FT: Real Time Generative 3D

PART I — FORESIGHT SNAPSHOT | FT: Real-Time Generative 3D | Fixed Time-Stamped Synthesis

2026 FT: Real-Time Generative 3D

Card Type	Future Technology Possibility
Series	Immersive Futures Guild — Vision 2035
Layer	1 — Atomic Foresight Object
Status	Active
Confidence	Medium
Workshop	Circle of Scholars — January 2026
Facilitator	Circle of Scholars Workshop Team
Tags	generative-3D | AI | content-creation | layer1 | ft
Tally.so Form	https://tally.so/r/ilrn-if-ft-gen3d-2026

The capability for AI systems to generate photorealistic or stylized 3D environments and objects in real time — rather than through pre-authored asset pipelines — is developing rapidly. This has direct implications for immersive learning content creation economies, the viability of adaptive environments that respond to learner choices, and the provenance and authenticity of educational immersive content.

Key Drivers / Contributing Conditions:

- Neural rendering research maturation
- GPU and NPU capability scaling
- Commercial investment in real-time 3D generation

Tensions Carried Forward to Part II:

- How should provenance be tracked for AI-generated immersive educational content?
- Does real-time generation enable meaningful personalization or merely infinite variation without pedagogical purpose?

Linked Scenarios / Strands: FT: Democratized World-Building | SCENARIO: Creative Immersion

Ways of Knowing: Tree · Garden · Lantern

PART II — COMMUNITY EVIDENCE & DIALOGUE TRACK | FT: Real-Time Generative 3D | H2 2026 — Living

T	COMMUNITY CONTRIBUTION FORM — FT: Real-Time Generative 3D Submit case examples, methodological challenges, cultural perspectives, and proposed evidence criteria via: https://tally.so/r/ilrn-if-ft-gen3d-2026

Part II — Scope and Instructions
This section collects community responses, case examples, and challenges to the Part I foresight snapshot above.
It opens July 1, 2026 and undergoes synthesis review in September 2026, November 2026, and January 2027.
Contributions are submitted via the Tally.so form above and appear in the registers below after editorial review.
The Part I text is not modified in response to Part II contributions; it is versioned at the Annual Handoff review.
Contribution categories: Case Example | Methodological Challenge | Cultural/Community Perspective | Proposed Evidence Criterion
Ways of Knowing accepted: Tree (evidence) | Garden (practice) | Lantern (futures)

Tensions Open for Community Response:

- How should provenance be tracked for AI-generated immersive educational content?
- Does real-time generation enable meaningful personalization or merely infinite variation without pedagogical purpose?

Contributor / Date	Category	Way of Knowing	Contribution Summary
[Awaiting contributions — form opens July 1, 2026]			

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