EON AI Ventures

EON AI VENTURES · INDUSTRIAL SIMULATION PLATFORM

Genesis 3.1

From photographs to full industrial simulators — now ready for business.

8× faster · **Photo capture** · **Live animation** · **Train + assess** · **Any device**

What's New · June 2026

THE LEAP IN 3.1

From prototype to production

A focused development sprint turned the MVP into a product enterprises can put in front of frontline workers today.

8×

faster authoring

vs. the previous workflow

<30

minutes per model

down from 3–4 hours

6 / 12

segments live

more added weekly

3

delivery modes

desktop · mobile · XR

Built from materials customers already have: their SOPs and ordinary photographs.

RELEASE HIGHLIGHTS

What’s new in Genesis 3.1

8× faster authoring

A working model now takes under 30 minutes instead of 3–4 hours — a pilot in a single session.

Photo-to-simulation

Builds 3D geometry from ordinary photos — even partial views — inferring what’s behind and inside.

Real-time animation

Valves rotate, fans spin, physics and particles bring procedures to life. A true simulator.

Full training loop

Every segment goes Show Me → Let Me Try → Evaluate Me. Workers practice and are assessed.

Multi-modal

One build runs across desktop, mobile, and XR headsets — no re-authoring.

Assembly next

Full assembly & disassembly — moving and snapping parts — is in active development.

HIGHLIGHT 1 — SPEED

A pilot in a single session

Faster authoring doesn’t just cut cost — it changes the motion. A conversation can become a working, hands-on pilot the same day.

BEFORE

3–4 hrs

of skilled effort to author one model

NOW — GENESIS 3.1

<30 min

for the basic model — roughly 8× faster

HIGHLIGHT 2 — CAPTURE

Photographs in, simulators out

No CAD files. No professional 3D modeling. If you can photograph it, Genesis can simulate it.

Works from ordinary photos

Standard images of the equipment or procedure are enough to get started.

Handles imperfect input

Partial views and cluttered or missing backgrounds are no problem.

Infers hidden geometry

Reconstructs what sits behind a component — and what's inside it.

HIGHLIGHT 3 — BEHAVIOR

Not a 3D viewer — a true simulator

Models now behave like the real equipment. That’s the line between showing a worker a part and letting them operate it.

Moving parts

Valves rotate, fans spin, mechanisms actuate.

Physics & particles

Smoke, particles, and physics-driven motion.

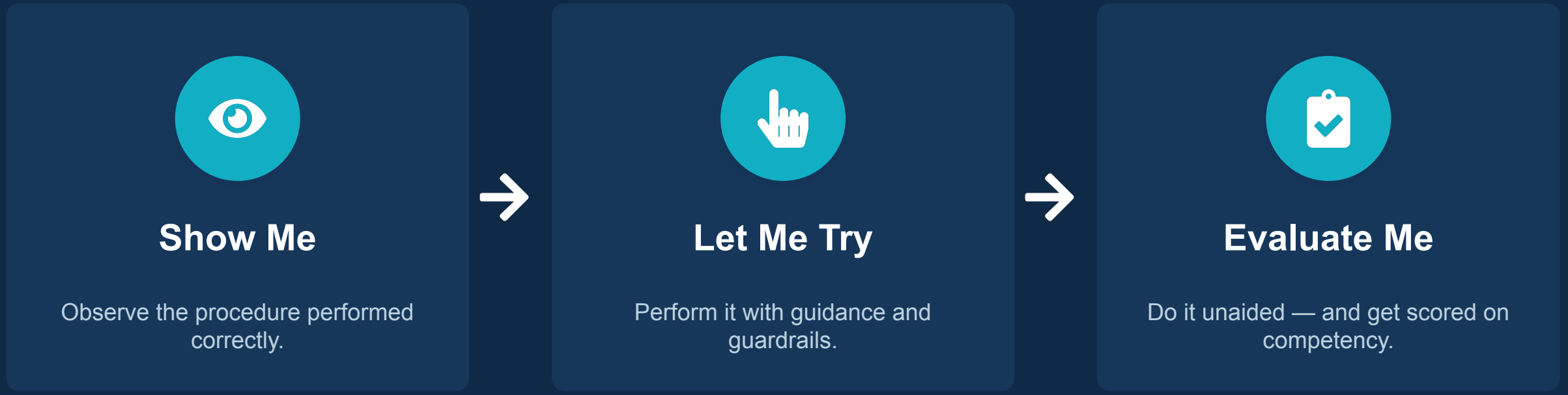
Real procedures

Operate equipment the way it actually works.

HIGHLIGHT 4 — THE LOOP

Beyond “Show Me” — practice and proof

Every segment now carries the learner from watching a task to performing it unaided — producing measurable evidence of competency.



Documents describe a task. Genesis proves a worker can do it.

REACH & ROADMAP

One build, every device — and more coming

Desktop

Training rooms & review.

Mobile

On the plant floor, in hand.

XR headset

Full immersion when it counts.

Next on the roadmap: full assembly & disassembly

Move and snap parts through a complete sequence — in active development now.

THE BIGGER PICTURE

Why this matters now

As AI commoditizes generic software, value shifts to what only you own: how work is actually done in the field. It isn't on the internet, so no model can learn it — EON AI Ventures calls it Work Intelligence.

The model layer is becoming a commodity. The proprietary Work Intelligence layer is the moat — and Genesis is how you start building it.

READY FOR BUSINESS

Bring the procedure. We'll build the simulator.

Your SOPs

The procedure you want taught.

Your photos

Reference images of the equipment.

A working pilot

Hands-on, the same session.

[Explore live segment demos in the EON Enterprise Hub]

EON AI Ventures