

Ethical AI-Powered Game Development Tools

Empowering artists to scale their creativity with AI that learns their style

The Problem

Game Development's Asset Creation Bottleneck



Current Reality:

Artists spend **80% of time on repetitive tasks**
(furniture placement, texture variations)

Generic AI tools produce **inconsistent,**
"soulless" results

Ethical concerns: **AI trained on stolen art**



The Cost:

Studios delay releases

Small teams can't compete with AAA scale

Artists burn out on tedious work

Our Solution

Node-Based AI Training System

What we built: A modular tool where artists train **micro AI's** on specific tasks:

- Furniture creation (their style)
- Exterior architecture (their aesthetic)
- Interior design (their vision)
- Texturing (their palette)
- Animation (their process)
- Face creation (their style of character)
- Body creation (their shape)
- It's a non exhaustive list we think to improve it with texture/animation/effects...

Then connect these nodes → Procedural process :

- ✓ Matches the artist's unique style
- ✓ Maintains consistency across thousands of assets
- ✓ 100% ethical (trained only on artist's own work or with a free right data asset)

-> **Result:** A considerable gain of time !

A complete universe

It's not just a program but a complete ecosystem

1. Pre-financement platform.

A solution we think to solve a problem all team or standalone lives.

It's also one of the way to find our public ->

We'll propose our applications to the developer for free during test phase

If you want more
information, feel
free to ask !

The screenshot displays the 'Structuration Créative' website. The header includes the site name, a 'Projects' link, a 'Login' button, and a language selector set to 'EN'. The main heading is 'Break the vicious circle of creative funding', with a subtext 'Build a documented team before funding to access public grants'. Below this, there are two main sections: 'The problem' and 'Our solution'. 'The problem' lists three points: 1. You need money to recruit a team, 2. Funding organizations require an established team, and 3. Without funding, impossible to build the team. 'Our solution' lists three points: 1. Create your project (video games, VR, animation) with the subtext 'Describe your vision and objectives', 2. Professionals progressively join your team with the subtext 'With documented and dated engagement levels', and 3. Export a credible team file for funders with the subtext 'Professional document usable for CNC, regions, incubators'.

Structuration Créative

Projects Login EN

Break the vicious circle of creative funding

Build a documented team before funding to access public grants

The problem

- 1 You need money to recruit a team
- 2 Funding organizations require an established team
- 3 Without funding, impossible to build the team

Our solution

- ✓ Create your project (video games, VR, animation)
Describe your vision and objectives
- ✓ Professionals progressively join your team
With documented and dated engagement levels
- ✓ Export a credible team file for funders
Professional document usable for CNC, regions, incubators

**A complete universe
It's not just a program but a complete ecosystem**



2. A suit of program called FabulaXApps where the nodal software can work (mini version and complete version) with these programs:

FabulaX3D - A 3D editor (the development is in progress with Claude code pro to help)

FabulaXAIC - A tool like Claude Code to connect Claude to Azure, GCP and AWS (already tested for 2 months)

FabulaXStory – Nodal no-linear story think for video game (already tested for 2 weeks)

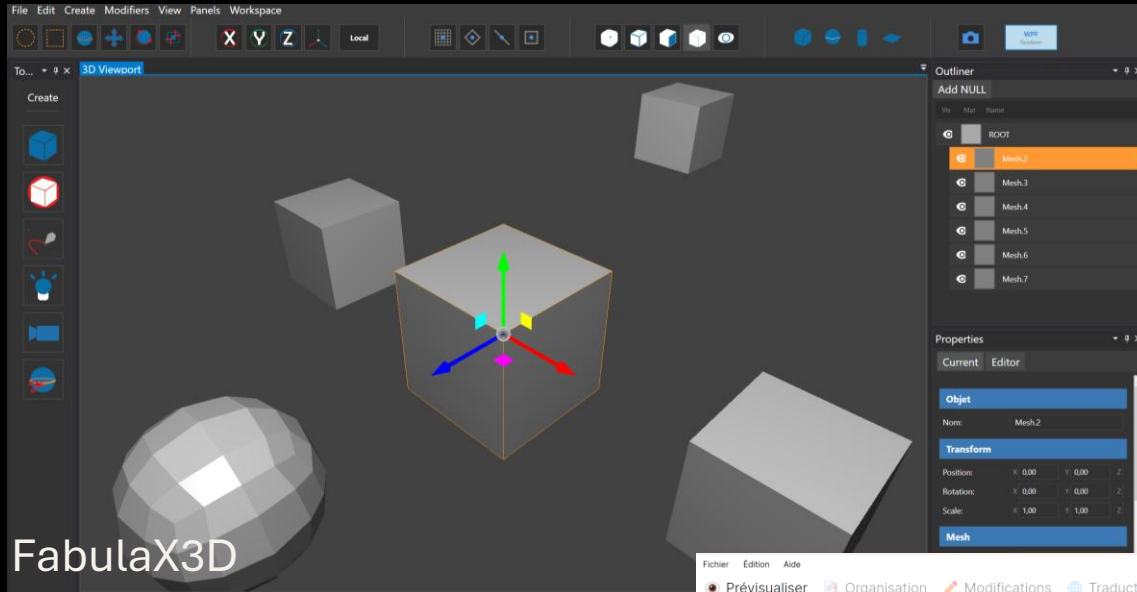
FabulaXProductivity – Software for the team works and planned think for video game

FabulaXPDF – PDF editor think to video games too

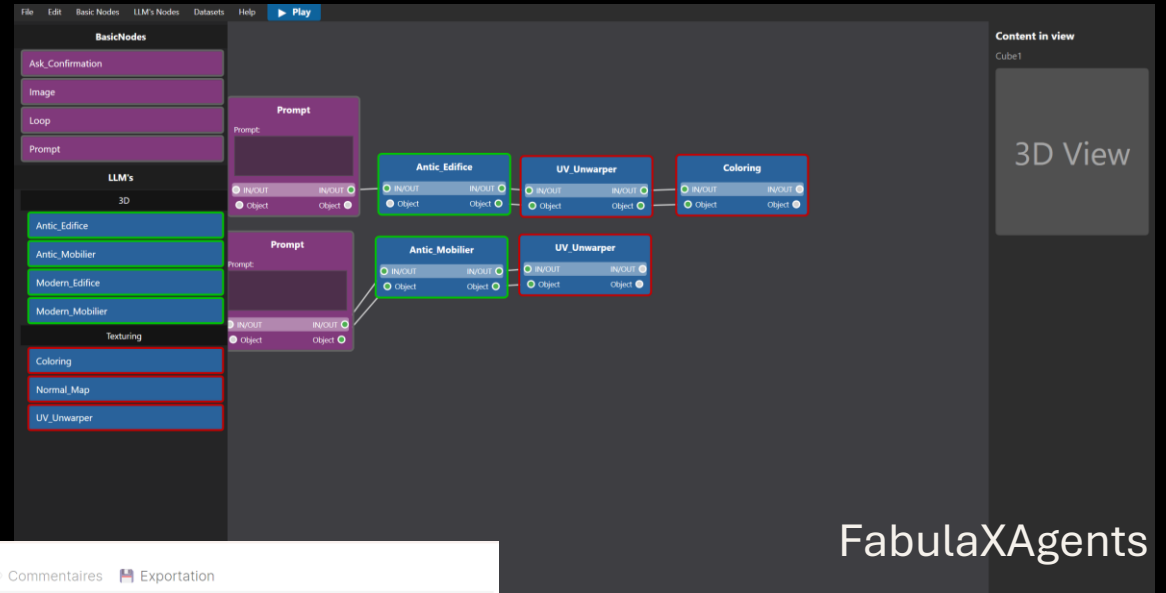
FabulaXAgents – The most innovative one, the nodal system connected to all programs. Each agent can be trained on one task and connected one after an other to simulate a big LLM locally !

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FabulaX3D



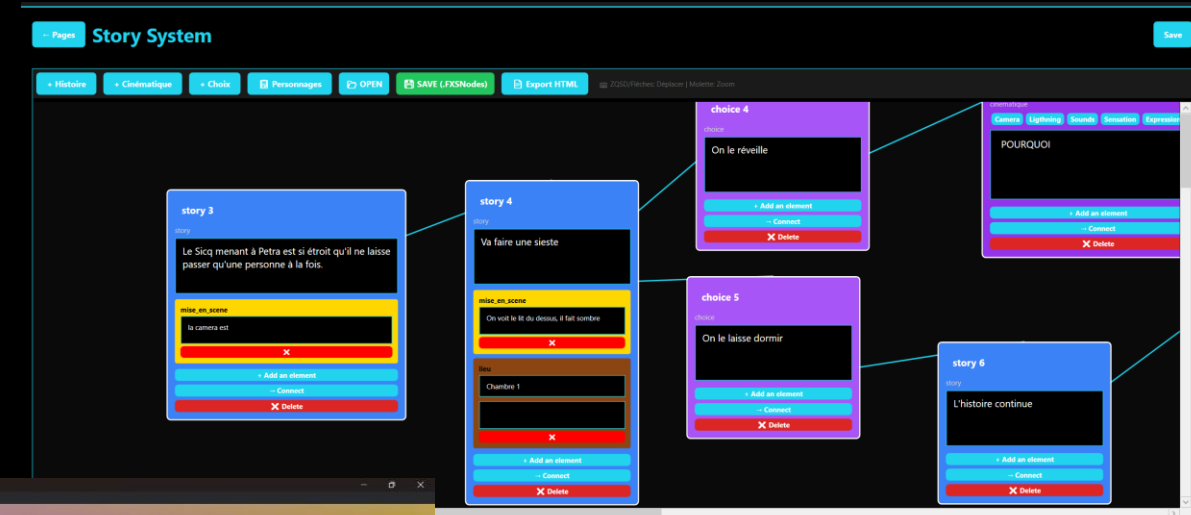
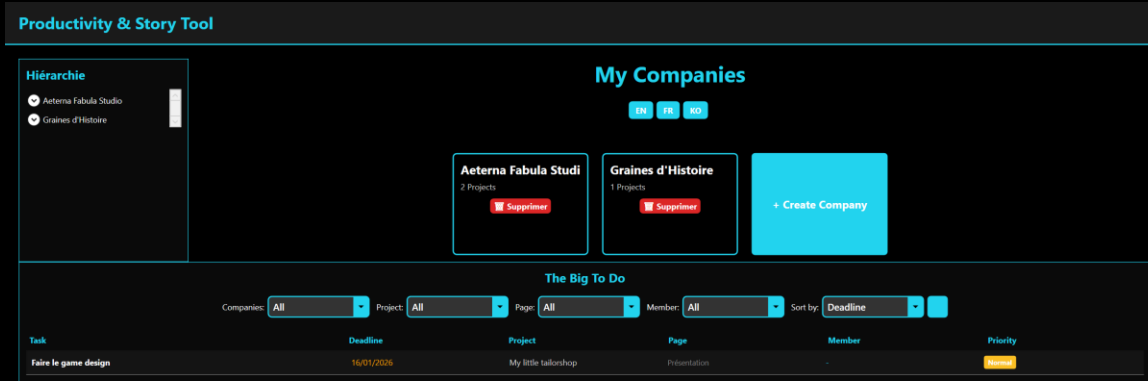
FabulaXAgents



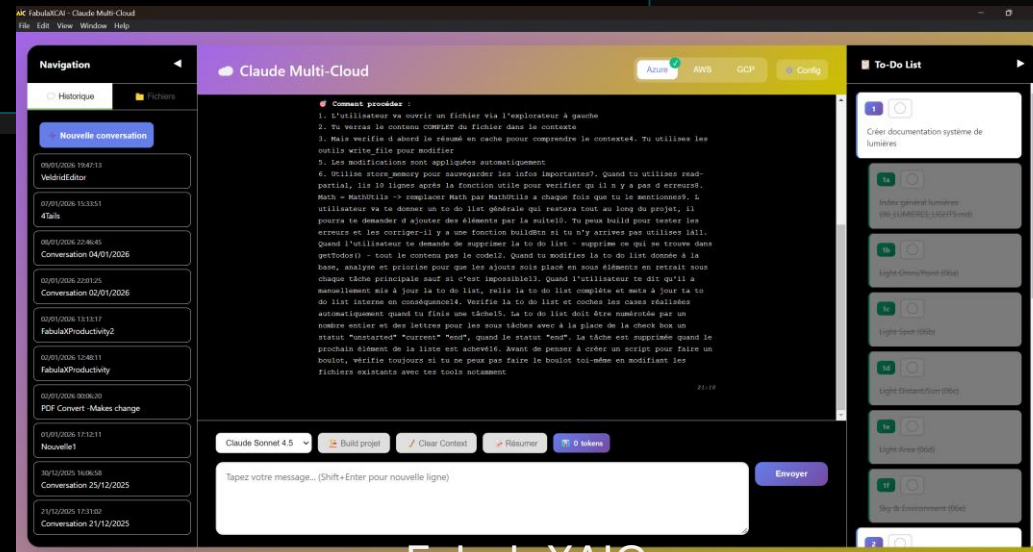
FabulaXPDF

FabulaXAgents is the main innovation (interface and development plan already made)

A complete universe It's not just a program but a complete ecosystem



FabulaXProductivity



FabulaXAI

FabulaXStory

AIC entered in the end of the test phase.
It's the only one, the others need a lot of implementation and uniformisation (same interface as the others)

Product Demo

FabulaXApps 3D Workflow example



1. Artist creates > 35 furniture pieces (their style)



2. Node 1 AI learns → generates 1000 variations



3. Artist creates 35 building exteriors



4. Node 2 AI learns → generates entire districts



5. Connect nodes → Fully furnished city, artist's vision at scale

Key Innovation:



Local AI (no cloud, no data leaks)

Modular (reusable across projects)

Ethical (artist owns 100% of training data)

Why This Matters

Market Opportunity



Gaming Industry:

\$200B + market (2025)

70% of dev time = asset creation

Indie games need AAA scale on indie budgets



Our Niche:

AA/Indie studios (Thousands of studios worldwide)

Asset-heavy games (RPG, open-world, simulation)

Ethical AI-first developers

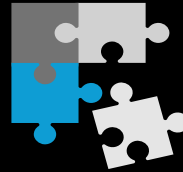
Traction

Early Validation (Confidential Stage)




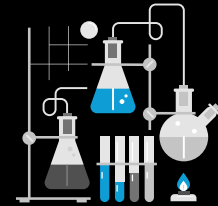
Dev users :

- 1 internal developer (AEF Studio team)
- 3 developers and artist of external studio partner (Korea) in testing phase
- 2 student in animation and modelisation



Technical Milestones:

- Own suit of programs (currently in creation-> visuals next page)
- Node-based AI training system (working prototype)
- First AI-generated content : 2K in a day
-  Closed beta: Q2 2026 (target: 20 studios in 2027)



In Development:

- AI-powered NPC behaviors for our flagship game
- Toolchain for external studios (SaaS model)

Business Model Plans by revenue

Licence per seat (€)	Q3 2026	Q1 2027	Q1 2028	Conditions			FabulaXApp Mini	FabulaXApp ALL
	Alpha (intern)	Beta	Final Product	Agent number	Type of licence for dataset trained	Software	FabulaX3D Mini	FabulaX3D
Free plan	---	0	0	2	Open source (market place)	FabulaXApp Mini	FabulaXPDF Mini	FabulaXPDF
Dev <40K/an	---	20 €	20 €	5	2 open source and 3 Private (or open source)	FabulaXApp ALL	FabulaXStory Mini	FabulaXStory
Studio between 40K & 100K	---	100 €	100 €	18	Private (or open source)	FabulaXApp ALL	FabulaXProduction Mini	FabulaXProduction
Studio >100K	---	250 €	250 €	50	Private (or open source)	FabulaXApp ALL	FabulaXAIC	FabulaXAIC
Unlimited	---	500 €	500 €	Unlimited	Private (or open source)	FabulaXApp ALL	FabulaXAgents	FabulaXAgents

Business Model

Revenue Streams (Planned)

Phase 1 (2026): Internal use

- Build our games with the tech
- Prove market viability

Phase 2 (2027): B2B Licensing

- Per-seat license: €0-500/month/artist
- Enterprise plans for AA studios
- Marketplace: Pre-trained node libraries

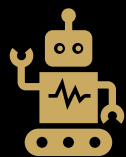
Phase 3 (2028): Platform

- Community marketplace for nodes
- Asset store integration
- Revenue share model

Unit Economics (projected):

- Average studio: 1-10 artists
- ARPU: €140-15K/an
- Target: 500 licences by end 2027 = €70K-7.5M/an

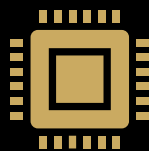
AI Strategy & Claude Usage



Current AI Stack:

Local AI: Asset generation (our proprietary models)

Claude API: Development assistance, code generation, workflow optimization – we create a software (integrated on FabulaXApp->called FabulaxAIC-> Claude Code like for Claude only but with others provider first like Azure, Google or AWS)

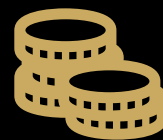


Claude Usage (Monthly):

Custom desktop app development:
~\$800/month

Tool optimization & debugging:
~\$400/month

Documentation generation:
~\$200/month



Total: ~\$1,500/month (eating our runway)



With \$25K credits:

- ✓ 16+ months of development runway
- ✓ Accelerate beta launch (Q2 → Q1 2026)
- ✓ Build AI-powered documentation for external users
- ✓ Focus budget on 3D artist hiring instead of API costs

Team

Founding Team

Larsimont Benjamin - CEO/Lead Developer and Artist 3D

- Background: Video Game developer since 2017
- Role: Product vision, AI architecture, trained model
- SASU founded: October 2023

Team:

- 3 membres
- 1 partner studio (Korea) for QA/feedback
- Member of Capital Games (Video Games network on île de France)
- Link with Gaming Campus school

Vision:




- We're game developers first → We build tools we really need
- We want implement a simplest process to let every little team created incredible things without be restrain by technical issue

Roadmap

12-Month Plan

	2026			
	Q1	Q2	Q3	Q4
1	Base of the tools	Modify the tools / MVP	Usage for our games	Usage for our games
2	Secure funding/credits (Menlo VC, AWS, NVIDIA)	Work for 3D and Continue to implement the programs		Work for texturing instead just 3
3	Grant application (Île de France, BPI)	Creates the implement plug to record on every program (usable only in FabulaX3D first)		Launch of pre financement platform in France
4	Refine node-based training UI			Prepare public beta: 30 studios waitlist and student
				Pricing model validation
	Raise seed round			

Why Menlo VC / Anthology Fund


- **What we bring:**
 -  Innovative use case for Claude (FabulaXAIC)
 -  Ethical AI approach (differentiator in gaming)
 -  Real problem, real users, real traction (Platform + nodal local agents)
- **What we need:**
 - \$25K Anthropic credits → Extend runway by 16 months
 - Menlo network → Connections to gaming VCs
 - Validation → Credibility for future fundraising
- **The Ask:**
 - Anthology Fund acceptance
 - Optional: Introduction to gaming-focused VCs in Menlo portfolio

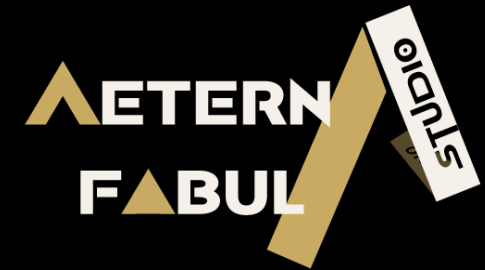
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