

What Is a World Model?



A way to represent a world so we can understand it,
imagine what happens next, and interact with it.



1 A picture shows a moment.

It shows what things look like,
but it's just a snapshot.



It looks nice...
but I can't
walk into it.



2 A world model represents a world you can move through.

It models the space, the objects, and how they
relate, so you can explore, turn, go behind,
and see what happens next.



3 It models how the world changes.

It can imagine what might happen next,
not just what's in front of you.

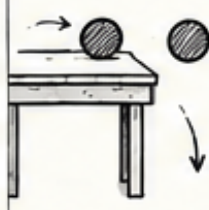
I see a ball
on the table.



If I push it...



...it might roll
and fall.



4 It connects actions to outcomes.

It can reason about what could happen
if we (or an agent) take an action.

If I open
this door...

maybe
there's a
garden?



If I go this way...

maybe
I'll reach
a bridge?



If I climb...

maybe
I can see
the city!



5 In short, a world model helps a system understand:



What exists
in the world
(state)



How things relate
(spatial and causal
relationships)



How the world
might change over time
(dynamics)



What actions are possible
and what outcomes
they might lead to
(affordances)

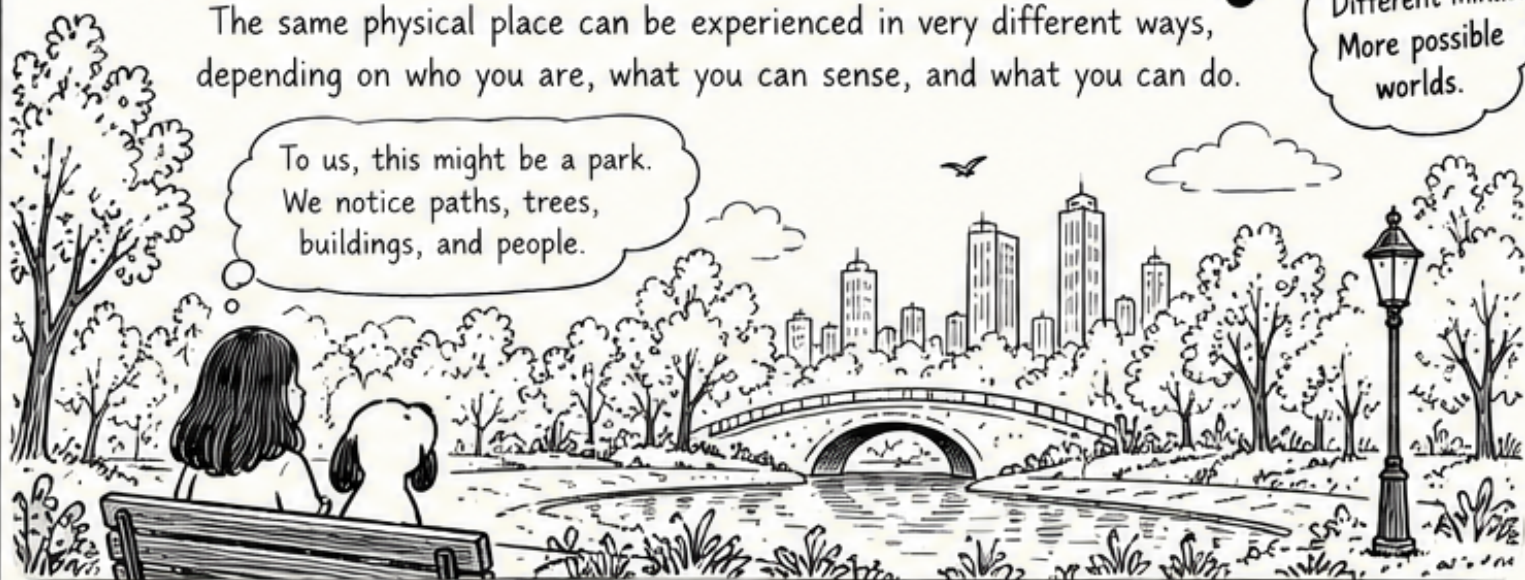
It's not just a static picture — it's a model of a world you can explore, predict, and interact with.

Whose World Are We Modeling?

The same physical place can be experienced in very different ways, depending on who you are, what you can sense, and what you can do.

Same place.
Different minds.
More possible
worlds.

To us, this might be a park.
We notice paths, trees,
buildings, and people.



A CAT's world

Height, edges, small movements.



- Notices high places, edges, and small movements.
- Sees potential paths and hiding spots.
- A world of vertical space.



So many places to climb!

A DOG's world

Scents, traces, social cues.



- Experiences a rich world of scents.
- Notices traces, social cues, and living presence.
- A world written in smell.



So many stories here!

A RABBIT's world

Cover, escape routes, ground level.



- Notices cover, escape routes, and nearby movement.
- Experiences the world up close and at ground level.
- A world of safety, space, and sudden change.



Is it safe?
Where can I hide?

A BIRD's world

Patterns, distance, open space.



- Sees large patterns and movement.
- Notices open space, landmarks, and changing light.
- A world of flows, paths, and distant connections.



I see the whole flow.

Tonight, imagine and build another mind's world.

1 Choose a perspective.



Pick an animal and join a small group.

2 Discuss what changes.



3 Imagine its world.



4 Share & explore.



CREATE YOUR WORLD IN MARBLE

Turn your animal's perspective into an explorable 3D world.

Same world.
Different minds.

1 GO TO MARBLE



marble.worldlabs.ai

Sign up with Google, GitHub,
or email (it's free).

**FREE ACCOUNT:
UP TO 4 WORLD GENERATIONS**

(7,000 credits, about 4 worlds)



Create a free account
before you start.
Everyone can try
for themselves!

2 IMAGINE YOUR ANIMAL'S WORLD

What does your animal notice, care about, or feel
that humans usually miss?



PROMPT FORMULA (you can start with this)

PLACE + **PERSPECTIVE** + **WHAT MATTERS** + **FEELING**

Example (Dog):

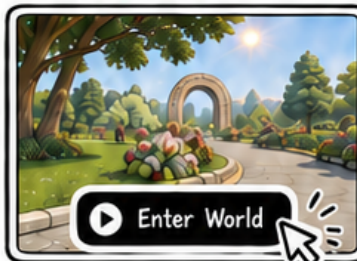
A quiet city park from a dog's perspective.
Scent trails reveal where animals and people have passed.
Smell organizes the space more than signs or roads.
The world feels curious and alive.

3 CREATE YOUR WORLD

① Type your prompt
(or use an image).



② Generate and enter
the world.



③ Explore!



Walk around and see
what it feels like.

4 ITERATE (DON'T START OVER)

If it's not quite right, try changing one thing at a time.

MORE

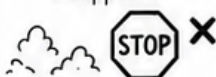
What should be
stronger or bigger?



e.g. Make the scent
trails more visible.

LESS

What should
disappear?



e.g. Make human
signs less important.

DIFFERENT

What should
behave differently?



e.g. Add more
hidden paths.

5 UPLOAD & SHARE

Submit your final world.

