From an idea to a playable product.

The creator platform, its released workflows and the next stages of development.



Loopborn | Unreal Engine development capture

Create. Review. Publish.

Engines of Creation is a platform for building games and interactive products with AI. The released creation workspace brings conversation, explicit build approval, playable previews, review and source export into one creator journey.

This public edition describes the product as of November 3, 2026. Released capabilities are separated from work in development and proposed systems. Examples are existing projects, not guarantees of a one-prompt result.

Explore the platform

A controlled loop for creative work.

The creator remains responsible for choosing changes and accepting the result.

01 Discuss	Describe the idea or change and review the current project. Discussion alone does not edit files.
02 Approve	Choose the task, AI connection and limits. An explicit build request authorizes candidate work.
03 Check	Compile, preview and review the candidate against the request. Keep unfinished work separate.
04 Keep and share	Accept the checked version. Export or public publication is a separate, deliberate action.

The goal is a usable project that can be checked, recovered and shared. Earlier versions and checkpoints help a creator return to accepted work. Imported or recovered source still requires review before it is kept.

Read the product guide

One goal. Distinct runtimes.

Browser, terminal and Unreal workflows serve different kinds of projects.

Creator workspace

Describe work, inspect project context, approve changes, preview browser output and keep accepted versions. Browser projects can use Canvas or Three.js.

Services and storage

Account controls, access checks and scoped project services support the workspace. Browser drafts stay local unless the creator exports or uploads them; optional backups and deliberate publication are separate choices.

Unreal workflow

gengine supports native Unreal Engine development through plugin source and editor tools. The documented Unreal Engine 5.8 workflow exposes 97 editor operations over MCP. A browser prototype does not automatically become an Unreal build.

AI requests use the selected provider through its supported connection. Provider usage and hosting remain separate from the EoC subscription.

Evidence in working projects.

Four examples show the range of the platform. Select a card to visit its project.



Scale of the Universe 3

Published interactive journey

44 cinematic chapters move from cosmic structures into a living cell, DNA and smaller scales. The imagery is an artist's impression, not a scientific simulation.



Loopborn

In development | Windows PC

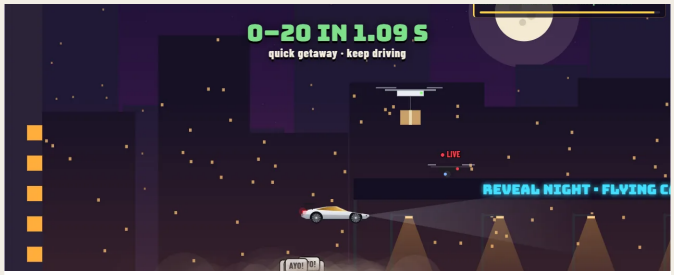
A fantasy extraction RPG in Unreal Engine. PvPvE dungeons, recovered loot and a player-driven world. Public development captures show the direction of the native game.



DEXPIT

First Descent playable | Browser

A 1v1 arena deck-builder on a hex board, with a twelve-card deck and simultaneous turns. The current browser prototype is a playable project.



Grand Theft Autopilot

Playable | Browser

Flying-car stunts, cold-gas thrusters, wall rides, kickflips and shareable replays. A compact example of browser gameplay and replay-driven distribution.

Project availability is stated per project. Universe imagery is illustrative; Loopborn remains in development.

Paid plans, clear boundaries.

Current published prices in USD. Choose a plan for the tools and seats you need.

Regular

$29.95 / month

$179.70 / year

AI builder, playable browser previews, checkpoints, source export and public game links.

Studio

$100 / month

$600 / year

Adds a source editor, GitHub and publishing connections, Studio game editions and multiplayer server source.

Studio Team

$200 / month

$1,200 / year

Adds a second creator seat and Unreal plugin source for a local Unreal Engine setup.

A seven-day Regular trial

A card is required. The trial does not charge or renew automatically. AI-provider usage is billed separately, and creators connect their own supported provider. Plans can be paid by card or onchain where supported.

Choose the right environment

Regular supports the browser creation journey. Studio adds deeper source and publishing workflows. Studio Team includes a second creator seat and Unreal plugin source, which must be compiled and installed in a compatible local editor.

See current plans and terms

Extend the creation workflow.

The next layers build on the released workspace; they are not all available today.

IN DEVELOPMENT

Content and distribution

Turn reviewed builds into clips, posts and other publishable material. The intended workflow captures, selects, edits and prepares content for human review before publication.

IN DEVELOPMENT

Product launch workflows

Prepare a product for release through explicit readiness gates: a working build, clear documentation, operational ownership and a deliberate publication decision.

PROPOSED

Specialist compute and data

Route bounded tasks to suitable tools and providers, then measure accepted results rather than attempts. Broader provider participation and permissioned learning depend on validation, security and consent.

No cost reduction, broader network availability or future release date is presented as achieved.

Acceptance is the useful unit.

A build is valuable when it meets the request and can be used by the creator.

Measure the whole task

For proposed specialist workflows, the operating metric is total task cost divided by accepted results. Cost includes failed attempts, retries, verification and human rework. A cohort with no accepted results is a failed cohort, not a result to omit.

Keep permission explicit

An AI connection receives the task and context sent through that supported route. Private backup, public sharing and optional diagnostics have different purposes and consent boundaries. Future learning or dataset uses require a separate, explicit opt-in.

Build for recoverability

Treat model output as untrusted until it has been checked. Preserve scoped access, checkpoints and review before acceptance. Publication is a separate choice; access to source and services should remain tied to the creator and project.

These are product design principles and operating boundaries. They do not imply that every generated result is correct or that every future feature is available.

Build from observed use.

Product leadership and engineering grounded in shared experience.

Nicholas Liverman | Chief AI Architect

Old World Labs, MetaGates, Abyss, FlipGo, Zramics and CHAOS. Machine learning, NeRF and game development.

David Stein | Chief Engineering Architect

Old World Labs, MetaGates, Abyss and FlipGo. Blockchain and Unreal Engine development.

Development sequence

Improve creator onboarding and build reliability; observe a focused creator cohort; produce reviewed build-to-content examples; then prepare one bounded product launch pilot. Broader compute work follows evidence from these workflows. These are planning priorities, not committed dates.

Platform **Plans** **Showcase**

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