

GENESIS 3

From Objects to Worlds.

*How Genesis 3 changes
immersive learning.*



GENESIS 3 • CUSTOMER BRIEFING • Q2 2026

EON REALITY

April 2026

THE PROBLEM WE JUST SOLVED

For 25 years, the bottleneck wasn't learning. It was content.

YESTERDAY — BESPOKE 3D PRODUCTION



- 6–18 month build cycles per environment
- Six-figure cost per major scenario
- Object-centric — sharp at center, fuzzy at edges
- Customers buying “a module,” not a system

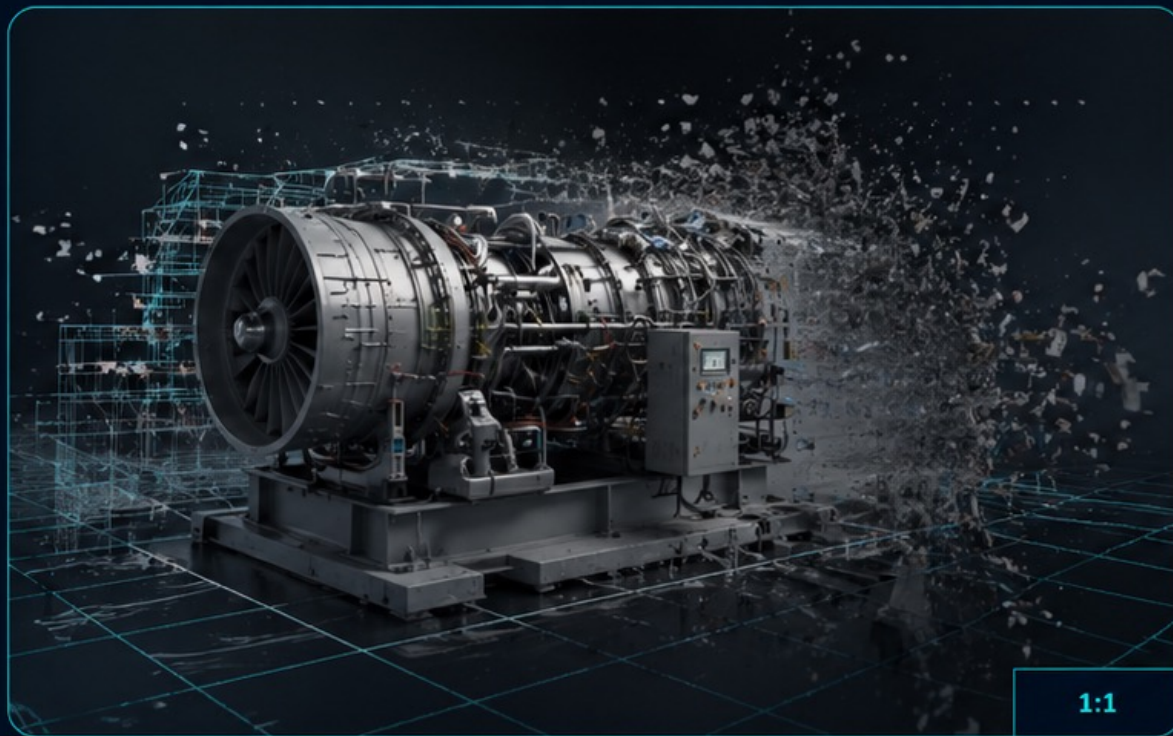
TODAY — GENESIS 3



- ✓ Worlds **in minutes** from a photo or prompt
- ✓ Same **flat** platform price
- ✓ **World-centric** — walls hold, plant objects anywhere
- ✓ Customers buying an **operational simulation**

Object-centric was the ceiling, World-centric breaks through it.

OBJECT-CENTRIC (BEFORE)



Sharp at center. Walls bend. Periphery unusable.

WORLD-CENTRIC (AFTER)



Walls hold. Plant objects anywhere. Walk freely.

Three breakthroughs. One platform release.

Each one removes a different barrier our customers told us was blocking adoption at scale.

01



Infinite Training Worlds

Environments expand on demand into connected pipelines, refineries, and facilities.

BIGGER CONTRACTS

02



Facility-to-Training in Minutes

Photo, video, or floor plan in. Training-ready 3D environment out.

FASTER ROLLOUTS

03



Photoreal Safety-Critical Fidelity

Realism that meets the bar regulated industries demand. Train with confidence.

NEW BUYERS UNLOCKED

IMAGE PROMPT • EXPANDING ECOSYSTEM



4:3

Infinite Training Worlds

*A scenario is no longer a scene.
It's a world that grows.*

WHAT THIS LOOKS LIKE

From a single environment to an operational ecosystem



One oil rig



Full energy supply chain (rigs, pipelines, refineries, logistics)



A campus building



Connected campus and surrounding city



A factory floor



Entire plant with adjacent warehousing and yard ops



A surgical theater



Full hospital wing with diagnostics, recovery, ICU



A classroom

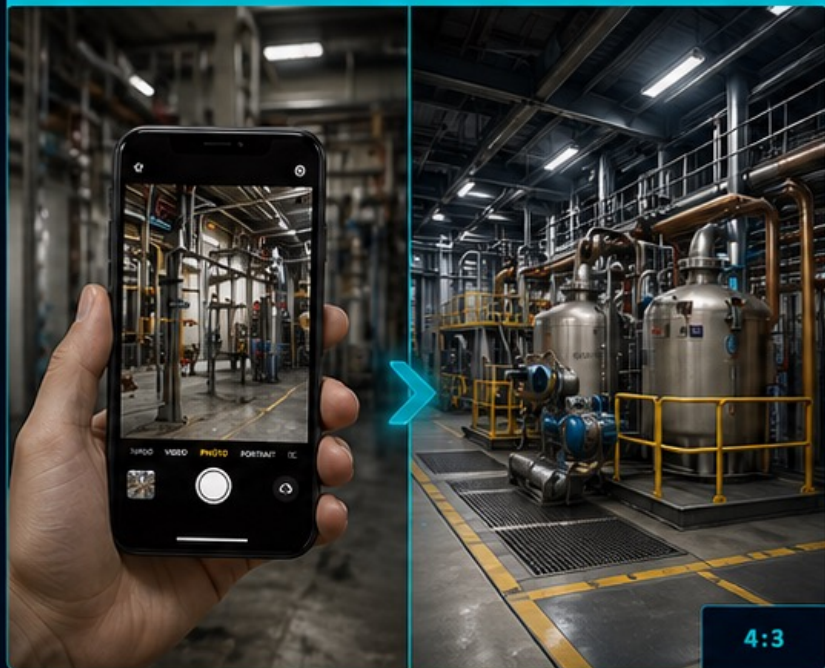


Living virtual campus that grows with the curriculum



BUSINESS IMPACT Customers stop buying modules and start buying simulated operations.
Average contract value lifts and engagements get longer.

IMAGE PROMPT • PHOTO TO 3D WORLD

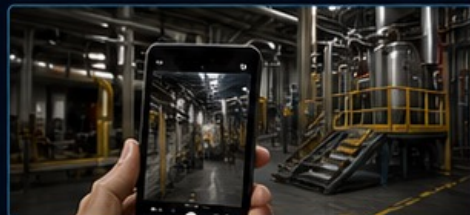


Facility-to-Training in Minutes

Bring your own facility. Walk through it tomorrow.

THE NEW WORKFLOW

From customer artifact to assessable training environment



1

Capture

Photo, walkthrough video, or floor plan from the customer's actual site



2

Generate

Genesis 3 builds a photoreal, training-ready 3D environment in minutes



3

Surround

EON applies pedagogy: AI mentor, tasks, Do-Say-Show assessment



4

Deploy

Live to learners on web, mobile, headset, and Global Virtual Campus



BUSINESS IMPACT

Months → hours. Lower COGS, faster onboarding, scalable rollouts across thousands of sites.

□ IMAGE PROMPT • REGULATED-INDUSTRY REALISM



4:3

Photoreal Safety-Critical Fidelity

*Real enough to change behavior.
Real enough to satisfy regulators.*

WHAT THIS LOOKS LIKE

From a single environment to an operational ecosystem



Oil, Gas &
Heavy Industry



LOTO, hazmat, confined-space,
emergency response



Aviation &
Aerospace



Maintenance, ground ops,
emergency procedures



Healthcare &
Life Sciences



Clinical procedures, OR readiness,
infection control



Defense &
Public Safety



Tactical exercise, incident
command, crowd control



Power, Utilities &
Nuclear



High-voltage, switchyard,
control-room scenarios



BUSINESS IMPACT

Buyers who once said “too gamey for our safety culture” now say yes. EON enters procurement processes that were closed two years ago.

From the artifact to the campus.

IMAGE PROMPT • EDUCATION HERO



Yesterday: students studied a bust, a heart model, a planet — one hero object on a turntable.

Now: students walk through whole worlds. Fifty stations. A complete Roman forum. A virtual campus that grows every term.

SCENARIOS



Walkable historical sites — Roman forum, Pompeii, Renaissance Florence — multiple stations tied to learning objectives.



Full anatomy lab — Fifty specimen stations around a central dissection theater. AI mentor paces the rotation.



Working factory studio — Engineering students walk a working production line. Process, not just machines.



Living virtual campus — Global Virtual Campus expands each term with new buildings, exhibits, and labs.



OUTCOME — *Time-to-comprehension drops. Engagement rises. The institutional content library shifts from cost line to compounding asset.*

From the machine to the plant.

□ IMAGE PROMPT • MANUFACTURING HERO



Yesterday: operators trained on a lathe, a press, a robotic arm — one machine at a time, in isolation from the real plant.

Now: operators meet the plant before they meet the plant. Whole shop floor. Lines, conveyors, QC bays, yard ops.

SCENARIOS



Lean line walk-through — New operators traverse a real production line virtually before stepping onto the floor.



Assembly handoff training — Each station, handoff, and failure mode visible in one connected world.



Plant commissioning rehearsal — Train teams on actual plant configuration before equipment is installed on site.



Whole-system maintenance — Move from device-by-device to whole-system understanding for technicians.



OUTCOME

— Onboarding time-to-productivity collapses. Defect rates drop. Commissioning timelines shorten.

From the patient to the wing.

IMAGE PROMPT • HEALTHCARE HERO



Yesterday: a simulated patient, a surgical site — one skill at a time, in isolation from team coordination.

Now: the whole hospital wing becomes the training surface. Triage, OR, recovery, ICU — with multi-role scenarios in real geography.

SCENARIOS



Surgical team coordination — Full OR with all roles — surgeon, anesthesiologist, scrub, circulator. Handoffs, timeouts, fail moments.



Code Blue across corridors — Cardiac arrest scenario across corridors and rooms. Time-to-defib captured in real geography.



Infection control rounds — Walk-through across ward, isolation, lab, waste handling.



Patient flow simulation — Model full department flow. Train teams on bottlenecks before redesigning real workflow.



OUTCOME

— Team coordination metrics improve. Sentinel events tied to communication failures decline. Certification programs shorten.

From the valve to the site.

IMAGE PROMPT • ENERGY HERO



Yesterday: a valve, a pump, a breaker — LOTO rehearsed on isolated equipment, real plant geography only in live operations.

Now: the whole site becomes the training surface. Control room, well pad, refinery section, pipeline, logistics yard, muster points.

SCENARIOS



Multi-equipment LOTO — Lockout-tagout across pumps, valves, breakers, isolation points spanning real site geography.



End-to-end emergency response — Gas leak → detection → evacuation → muster → head-count → incident command.



Hazmat zone training — Multi-zone with role-based response, decontamination paths, PPE protocols.



Facility-mirrored operator training — Train on a virtual twin of the actual plant. First-day-on-site safety incidents drop.

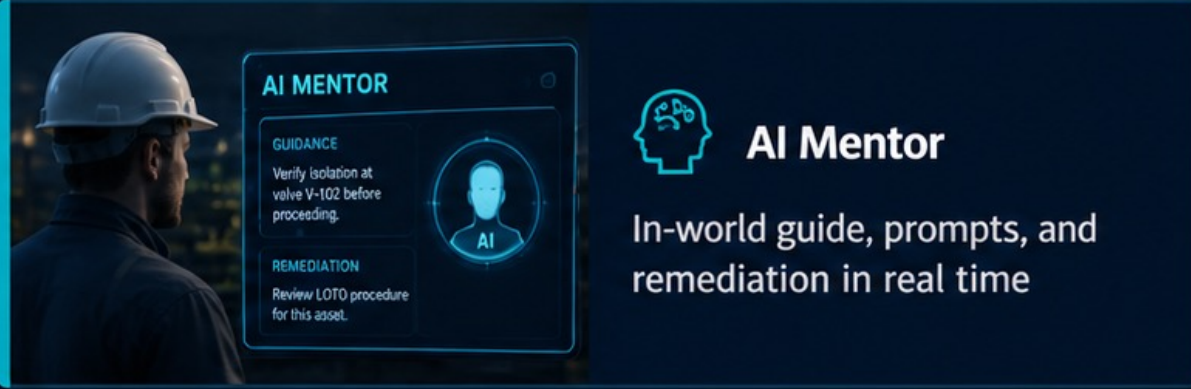


OUTCOME

— Recordable safety incidents decline. Emergency response times improve. New-hire time-to-competence collapses.

Generation alone isn't training.

EON wraps every world in 25 years of pedagogical infrastructure.



AI MENTOR

GUIDANCE
Verify isolation at valve V-102 before proceeding.

REMEDATION
Review LOTO procedure for this asset.

AI Mentor

In-world guide, prompts, and remediation in real time



Validated Asset Library

95 environments and 475 objects, curriculum-tagged and reusable



DO-SAY-SHOW ASSESSMENT

DO	SAY	SHOW
Isolate equipment ✓	Explain the hazards ✓	Perform isolation ✓
Verify zero energy ✓	Describe the steps ✓	Apply lockout/tag ✓
Apply lockout ✓	Identify PPE ✓	Verify zero energy ✓
Tag equipment ✓	State verification ✓	Complete paperwork ✓

RESULT
COMPETENT ✓

Do-Say-Show Assessment

Competency capture proven across 4,400+ deployments




LEARNING PATHWAY

- Operator Fundamentals ✓
- Process Safety ✓
- Equipment Specialist ✓
- Advanced Operations 0
- Supervisor Certification 0

Career & Income Pathways

Direct connection from skill to certification to placement

 **Customers don't buy a 3D scene. They buy a measurable learning outcome.**

“

Three constraints fell at once.



The walls hold.



Worlds grow.



Photo becomes
training environment
in minutes.

The walls hold. Worlds grow. Photo becomes training environment in minutes.

The question is no longer whether your immersive training can be built.

It is what your workforce learns next.

For 25 years that question was unanswerable at scale. Genesis 3 answers it. Every other vendor forces customers to wait. We do not.

DAN LEJERSKAR

Founder & CEO, EON Reality and EON AI Ventures



Genesis 3 is rolling out now.

01



Existing Genesis Customers

Rolling out platform-wide through Q2 2026 at no additional cost. Reach out to your EON success [lead](#) to schedule a walkthrough on your own facilities.

02



New Enterprise & Education

Available via the EON Global Virtual Campus and certified partner network. EON Spatial editions start at **\$80 / user / month**.

03



Partners & Resellers

Genesis 3 is included in the EON AI Fluency VAR program. Activation packages from **\$50K to \$200K** depending on cohort scale.

