

ORCHESTRATION SYSTEM · APRIL 2026

Worldwright™

A pipeline orchestration system for AI-era virtual production.

EXECUTIVE SUMMARY

Worldwright™ is the proprietary orchestration system developed by Anomaly X Productions to coordinate AI-driven virtual production pipelines at studio scale. By introducing structured project state, asset versioning, and stage-by-stage handoffs to a chain of best-in-class generative tools, Worldwright transforms a fragile demo workflow into production-grade infrastructure. This paper describes the operational gap it addresses and the architecture that closes it.

01 — BACKGROUND

A Decade of Tools, No Pipeline

The past two years have produced a remarkable catalog of generative AI tools for visual production: text-to-3D world models, neural relighting systems, Gaussian splat trainers, and real-time engine plugins. Each is independently powerful. Yet across the industry, integration has lagged generation. Studios attempting to combine these tools rely on manual file management, ad hoc naming conventions, and engineer-led handoffs that scale poorly past a single demo. The result is a paradox: tools that promise speed produce projects that cannot be revisited.

02 — THE PROBLEM

When Pipelines Lack Memory

The core problem is statelessness. A typical AI-driven scene moves through a chain — Marble exports a splat, Beeble produces PBR passes, Postshot trains a reconstruction, Unreal imports the result — but no system tracks which generation produced which artifact, which version was reviewed by the client, or which parameters were used at each stage. Re-entering any stage means rebuilding context manually. For a single shot this is manageable. For a production schedule with multiple shots, revision rounds, parallel teams, and client reviews, it is the failure point. Most ambitious AI virtual production pipelines collapse here. The work cannot scale because the pipeline cannot remember.

03 — THE SOLUTION

Orchestration Through Structured State

Worldwright addresses statelessness directly. The system standardizes project structure across every project, versions every artifact at every stage, and tracks shot status through a defined state machine (**READY_FOR_BEEBLE**, **READY_FOR_POSTSHOT**, **READY_FOR_UNREAL**, **READY_FOR_RENDER**). Each scene is described by a **SceneDNA™** record — a structured metadata schema capturing world identity, performance layers, splat parameters, and deployment configuration.

Because every artifact is preserved with its parameters, any shot can be returned to any stage: re-train the splat at higher density, re-light the performer for a new edit, regenerate the world with a tweaked anomaly — all without rebuilding the project. Worldwright is not a replacement for the tools in the chain; it is the connective infrastructure that makes them behave as a single pipeline.

04 — CONCLUSION

The Missing Layer

Worldwright reframes orchestration as the missing layer in AI-era virtual production. By introducing memory, versioning, and structured handoffs to chains of generative tools, it converts technically powerful but operationally fragile workflows into production-grade infrastructure. It is what allows Anomaly X Productions to function as a studio rather than a portfolio.

REFERENCES

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CONTACT

For more information, contact **Joe Micallef** · jmicalle@gmail.com