

WorldWeave



USER

Scene request:

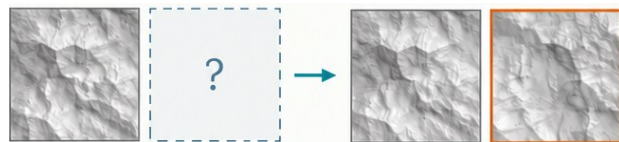
“Extend the town and connect its road.”

Camera request:

“Follow the road and look across the river.”

Terrain completion

Neighbor-conditioned elevation



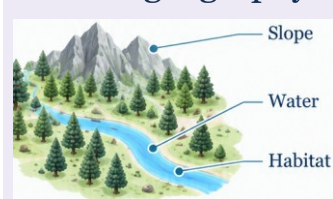
Neighbors

New elevation

Tools

Knowledge

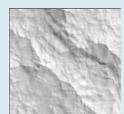
Natural geography



Asset semantics

Nature
└ Vegetation
└ Canopy
Settlement
└ Building
└ Dwelling

District solver



Agent plan



Asset compiler



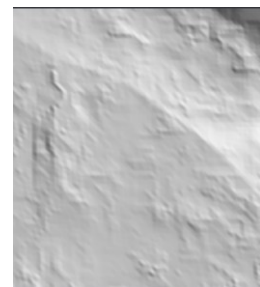
GPU renderer



Agent planning

Region

coarse layout



Elevation



- Settlement
- Wild open
- Shrubland
- Mixed forest
- Riparian
- River
- Road



Designer



Reviewer

Revise
Pass

District

fine layout



Assets



- Settlement
- Work / frontage
- Woodland
- Open / scrub
- Riparian
- River
- Roads



Designer



Reviewer

Revise
Commit

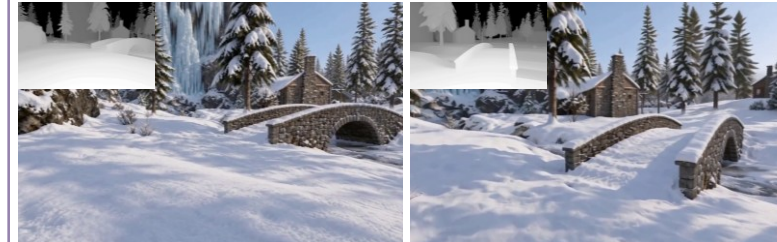
Render

Camera-query outputs



Town A

Town B



Snow A

Snow B



Forest A

Forest B



River A

River B



World state

Already generated

Generating now

Next to generate

Video
generation

MiniMax H3