Patent Executive Summary

Patent #63/848,599
Filed: July 22, 2025 (Pre-dates Google's Genie 3)
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Status: Provisional patent filed. Commercial rights available.

The Breakthrough

This invention enables real-time generation of high-quality, render-safe 3D scenes directly from a natural language prompt.

While systems like Genie 3 and Point-E demonstrate impressive generative capabilities, they lack structural guarantees, deterministic output, and integration paths suitable for production 3D pipelines. In contrast, our framework delivers real-time-compatible, legally compliant, and fully reconstructable 3D scenes that runs across platforms — including Unreal, Unity, WebGL, mobile XR, and more.

Key Technical Innovations

- **Guaranteed Renderability** – Output is always valid and optimized for game engines.
- **No Hallucinations** – Assets and placement are grounded in a controlled, validated library.
- **Structured Output** – Scenes are generated as clean, editable JSON with full layout logic.
- **Reconstructable Scenes** – Every element is trackable, replayable, and reloadable at any time.
- **Cross-Platform Support** – Real-time performance across all platforms: Unity, Unreal, WebGL, mobile, VR/AR, and PC.
- **IP Safe** – No unlicensed or unpredictable content is introduced.

Prompt-to-Scene Example

Prompt:
"Tokyo alley at night with a neon sign, a vending machine, a street lamp, and rain."

Output JSON:


```
{
  "theme": "Tokyo_Alley_Night",
  "objects": [
    { "type": "vending_machine", "asset": "VendA", "position": [2.3, 0, -1.0], "rotation": [0, 45, 0] },
    { "type": "neon_sign", "asset": "Neon01", "position": [1.5, 3, 0], "rotation": [0, 180, 0] },
    { "type": "street_lamp", "asset": "Lamp03", "position": [-1.2, 0, 2.4], "rotation": [0, 90, 0] }
  ],
  "weather": "rain",
  "lighting": "neon"
}
```


This scene is instantly rendered using pre-validated 3D assets with guaranteed spatial coherence. Every object is uniquely identifiable and editable — something diffusion-based video outputs cannot offer.

Competitive Advantage

Feature	My Patent	Genie 3	Traditional Tools
Output Type	✅ Reusable 3D assets	❌ Video frames	Static models
Hallucination Risk	✅ None	❌ High	N/A
Performance Guarantee	✅ Enforced budgets	⚠️ To be determined	Manual optimization
Legal Compliance	✅ Pre-cleared IP only	❌ Unverified	Depends on source
Scene Structure	✅ Structured JSON	Pixel-based	Proprietary formats
Scene Editing	✅ Object-level control	⚠️ Limited control	Needs tools
Platform Deployment	✅ Web, Mobile, VR Ready	Proprietary platform	Per-platform build required
Reconstructability	✅ Full spatial coherence	⚠️ Time-limited	With manual effort

Market Opportunity

Sector	2030 Est. Market Size	Example Use Cases
VR/XR Gaming & Entertainment	$700B+	Gaming, Social VR/metaverse
Enterprise XR/VR	$300B+	Manufacturing, field service and maintenance, remote collaboration, virtual e-commerce
VR/XR Education	$60B+	Safety, maintenance, procedure training, leadership development
Mental Health Tech	$60B+	PTSD & trauma treatment, workplace wellness
Architecture, Engineering & Construction XR/VR	$40B+	Virtual building walkthroughs

Business Models

1. Technology Licensing

Exclusive License
For companies seeking competitive advantage in specific verticals or geographic regions. Full source code access and joint development opportunities available.

Non-exclusive License
For organizations wanting to integrate the technology while allowing broader market adoption. Includes API access, SDK, and standard support.

Currently in active discussions for both exclusive and non-exclusive licensing arrangements.

2. SaaS Platform

Cloud-based scene generation service with tiered pricing:

Tiered pricing for developers, studios, and enterprises with usage-based options for variable workloads.

3. Strategic Partnership or Acquisition

Open to discussions with major technology companies seeking to enhance their 3D content creation capabilities, metaverse platforms, or AI-powered creative tools.

The Inventor

Javier Anta Callersten

15+ years in AI development and business transformation as Senior Partner and Managing Director of BCG X and Global AI leader for the retail sector

Led AI initiatives across 20+ countries, helping many large consumer companies (including many Fortune 500) leverage AI for competitive advantage

Expert in AI, VR/AR technologies and immersive experiences

Unreal Engine developer

Professional Background:
With a unique combination of strategic consulting expertise and hands-on technical development, I bring both business acumen and deep technical knowledge to this innovation.

My work at BCG X has focused on helping Fortune 500 companies leverage AI for competitive advantage, while my technical expertise in Unreal Engine and VR/AR development ensures this patent is grounded in practical, production-ready implementation.

Having led AI initiatives for the retail sector and deployed solutions across more than 20 countries, I understand the challenges of scaling innovative technology globally.

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Patent specification PDF and supporting documentation available on request.

This summary is confidential. NDA available for technical evaluations or early demo access.