

Role Playing LLC

Building worlds before they are real

The premise

Reality behaves like a scenario engine. People, institutions, machines, and AI systems act inside environments, inherit roles, respond to constraints, and produce histories.

Role Playing builds simulated worlds where those roles can be rehearsed before the consequences are real.

Whether the role is a first responder in a crisis, a robot moving cargo too heavy for a person, a safety system in a collision, or a character in a film — the underlying capability is the same.

Why now

The pieces have only recently arrived.

- **Real-time graphics** now reach near-cinematic fidelity
- **Shared 3D standards** are consolidating how worlds are described
- **Machine learning** can begin to predict physical world state, not just render it
- **AI agents** need somewhere to act before they act for real

Film, games, engineering, and defense are converging on the same underlying problem: building, inhabiting, and recording simulated worlds.

One world, many outputs

A world with state, memory, and the ability to respond is not a single-purpose artifact.

The same world can become **a film, a game, a training environment, or an after-action review** — the difference is intent, not technology.

That is the claim the research is built to test.

The name

A role is what someone takes inside a world in order to understand it.

In defense, that is rehearsal. In engineering, scenario testing. In AI, embodied evaluation. In cinema, an actor living inside a world before an audience ever sees it.

The company is named after the shared act, not the genre.

The flywheel

Demanding users make the work rigorous; creative work shows its range.

- High-stakes users — robotics, industrial simulation, defense — force reliability, reproducibility, replay, and scale.
- Those same properties are what a serious production studio needs when it is no longer making demos.
- Public creative work demonstrates what the substrate can express, and draws people back toward the technical problems.

One flywheel, not two businesses.

Founder

Film and computer science, taken together on purpose.

- **B.A. Film and B.S. Computer Science**, University of Texas at Austin
- **Virtual production** at Lux Machina, working at the Epic Games LA Innovation Lab
- **Granted patent, US 12,380,621 B2** — real-time, physics-reactive motion capture: recorded performance that reacts to a live simulated world
- **GPU infrastructure at scale** at TensorWave — multi-node clusters and Kubernetes-native AI serving

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