

TraceOS

The First Computational Psyche for Creative AI

Local-First • Multi-Agent • NVIDIA Powered

Jessie Hampton | github.com/jesforart/traceos

The AI Homogenization Crisis

1. Loss of Sovereignty

Professional studios cannot use cloud-based AI (Midjourney/Firefly) due to severe IP leakage risks. They need air-gapped security.

2. Aesthetic Regression

Foundation models average out human creativity. They fail to capture the unique "hand" of a specific artist, creating generic assets.

"We need AI that amplifies our
signature,
not one that erases it."

Sovereign Creative Intelligence

TraceOS is a local-first operating system that learns an artist's motor control, not just their pixels.

Stylometric DNA

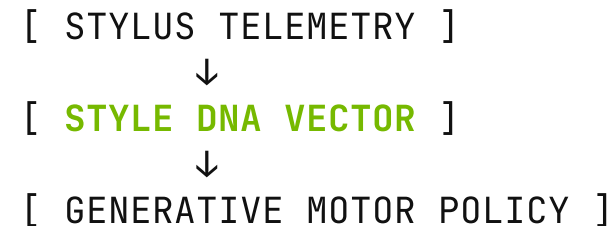
Encodes velocity, pressure, and tilt into a 128d vector signature.

Sovereign Lock

AI only activates when the verified artist is present.

Local Inference

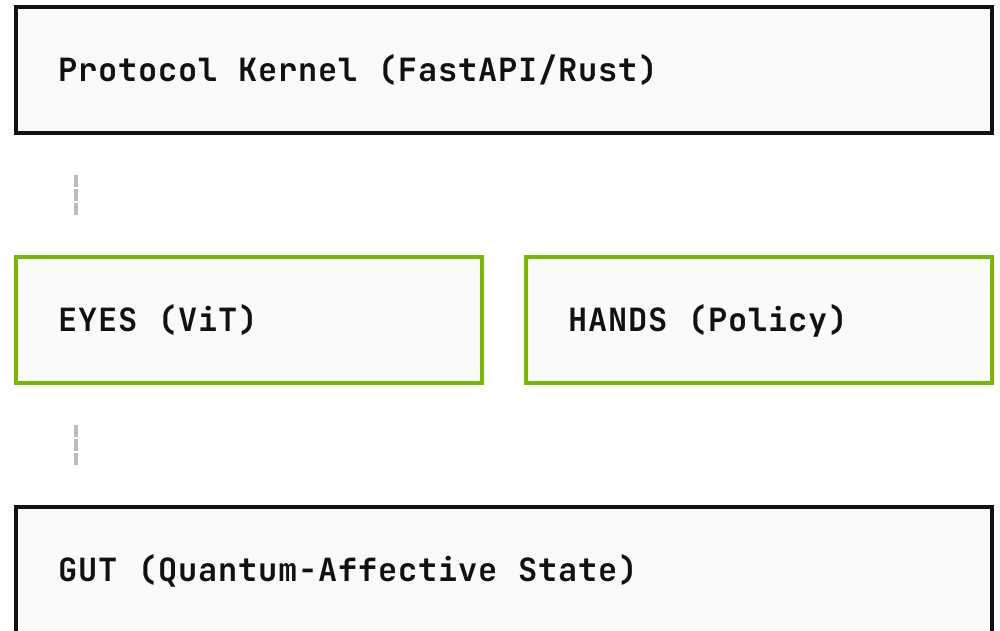
Zero data leaves the machine. 100% Privacy.



The Iron Monolith Architecture

A unified, multi-agent inference engine designed for minimal latency.

We orchestrate specialized **Sovereign Small Models (SSMs)** concurrently to replicate the human creative psyche.



| The Compute Challenge

Solving the "Inverse Kinematics of Style" requires massive parallel throughput.

200_{ms}

Latency Budget

Must infer 3 models per stylus stroke.

100_k

Vector Strokes

Training dataset size for motor policy.

4090

Target Hardware

RTX 4090 / 6000 Ada needed for tensor ops.

Market Opportunity

Target Audience

Professional Concept Artists, Illustrators, and Game Studios who are currently underserved by "ethical" AI tools.

225_k

US Professionals

\$2.8_B

TAM

APPLICATION ASK

Let's Spark the Symbiosis

We are requesting admission to the NVIDIA Inception Program to access hardware grants and CUDA optimization support.

Jessie Hampton

Principal Investigator

10y Exp • Accessible Design • HCI

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TraceOS Core (v0.9.0)