

GENESIS 3.0

The Simple Path to XR Simulation

11 simple choices. *Zero XR expertise required.*

April 2026



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**.



The Pipeline: 11 Steps, 2 Phases



CREATE MODE

Build the Experience



PLAY MODE

Run and Improve



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

1 Get the 3D Object

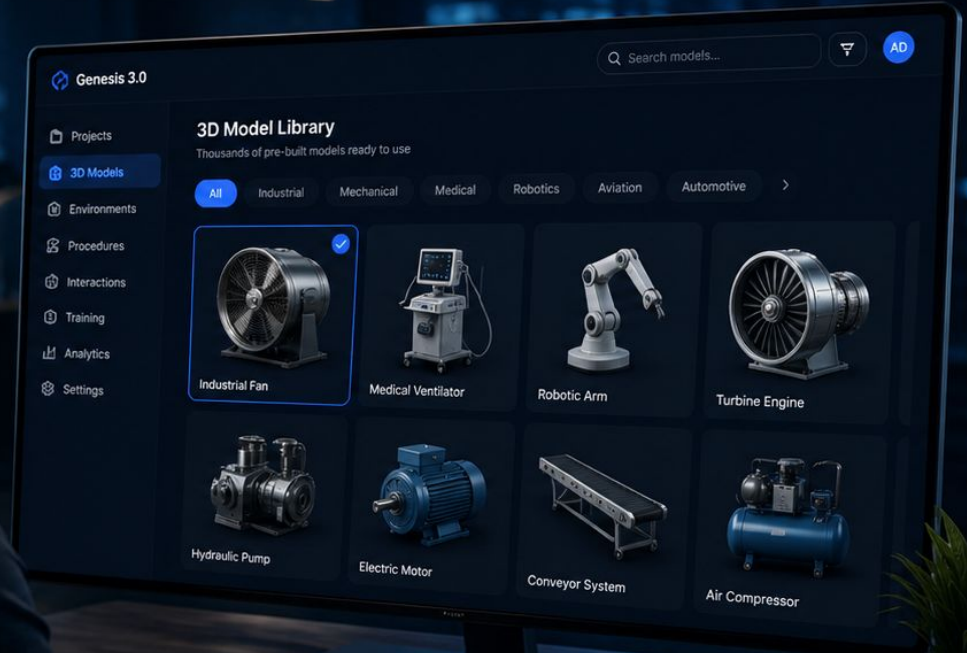
"What do you want to train on?"

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:

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

Result: a GLB file with separable mesh components.



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.







4 Auto-Configure Interactions

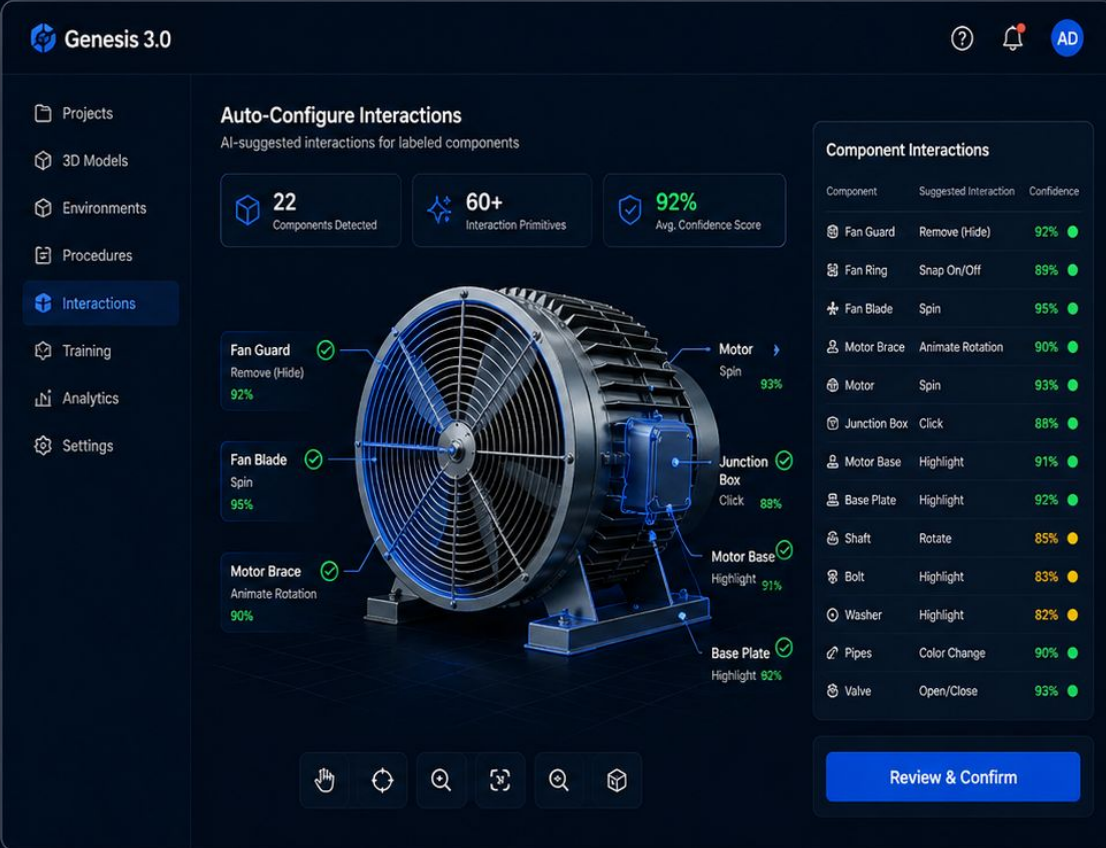
“What can each part do?”

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.



The screenshot displays the Genesis 3.0 interface for configuring interactions on a 3D model of a fan motor. The central panel shows the model with various components labeled and their suggested interactions and confidence scores. A summary box at the top indicates 22 components detected, 60+ interaction primitives, and a 92% average confidence score. A table on the right lists the specific interactions for each component.

Auto-Configure Interactions
AI-suggested interactions for labeled components

22 Components Detected | 60+ Interaction Primitives | 92% Avg. Confidence Score

Component	Suggested Interaction	Confidence
Fan Guard	Remove (Hide)	92%
Fan Ring	Snap On/Off	89%
Fan Blade	Spin	95%
Motor Brace	Animate Rotation	90%
Motor	Spin	93%
Junction Box	Click	88%
Motor Base	Highlight	91%
Base Plate	Highlight	92%
Shaft	Rotate	85%
Bolt	Highlight	83%
Washer	Highlight	82%
Pipes	Color Change	90%
Valve	Open/Close	93%

Review & Confirm

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.







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.*

AI Assembly in Progress





Building your training scenario automatically

Building your training... 67%



- Step 1
Remove Fan Guard ✓
4 parts • 92% confidence
- Step 2
Inspect Fan Blades ✓
3 parts • 89% confidence
- Step 3
Check Motor & Bearings ✓
5 parts • 91% confidence
- Step 4
Clean Components ✓
6 parts • 88% confidence
- Step 5
Lubricate Moving Parts ✓
4 parts • 90% confidence

Draft Complete ✓
Ready for review

 23 Parts Used	 18 Effects Applied	 22 Sounds Added	 05:32 Total Duration
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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.

3D SCENE



TRAINING PLAYBACK

1

Remove Fan Guard



2

Inspect Fan Blades



3

Check Motor & Bearings

4

Clean Components

5

Lubricate Moving Parts

AI ASSISTANT

How can I help improve this training?

The smoke is too small

Got it. Increasing smoke particle count and size.

Applied

Wrong part is spinning — it should be the fan blade

Fixed. Now only the fan blade rotates, motor is stationary.

Applied

Add a warning sound before the valve opens

Added warning sound 2 seconds before valve opens.

Applied

Make the sequence slower

Sequence timing updated. Slowed down by 25%.

Applied

Done! Anything else to adjust?

Type your instruction...




EON AI Ventures


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



Show Me

Watch and learn.

The system demonstrates the entire procedure with a guide.



Best for understanding the full process



Train

Guided practice.

Get auto-hints at 10s, 20s, 30s to stay on track.



Best for building confidence



Let Me Try

Silent practice.

No hints, but mistakes are tracked without penalty.



Best for independent practice



Evaluate Me

Timed assessment.

Scoring, auto-fail on critical steps, and a final certificate.



Best for proving competency

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

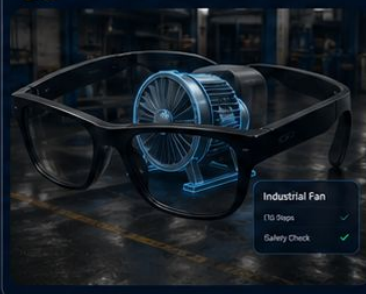
Desktop Web



Mobile / Tablet



AR Viewer / AR Glasses



VR Headset






✔ One training. Any device. **Same results.**

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.

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.

XP **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

Training Results Overview

Overall Score



XP & Progress



Performance Trend



Step-by-Step Results

Step	Step Name	Score	Time	Status
1	Remove Fan Guard	100%	00:32	✓
2	Inspect Fan Blades	92%	00:45	✓
3	Check Motor & Bearings	85%	01:05	✓
4	Clean Components	78%	01:12	⚠
5	Lubricate Moving Parts	100%	00:38	✓
Total		87%	04:12	

Leaderboard

Weekly

1	Team Alpha	92%	12,450 XP
2	Team Bravo	89%	11,230 XP
3	Team Charlie	87%	10,890 XP
4	Team Delta	85%	9,560 XP
5	Team Echo	81%	8,430 XP

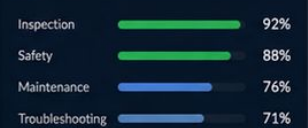
Oral Assessment



Instructor Dashboard



Top Skills










Measure everything. Improve every trainee.

11 Steps. Zero Expertise.

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

CREATE

- 1  Get 3D Object
- 2  Set Environment
- 3  Label Components
- 4  Auto-Configure
- 5  Define Procedure
- 6  AI Assembles Draft
- 7  Human Reviews

PLAY

- 8  Training Mode
- 9  Choose Device
- 10  Interaction + Guide
- 11  Measure + Improve

11-STEP PIPELINE

- 1 Get 3D Object 
- 2 Set Environment 
- 3 Label Components 
- 4 Auto-Configure 
- 5 Define Procedure 
- 6 AI Assembles Draft 
- 7 Human Reviews 
- 8 Training Mode
- 9 Choose Device
- 10 Interaction + Guide
- 11 Measure + Improve

OVERALL SCORE



XP & PROGRESS



PERFORMANCE TREND



STEP-BY-STEP RESULTS

Step	Step Name	Score	Status
1	Remove Fan Guard	100%	00,30 XP
2	Inspect Motor & Bearings	92%	00,45 XP
3	Team Components	87%	10,650 XP
4	Team Delta	85%	9,560 XP
5	Team Echo	81%	8,430 XP

