a reader distinguish a suggestion from a factual account? What happens when a saved interpretation is reconsidered after an actual conversation? Those questions concern the relationship between the tool and the person using it, not just the fluency of the response.

Local material and an online interpretation have different requirements

The standalone phone implementation separates local functions from new AI interpretation. Catalogue information and journal material are stored locally; generating a new interpretation uses an online service. Returning to material already retained and requesting a new generated response are therefore different actions with different connection requirements.

That distinction explains the intended digital experience more accurately than calling the entire app offline or treating it as a

remote chat window. An authored card description, a saved reading and a newly generated interpretation each contribute something different. Their requirements need to remain clear to the person deciding what to do next.

The purpose is continuity on the phone: being able to return to a card or retained reading, while recognising when a new interpretation needs a connection. The public beta page remains the source for current availability.

Keeping an image present between readings

The planned personalisation features include favourite cards, still wallpapers and widget configurations. Their shared purpose is to offer a way back to an image without requiring a fresh draw. A chosen card can remain a visual reminder while the question associated with it continues in ordinary life.

The widget design supports a daily catalogue card, a favourite or the latest draw. It uses card artwork, titles and identifiers rather than the journal's written contents. A daily card is an invitation to explore an image, not a newly generated personal reading or a prediction about the day.

The widget and wallpaper options are intended to extend the relationship with the artwork beyond the drawing screen. Their particular availability belongs with the app's current beta information, while the design question remains the same: how can an image be kept close without turning every return to it into a demand for another answer?

What the digital format adds

The physical deck and the app offer related ways to engage with the same work. Physical cards can be handled and arranged without a device. The app's design connects the images with descriptions, generated interpretation and a record that can be revisited. The choice concerns how a person wants to encounter and continue with the material; the medium doesn't make an interpretation more reliable.

A substantive demonstration can follow that whole sequence: encounter the artwork, read its description, consider an interpretation and return to the retained material. The useful questions concern whether each step keeps its purpose clear and whether returning preserves enough context to examine an earlier understanding. The combination describes the product's design, without treating it as evidence of a psychological outcome.

Press contacts

For press enquiries, interviews and press images, contact Camilla Wellton.

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See the current public status and register interest in the iOS beta.

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