GENESIS 3.0

The Simple Path to XR Simulation

11 simple choices. *Zero XR expertise required.*

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The Iceberg Principle

KISS = Keep It Simple, Stupid

The User's Experience

Genesis 3.0 has massive capability — but the user **never sees the complexity.** Each step presents **one simple question** with clear options.

No XR knowledge needed. No 3D expertise required. Just answer the question and move to the next step.

The AI does the heavy lifting.

Steps 6-7 are where magic happens: the AI reads your procedure, understands your 3D model, selects the right interactions from 60+ options, assigns sounds and effects, and produces a complete training draft — **automatically**.

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The Pipeline: 11 Steps, 2 Phases

CREATE MODE
Build the Experience

1	Get the 3D Object	Library / CAD / E3 / Scan
2	Set the Environment	WorldLab / Built-in / Import
3	Label Components	Auto-detect + human review
4	Auto-Configure	AI suggests interactions
5	Define Procedure	SOP / Recipe / AI generates
6	AI Assembles Draft	Automatic — no human input
7	Human Reviews	Conversational refinement

PLAY MODE
Run and Improve

8	Training Mode	Show / Train / Try / Evaluate
9	Choose Device	Desktop / Mobile / AR / VR
10	Interaction + Guide	Input method + guide type
11	Measure + Improve	Scoring / XP / Leaderboard

Each step = **one simple question** with clear options.
The user never sees the complexity underneath.

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1 Get the 3D Object

"What do you want to train on?"

The journey starts with the subject. What piece of equipment, machine, or device does the trainee need to learn about?

Four ways to get your 3D model:

A. Browse thousands of pre-built models in the cloud library
B. Import a CAD model converted to GLB format
C. Use EON 3D Object to create from a photo
D. Scan the real object with your phone or LiDAR

Result: a GLB file with separable mesh components.

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2 Set the Environment

"Where does this training take place?"

Every training needs context. An industrial fan belongs on factory floor, not floating in empty space.

Three options for environments:

A. **WorldLab** — generate from a photo or text prompt
B. Built-in environments (factory, lab, office, outdoor)
C. Import a custom 3D environment as GLB

The 3D object from Step 1 gets placed into this scene.

3 Label Components

"What is each part called?"

The system **auto-detects component names** from mesh metadata and annotations. The user reviews and corrects.

Why this matters: the AI needs to know that "Fan motor brace" is a rotating part and "Fan guard" is a removable cover. Labels are the vocabulary the AI uses to understand your model.

In most cases, **80%+ of labels are auto-detected correctly.** The user just confirms or renames the outliers.

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4 Auto-Configure Interactions

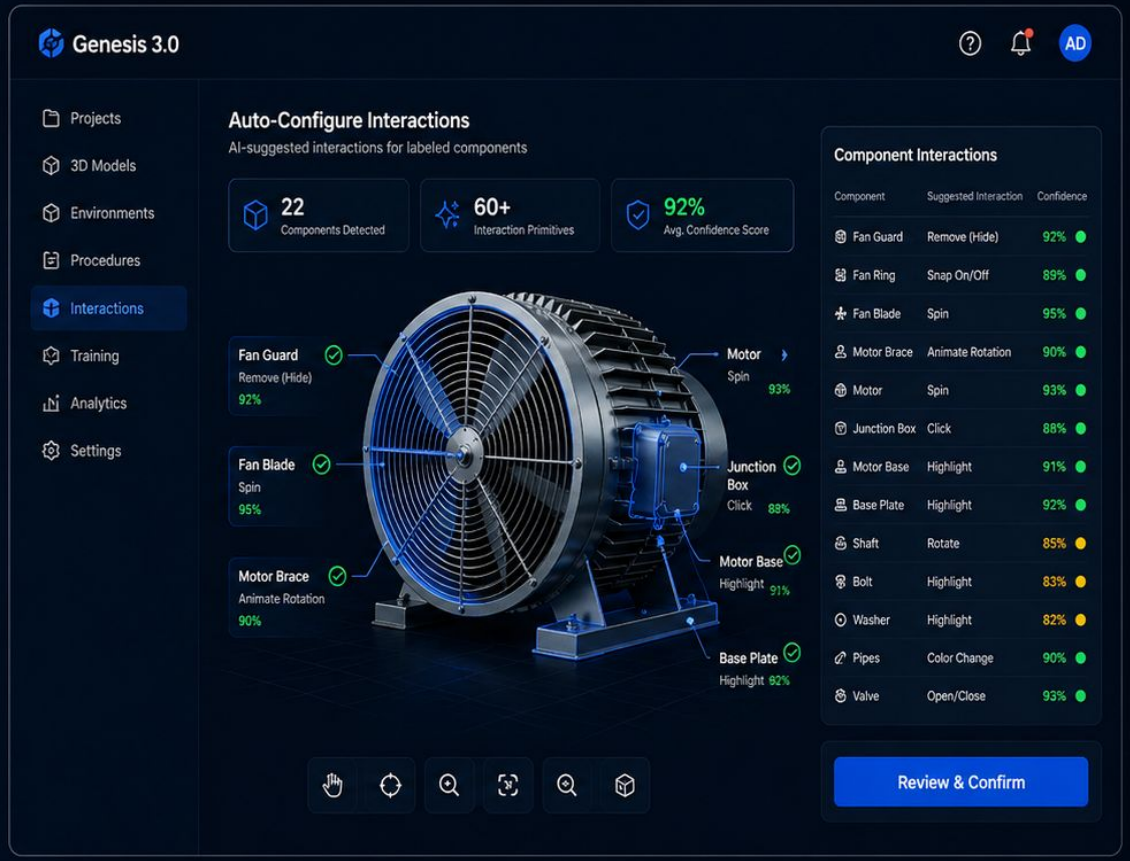
"What can each part do?"

The AI analyzes each labeled component and suggests what interactions it supports — based on geometry, name patterns, and a library of **60+ interaction primitives**.

Examples of auto-detection:

- Valve → rotate, open/close, click
- Fan motor brace → spin, animate-rotation
- Fan guard → remove (hide), snap-on/off
- Pipes → highlight, color-change

Confidence scores (e.g. **92%**) show how sure the AI is.
The user reviews suggestions and approves or edits.



5 Define the Procedure

"What should the trainee learn to do?"

Now we define **WHAT the trainee needs to learn.** Three ways:

A. Import an SOP document

Paste or upload the standard operating procedure.

The AI parses it into structured steps.

B. Pick a Recipe template

Reusable patterns like 'Maintenance Inspection'

or 'Safety Lockout'.

C. AI generates from context

Tell the AI what the object is, and it uses its

training knowledge to create a procedure.

Result: a structured list of procedure steps.

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6 AI Assembles First Draft

Automatic — the AI builds everything

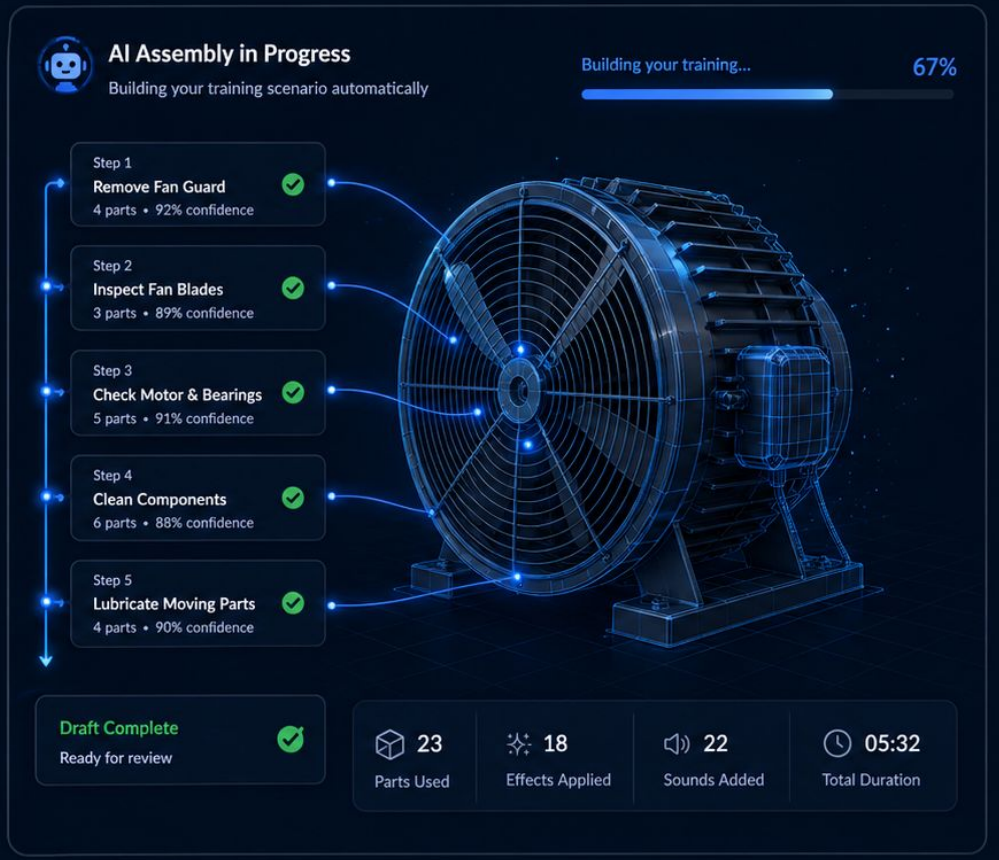
This is where the **magic** happens. **No human input needed.**

The AI reads the procedure steps from Step 5, looks at the labeled meshes from Step 3, checks the available interactions from Step 4, and assembles a complete training scenario:

For each procedure step, it selects:

- Which mesh parts are involved
- What effects to apply (rotate, hide, highlight, particles)
- What sounds to play (22 available)
- What sequence and timing to use

Output: a complete first draft, ready to review.



7 Human Reviews + Refines

"Did the AI get it right? Talk to fix it."

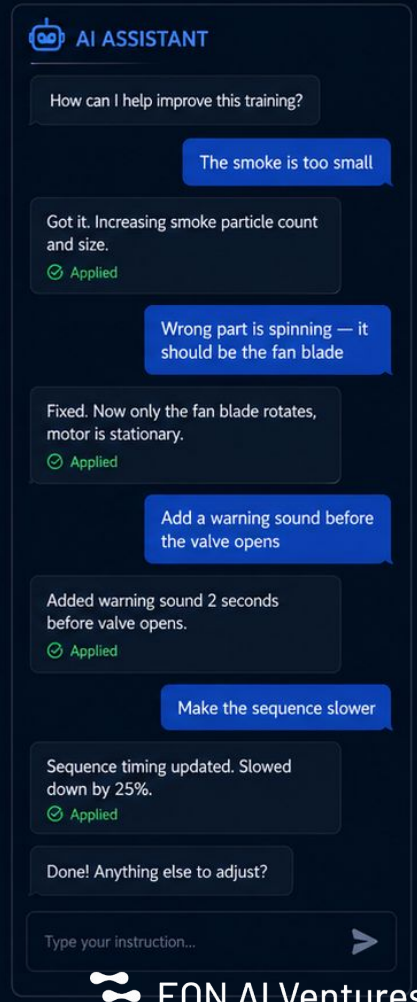
Play through the AI's draft and spot anything wrong. Then **tell the AI what to fix using natural language:**

> *"The smoke is too small"*
>
> *"Wrong part is spinning — it should be the fan blade"*
>
> *"Add a warning sound before the valve opens"*
>
> *"Make the sequence slower"*

The AI understands context and fixes the specific issue.

Iterate until the training looks right.

Future: AI self-reviews by taking screenshots and checking.



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8 Choose Training Mode

PLAY

"How should the trainee learn?"

Four progressive training modes, each building on the last:

- **Show Me** — Watch and learn. The system demonstrates the entire procedure with a guide.
- **Train** — Guided practice with auto-hints at 10s, 20s, 30s.
- **Let Me Try** — Silent practice. No hints, but mistakes are tracked without penalty.
- **Evaluate Me** — Timed assessment with scoring, auto-fail on critical steps, and a final certificate.

IMAGE

9 Choose Device

PLAY

"Where will trainees access this?"

The **same training runs on any device.** The system adapts the interaction method automatically:

Desktop Web — full browser experience, mouse and keyboard.

Mobile / Tablet — responsive touch UI with 'chopstick' pointer for precise 3D interaction.

AR Viewer / AR Glasses — overlay the 3D model on the real world using the device camera or AR glasses.

VR Headset — fully immersive WebXR with controllers.

IMAGE

One training. Any device. Same results.

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10 Interaction + Guide Modality

PLAY

Two layers: how to interact + how to be guided

Layer 1 — Input Method (depends on device):

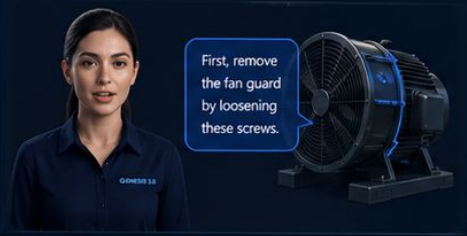
- **Desktop:** mouse + keyboard
- **Mobile:** chopstick pointer + buttons
- **VR:** controllers | **AR:** gestures + gaze

Layer 2 — Guide Method (for Show Me and Train):

- **HeyGen AI Agent** — a realistic AI person explains each step.
- **Drone Fly-through** — camera flies to each component.
- **Mixamo Avatar** — 3D animated character demonstrates actions.
- **Virtual Hands** — hands point to and interact with parts.

Agent + Drone can work together.

1 HeyGen AI Agent



Layer 2 AI explains each step in natural language.

1 Drone Fly-through

Layer 2 Drone camera flies to each component.

1 Mixamo Avatar

Layer 2 Animated avatar demonstrates actions.

1 Virtual Hands

Layer 2 Virtual hands point and interact with parts.

1 **Layer 1** You choose how to input. → 2 **Layer 2** You choose how to be guided. → **Combined** Best learning experience.

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11 Measure + Improve

"How are trainees performing?"

Comprehensive measurement across every dimension:

- **Scoring** — per-step scoring with configurable weights, critical step auto-fail, hint/retry penalties, time bonuses.
- **Gamification** — XP earned per training, badge system, daily streaks, skill progression.
- **Leaderboard** — competitive ranking across teams.
- **Oral Assessment** — AI grades spoken explanations against keyword criteria.
- **Instructor Dashboard** — real-time monitoring of all active trainees.

PLAY

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11 Steps. Zero Expertise.

From raw 3D model to scored, multi-device XR Simulation — guided by **AI at every step**.

CREATE

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PLAY

8. Training Mode
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