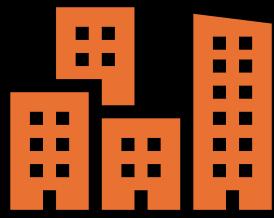


Ethical AI-Powered Game Development Tools

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

The screenshot shows a website for 'Structuration Creative'. The top navigation bar includes 'Projects', 'Login', and a language switcher for 'EN'. The main heading is 'Break the vicious circle of creative funding' with the subtext 'Build a documented team before funding to access public grants'. A box titled 'The problem' lists three issues: 'You need money to recruit a team', 'Funding organizations require an established team', and 'Without funding, impossible to build the team'. Another box titled 'Our solution' lists three steps: 'Create your project (video games, VR, animation)', 'Professionals progressively join your team', and 'Export a credible team file for funders'.

If you want more information, feel free to ask !

**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)

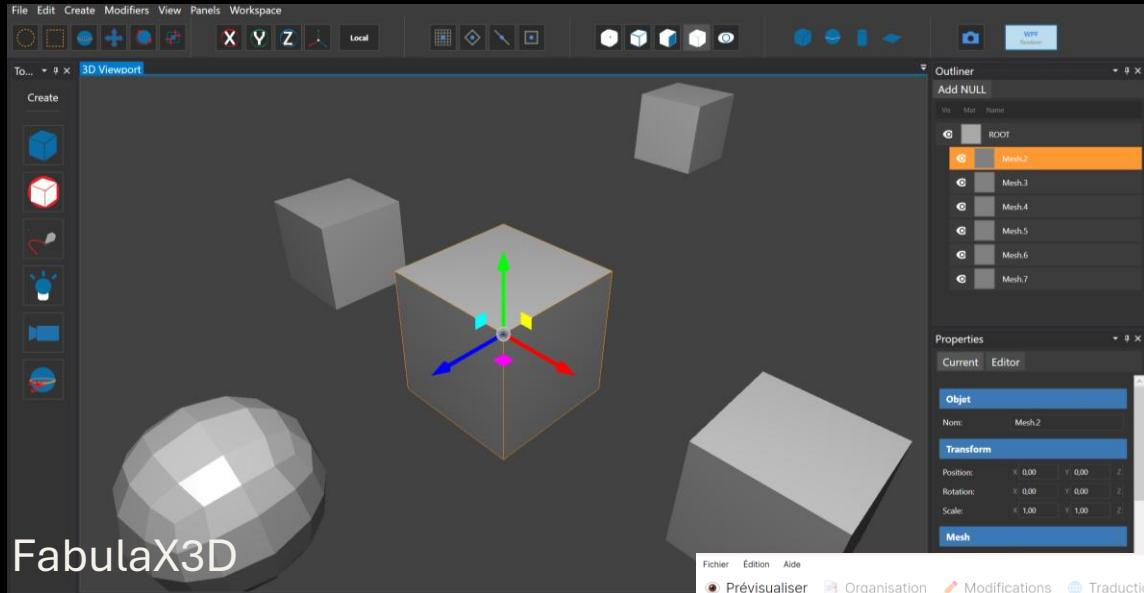
FabulaXStory – Nodal no-linear story think for video game (already tested for 2 weeks)

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

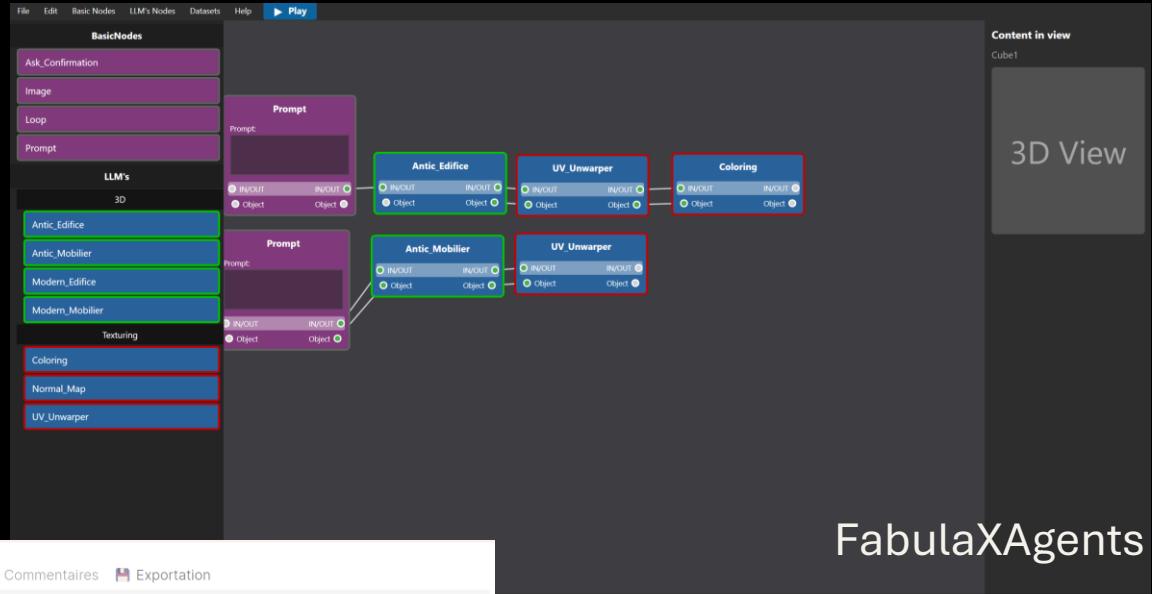
FabulaXPDF – PDF editor think to video games too

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 !

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



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



Productivity & Story Tool

My Companies

The Big To Do

Companies: All | Project: All | Page: All | Member: All | Sort by: Deadline

Task: Faire le game design | Deadline: 16/01/2026 | Project: My little tailshop | Member: Présentation | Priority: Normal

FabulaXProductivity

Story System

story 3: Le Sicq menant à Petra est si étroit qu'il ne laisse passer qu'une personne à la fois.

story 4: Va faire une sieste

choice 4: On le réveille

choice 5: On le laisse dormir

story 6: L'histoire continue

choice 6: POURQUOI

FabulaXStory

Claude Multi-Cloud

Navigation

To-Do List

Tapez votre message... (Shift+Enter pour nouvelle ligne)

Envoyer

FabulaXAIC

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)

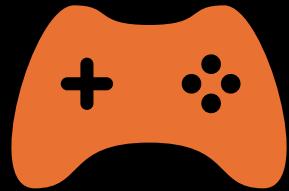


Modular (reusable across projects)

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 studios worldwide)

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

Ethical AI-first developers

Traction

Early Validation (Confidential Stage)

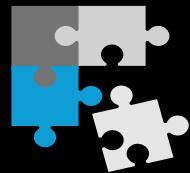


Dev users :

1 internal developer (AEF Studio team)

3 developers and artist of external studio partner (Korea) in testing phase

2 student in animation and modelisation



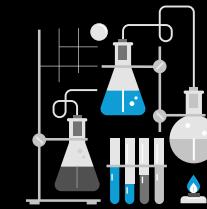
Technical Milestones:

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

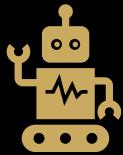
Phase 3 (2028): Platform

- 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

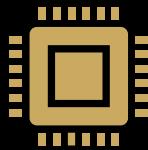
AI Strategy & Claude Usage



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 developper 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

Contact

- Aeterna Fabula Studio

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📍 Paris, France



Confidential Deck This presentation contains proprietary information about our AI training system. Please do not share without permission.