
BLOCK3
INTRODUCING
GAMING 2.0
The next generation of generative interactive environments

OVERVIEW

What Is BLOCK3?

Block3 is a next-gen gaming console, powered by an AI that generates interactive immersive experiences from text prompts. You dream it, Block3 builds it.

Poised to transform the AI gaming and immersive experience landscape, Block3 utilizes a Large World Model (LWM), rewarding users who fundamentally contribute to educating the AI.

The BL3 console allows you to jump into the driving seat of an endless multiverse of experiences – create any character, game, or interactive experience you can imagine. Request simple games like your favorite arcade classics, roam across full-scale open worlds full of weapons, vehicles, and nail-biting missions, or watch from the front row as Martin Luther King pronounces, "I have a dream..." at the Lincoln Memorial.

The gaming console of the future is coming, and it ships with any game you could ever dream of.

Dream it. Prompt it. Play it.

THE VISION

A next-gen gaming console powered by AI, where users co-create interactive 3D experiences.

THE SOCIAL EXPERIMENT

Can a community, driven by shared passion and rewards, generate the vast levels of data required to create an incredible gaming console?

THE CHALLENGE

Training a massive Large World Model requires vast amounts of data, cost, and infrastructure.

THE SOLUTION

a) The Block3 team builds a model and platform in a way where anyone with resources can join our goal. See Block3 as the “glue” that is enabling all kinds of resources to come together; GPU, server storage, engineers, gameplay recordings.

b) Block3 subsequently trains AI on the data, building a Large World Model that is actively maintained and built upon by the very same community that helped fund it and build it.

c) The outcome is a next-generation video game console to experience all sorts of interactive immersive experiences.

ABOUT TRINITY

Trinity is the AI model that powers the Block3 experience—the engine that turns your wildest ideas into complete, playable games.

The user enters a text prompt into Trinity, much like they would with any commercial Large Language Model (LLM) such as ChatGPT, Grok, or Claude. However, instead of a text or image output, the model delivers an entire, immersive game world including NPCs, stories, combat mechanics, and more.

Trinity is a Large World Model (LWM) and operates similarly to an LLM, except with a totally different training dataset. Whereas an LLM learns to write by studying the writings of the greats (Shakespeare, Dostoevsky, Hemingway, et al.), Trinity learns from games.

After studying gameplay footage, code, metadata, and 3D models from the best titles of the last half century, Trinity learns how to construct the components that make up a game, following the “grammar” established among the best from each genre.

The challenge here is gathering the data, and the solution forms a core part of Block3's blockchain integration. The textual datasets which train LLM are typically just a few hundred gigabytes—imagine how much more is needed when the model is consuming not text, but complex models, hours of video footage, mountains of code, and entire 3D environments.

Block3 solves this by engaging the gaming community to train Trinity. Data is crowdsourced, with contributors receiving compensation in the form of BL3 tokens. All data is verified on the blockchain, ensuring provenance is tracked and payouts are made accurately.

Not only does this enable an otherwise impossible training challenge, but it also ensures that the training of Trinity is democratic, transparent, decentralized, and fair. The more the community grows, the better Trinity gets, and everybody's contribution is recognized.

The end result is breathtaking: one-shot text prompting of any game imaginable, built from scratch following the lead of the very best games the industry has produced.

This is Gaming 2.0: Dream it. Prompt it. Play it.

THE DETAILS

What Are The Use Cases?

Interactive games

Play any game. Create and play any game you like.

Interactive experiences

Watch anything. Create and then enjoy a unique experience.

Create2Earn

Earn BL3 tokens if your game gets played by other people.

Interactive education

Learn any subject. Create a learning environment and then grow your knowledge.

Interactive NPCs

Interact with anyone. Create characters and engage with them in different scenarios.

Key Product, User Experiences, And Features

The product centers around a ‘library’ of games and experiences, segmented by type:

BLOCK3 ARCADE

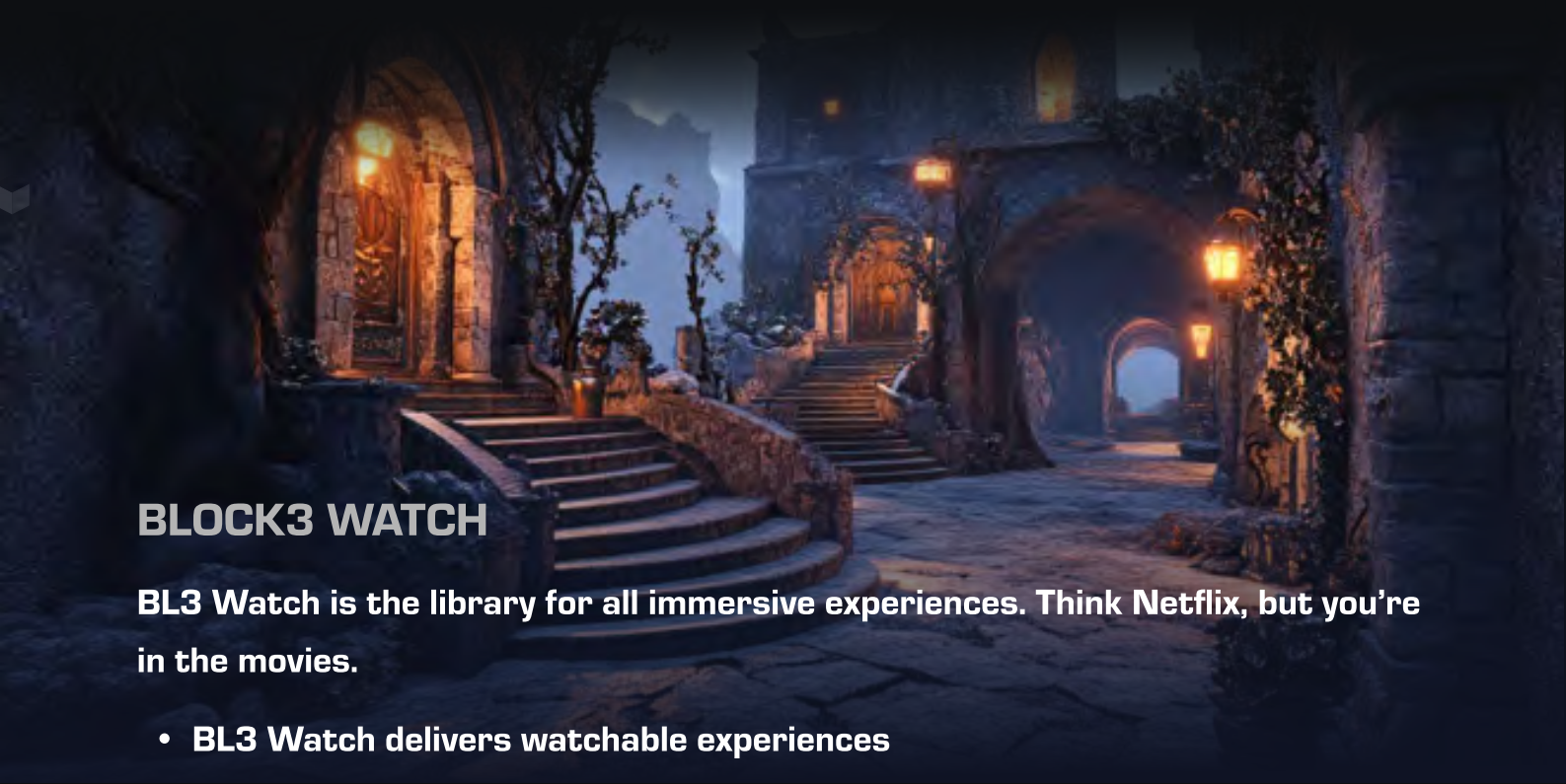
The Arcade is the library for all games created & shared on Block3. YouTube, but for games.

- **Create a game and share it with the community, and earn in BL3 as more people get involved and play your game.**
- **Browse library of new gaming experiences**
- **Arcade is a bridge that unites the human imagination with the latest in AI-game development**
- **Arcade is collaborative, simple to use, and empowers people to transform their dreams into playable worlds**
- **The Arcade in Block3 is where every story begins**

INTERACTIVE EDUCATION

Interactive Education is the library for all learning-based experiences.

- **Create immersive education experiences, combining visual, verbal, and interactive formats to transform the way we learn**
- **Prompt a Mandarin class, attend an astrophysics lecture, or have Da Vinci show you how he painted the Mona Lisa**
- **Engage with learning material like never before.**



BLOCK3 WATCH

BL3 Watch is the library for all immersive experiences. Think Netflix, but you're in the movies.

- **BL3 Watch delivers watchable experiences**
- **Place yourself right in the middle of historic or fictional scenes**
- **History, your favorite stories, and your wildest fantasies at your fingertips**
- **Create it, watch it, interact with it.**

INTELLIGENT NPCS

NPCs are non-player-characters that you can create and interact with. It's your childhood imaginary friend brought to life.

- **Generate intelligent NPCs (non-player characters)**
- **Interact with NPCs in real-time**
- **Philosophical debates with Socrates or fireside chats with your favorite artist**
- **Sessions with a therapist or personal trainer**
- **Transform how you think about virtual companions.**

How Does It All Work?

The backbone of Block3 is its Large World Model (LWM) — a 3D and spatial intelligence AI that creates new gameplay and interactive experiences based on data gathered from our community.

Players provide the BL3 AI with a prompt in the form of text, image, or video, after which the BL3 AI works with them to understand the genre, settings, characters, and gameplay mechanics you want to experience – before walking you through the creation of your very own interactive world. The same applies for immersive experiences, puzzles, characters, and watchables – the BL3 AI is the conduit between you and your wildest imaginations.

In layman's terms, where a Large Language Model (LLM) creates and outputs text, a Large World Model (LWM) creates and outputs 3D environments.

The data for Block3 is sourced from its community, who are incentivized with a rewards based system. Users provide gameplay footage, in-game assets, descriptions of environments, and metadata to help the AI learn what makes up games and environments. This crowd-sourced data with verifiable provenance is all tracked and documented on the blockchain. This allows the community to see how the AI is being trained while maintaining privacy and anonymity.

Think about it like this: our model is initially good at creating simple games, but the more it learns the better it becomes at crafting more complex games. As we keep improving on the BL3 AI, it will become more powerful and able to create more interactive and more detailed experiences and gameplay. The more data the more complex the play can become.

This works the same beyond games, too. A parent can have their child tutored by Einstein. A boxing aficionado can watch history's most legendary fights up close and personal. Or, you can recreate and explore the world of the dinosaurs – just don't let the velociraptors see you.

There will be more advanced options — creators will be able to import their own custom 3D objects into Block3 — but even somebody with zero development or game design experience can create an original game or virtual reality with just their words.

THE TECHNOLOGY

Alongside generative AI, numerous custom-built technology that leverages recent breakthroughs underpin Block3.

Blockchain

Blockchain is strategically used for transparency, data storage, and rewards - among other things to support the overall ecosystem.

The token utilities are summarized below, with more detail per section following on:

- **Data Contribution - Enabling users to contribute their own data to the platform, in return for BL3 tokens, fostering a sense of ownership and participation.**
- **SocialFi Point System - A point-based incentive system to encourage sharing and engagement. Similar to earning YouTube ad-revenue for video plays.**
- **Payment Infrastructure for BL3 Products - A robust payment system to facilitate transactions within the BL3 ecosystem.**

REWARDS & OPPORTUNITIES

The community will claim their piece of Block3 through participation and data contribution, earning rewards through the following methods:

- **Providing resources - From GPU farms, to server storage, to engineers committing time.**
- **Uploading gameplay videos - Upload their recorded gameplay videos, imagery, and data.**
- **Tagging video - Tagging & describing uploaded videos and their environments to the BL3 AI.**
- **Referring users - Inviting friends to join and participate on the platform.**
- **Uploading 3D objects - Providing 3D objects to the platform, anything from tools, to weapons, clothes or vehicles.**
- **Recording 3D gameplay - Recording and uploading 3D gameplay via our 'extensions'.**
- **Coding jams - Developers can participate in coding jams to improve and optimize the BL3 AI.**
- **Meme creation - Use the meme machine (3D simulation engine) to create memes, earning from views or interactions.**

GOVERNANCE

Transparency and Trust

- **Data Provenance - Block3 guarantees transparency regarding the origin and journey of data used within the platform. By meticulously tracking and documenting data sources, we provide confidence that contributions are recognized and securely managed.**

User Empowerment

- **Active Participation - Block3 empowers users to actively contribute to the platform's infrastructure through activities like data annotation, testing, and feedback, crucial to AI development and refinement.**
- **Economic Value - User contributions transform time and effort into real economic value, providing tangible financial benefits.**
- **DAO – Block3 embraces certain decentralized autonomous organization (DAO) principles, with success riding on the collaborative and community aspect providing successful.**

By actively involving our community in the creation and enhancement of our AI ecosystem, Block3 fosters a sense of ownership and long-term interest, ensuring both the platform's growth and the users' financial benefits.

Technical Product Roadmap

PHASE 1: FOUNDATION AND ML INFRASTRUCTURE

Duration: 2-3 months

1. Set up core infrastructure:
   - Establish cloud computing environment (e.g., AWS, Google Cloud)
   - Configure distributed computing systems for ML training
   - Set up data storage and management systems
2. Develop initial ML model architecture:
   - Design neural network architecture for 3D scene understanding
   - Implement basic training pipeline
3. Create data ingestion system:
   - Develop APIs for user-uploaded gameplay footage
   - Implement data preprocessing and cleaning algorithms
   - Set up data validation and quality assurance processes
4. Establish version control and CI/CD pipelines:
   - Set up Git repositories
   - Implement automated testing and deployment workflows.

PHASE 2: DATA TRAINING AND TRANSPARENCY

Duration: 3-4 months

1. Implement transparent data training system:
   - Develop data provenance tracking
   - Create user dashboard for monitoring data contributions
   - Implement data anonymization and privacy protection measures
2. Enhance ML model training:
   - Fine-tune model architecture based on initial results
   - Implement transfer learning from pre-trained models
   - Develop data augmentation techniques
3. Create initial data annotation tools:
   - Develop user interface for tagging and describing uploaded content
   - Implement semi-automated annotation suggestions
4. Establish ML model evaluation metrics:
   - Define key performance indicators (KPIs) for model quality
   - Implement automated evaluation pipelines

PHASE 3: BASIC 3D SIMULATION ENGINE

Duration: 4-5 months

1. Develop core 3D engine components:
   - Implement rendering pipeline (OpenGL or Vulkan)
   - Create basic physics simulation
   - Develop scene graph and object management system
2. Integrate ML model with 3D engine:
   - Implement inference pipeline for real-time scene generation
   - Develop system for dynamically loading ML-generated content
3. Create basic world-building tools:
   - Develop simple terrain generation system
   - Implement basic object placement and manipulation tools
4. Establish asset pipeline:
   - Create system for importing and optimizing 3D models
   - Implement texture and material management

PHASE 4: AI-DRIVEN CONTENT GENERATION

Duration: 5-6 months

1. Enhance ML model for content generation:
   - Implement generative adversarial networks (GANs) for 3D asset creation
   - Develop natural language processing (NLP) system for text-to-scene generation
2. Create character system:
   - Implement character models with skeletal animation
   - Develop basic AI for character behavior and pathfinding
3. Implement spatial awareness and interaction:
   - Develop object interaction system
   - Implement collision detection and response
4. Enhance world-building tools:
   - Create procedural generation systems for landscapes, vegetation, and structures
   - Implement more advanced object manipulation and scene editing tools

PHASE 5: ADVANCED AI AND USER EXPERIENCE

Duration: 6-7 months

1. Implement advanced character AI:
   - Develop more sophisticated behavior trees and decision-making algorithms
   - Implement natural language generation for character dialogue
2. Enhance scene understanding and generation:
   - Improve ML model to handle more complex and diverse scenes
   - Implement style transfer techniques for scene aesthetics
3. Develop user experience and interface:
   - Create intuitive UI for scene creation and manipulation
   - Implement real-time collaboration features
4. Optimize performance:
   - Implement level-of-detail (LOD) systems
   - Optimize rendering and physics simulations for various hardware configurations

PHASE 6: ALPHA LAUNCH AND ITERATION

Duration: 3-4 months

1. Implement prompt-based experience generation:
   - Develop natural language interface for scene creation
   - Integrate ML models for interpreting and executing user prompts
2. Create first playable experiences:
   - Develop sample games and interactive scenarios
   - Implement basic gameplay mechanics and systems
3. Establish feedback and iteration loop:
   - Develop analytics and telemetry systems
   - Create user feedback channels and bug reporting tools
4. Optimize and polish:
   - Perform extensive testing and bug fixing
   - Optimize performance across various devices and platforms

PHASE 7: BETA AND ECOSYSTEM DEVELOPMENT

Duration: 4-5 months

1. Implement mod support and SDK:
   - Develop plugin architecture for user-created content
   - Create documentation and examples for third-party developers
2. Enhance multiplayer capabilities:
   - Implement networking layer for real-time multiplayer experiences
   - Develop server infrastructure for hosting user-created worlds
3. Improve content creation tools:
   - Develop more advanced AI-assisted design tools
   - Implement version control and collaboration features for user-created content
4. Establish marketplace and sharing features:
   - Develop system for users to share and monetize their creations
   - Implement content curation and recommendation systems

PHASE 8: LAUNCH AND BEYOND

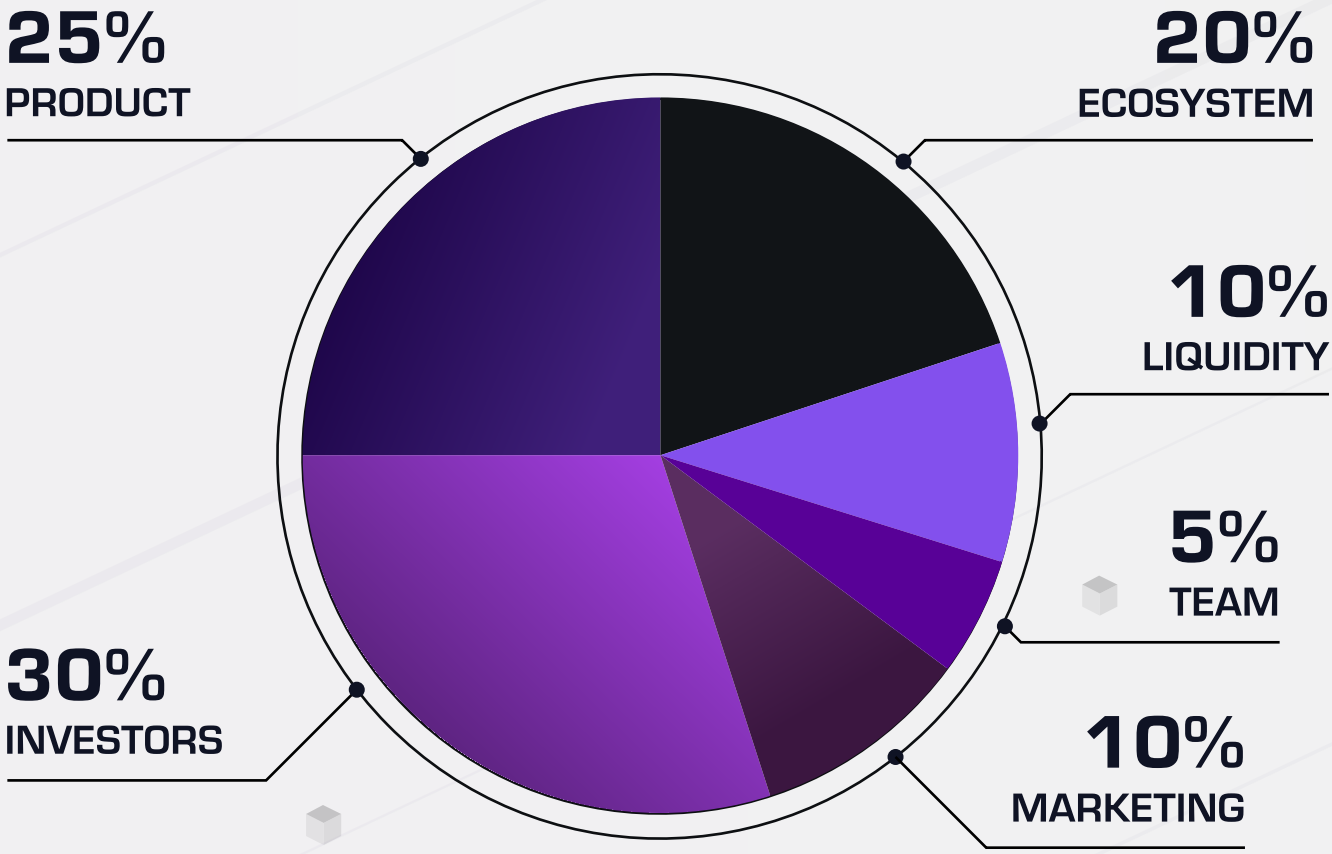
Duration: Ongoing

1. Official launch of BL3 AI V1:
   - Finalize all systems and features
   - Ensure scalability and stability of infrastructure
2. Continuous improvement and expansion:
   - Regular updates and feature additions based on user feedback
   - Ongoing ML model training and refinement
3. Ecosystem growth:
   - Foster community of developers and content creators
   - Establish partnerships for content and technology integrations
4. Research and development:
   - Explore integration of emerging technologies (e.g., VR/AR, haptics)
   - Investigate advanced AI techniques for more realistic and dynamic world simulation

Technical Specifications

- Programming Languages: Python, JavaScript, C++, Solidity
- Frameworks and Libraries: TensorFlow, PyTorch, Unity, Unreal Engine, React, Node.js, WebGL
- Infrastructure: AWS/GCP, Apache Kafka, Apache Spark
- Security: OAuth 2.0, Blockchain (Ethereum), Smart Contracts
- AI Techniques: Transfer Learning, Reinforcement Learning, NLP, SLAM

TOKENOMICS



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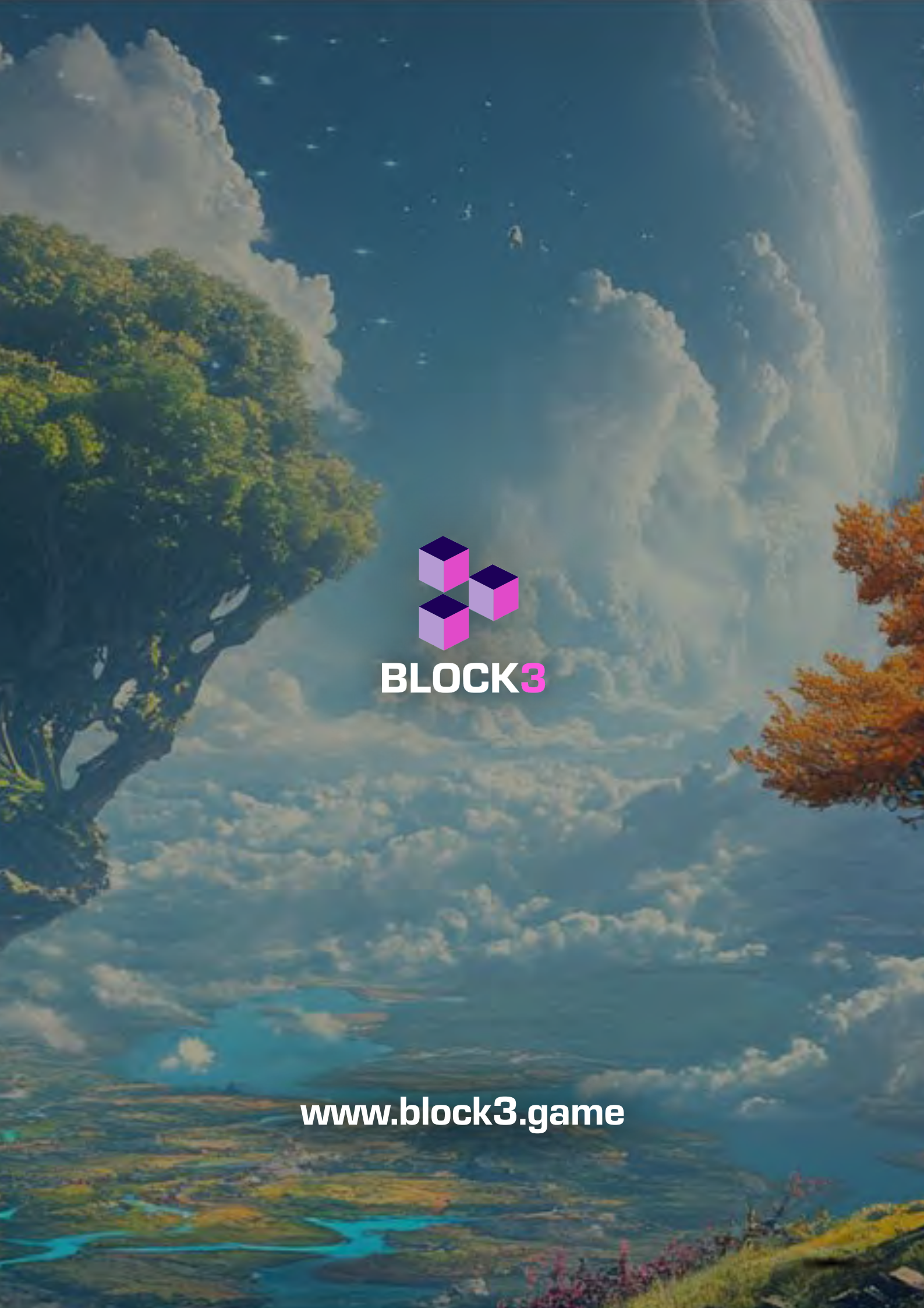
INVESTORS	30%	
LIQUIDITY	10%	
TEAM	5%	12 Month lock, then 12 month linear emission
MARKETING	10%	1 month cliff post TGE, then 12 month linear emission
ECOSYSTEM	20%	
PRODUCT	25%	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