

RUNE DIGITAL

`// PROTOCOL_INIT`

# RUNE DIGITAL

The "Input-to-Reality" Protocol:  
Zero-Latency Interaction for Generative 3D.

APPLIED FOR: NVIDIA INCEPTION PROGRAM

CLOUD CREDIT ALLOCATION // A100 TIER

01 / 07

# THE "BLACK BOX" OF GENERATIVE AI

- > **The Disconnect:** LLMs generate code/text instantly, but web interfaces remain static, 2D chatbots.
- > **The Bottleneck:** Rendering dynamic 3D assets usually requires downloading a 500MB Unity engine.
- > **The Cost:** High latency and massive friction prevent AI from feeling "alive" or immersive on the web.

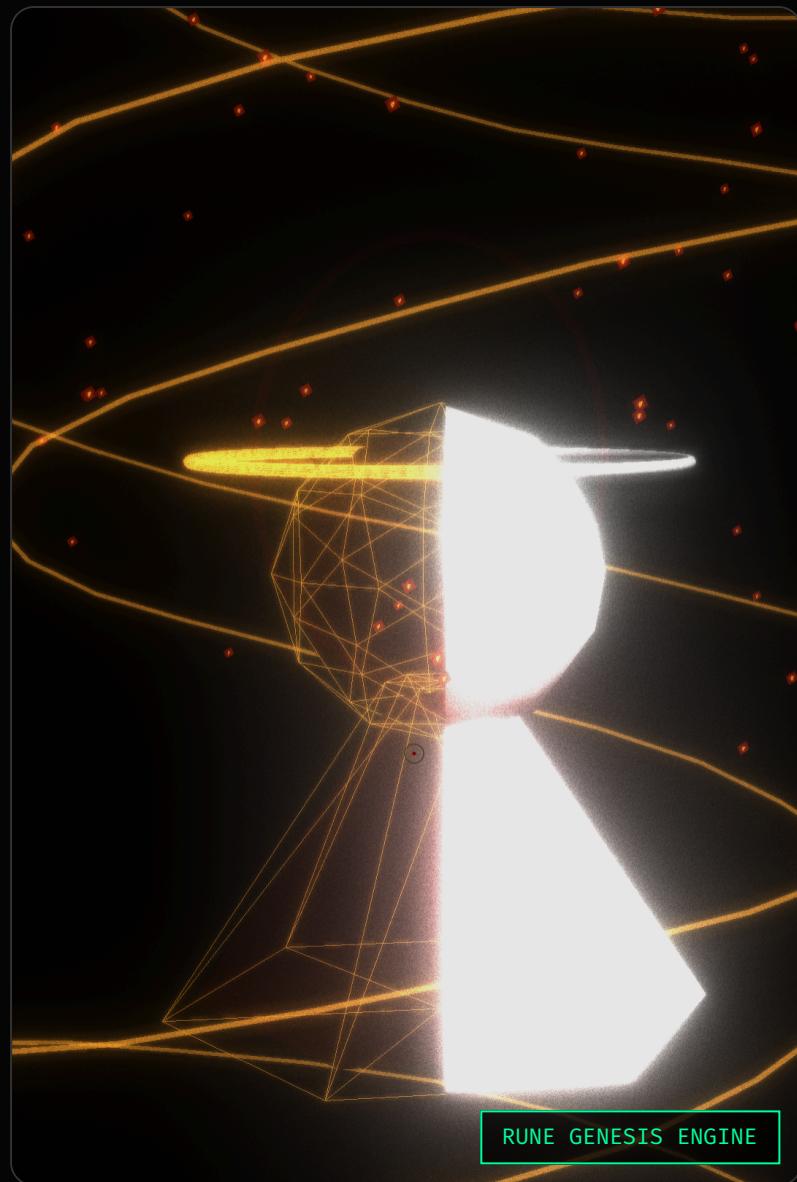
INE\_V4

```
// WEAPON FORGING
Weapon* cleaver = "func">ForgeWeapon("cleaver->"func">AddSerration(TEETH_CO
cleaver->"func">SharpenEdge(RUST_LEVEL

// RENDER LOOP START
"kwd">while(insight > 0) {
    "func">CalculateLighting(MOON_PHASES
    "kwd">if (blood_echoes > 10000) {
        "func">ApplyGore(mesh, SPLATTER)
    }

    // Compiling shader for the Hunt
    Shader* huntShader = "func">CompileSh
    huntShader->SetUniform("kwd">iform("u_f
    "func">DrawGeometry(GL_TRIANGLES);
```

CURRENT STATE: RAW DATA

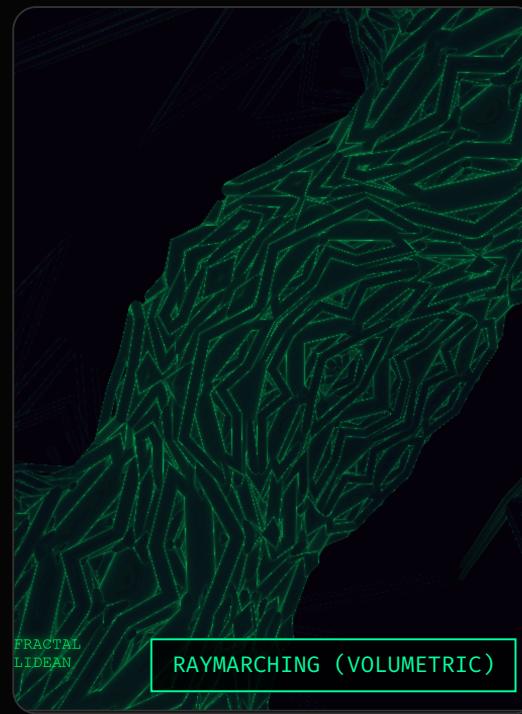
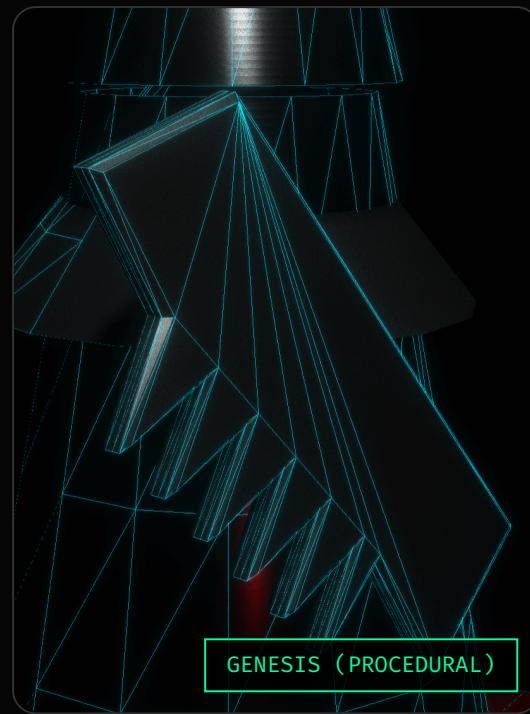


## THE "GENESIS" RENDERING ENGINE

- > **Procedural Geometry:** We utilize Three.js and custom GLSL shaders to construct complex 3D assets from raw code instructions in milliseconds.
- > **"Pixel-Diff" Input:** Our proprietary motion engine allows users to manipulate 3D assets with hand gestures using <1% GPU (Computer Vision without the overhead).
- > **Result:** High-fidelity, interactive 3D experiences that load instantly.

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# PROVEN SHADER MASTERY



Rune Digital has deployed high-complexity WebGL assets demonstrating capabilities in Raymarching, Instanced Mesh Particles, and Real-time Clipping.

# THE "IMMERSIVE WEB" SECTOR

Targeting the \$100B shift towards Spatial Computing and the 3D Web.

- > **Fintech (Pawn Pass):** Visualizing high-value assets as "Digital Twins" for instant lending and verification.
- > **Luxury Retail:** "Clair Obscur" tech for high-end brand storytelling and product configurators.
- > **Edge AI:** Using our "Pixel Diff" engine to enable gesture control on low-power kiosks.

## AND CENTER

on (SA)

OANS

DEPLOYED CAPITAL

\$48,500

PENDING

4

## EQUESTS

enry L.  
just now

iPhone 14 Pro

\$620

avid K.  
just now

Rolex Submariner

\$8,400

larcus P.  
just now

Gibson Les Paul

\$1,200

ichael T.  
mins ago

PS5 Disc Edition

\$385.00  
LIVE FINTECH PRODUCT

MEM: 64TB

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// ACCELERATING THE BACKEND

# WHY NVIDIA?

Objective: We are seeking Compute Credits to build the **Generative Backend**.

## USER PROMPT

"Make a  
Cyberpunk  
Helmet"



## NVIDIA A100

Geometry  
Inference Model



## GENESIS ENGINE

Real-time 3D  
Construction

# OPERATING IN "GOD MODE"

- > **Structure:** Technical Product Studio.
- > **Status:** Self-funded, profitable, executing on a "Code-as-Leverage" model.
- > **Current Deployment:** Multiple live prototypes (Pawn Pass, Genesis) demonstrating Tier-3 WebGL capabilities.



CLICK TO INITIALIZE

## CONTACT

The Operator  
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