



GLOBAL OBJECTSTM

Digitizing the World

2026



We leverage artificial intelligence and the latest **3D capture technologies** to create and house digital twins of real-world locations, sets, characters, objects, and props





Global Objects Leadership



JESS LOREN | CEO

Jess Loren, Founder and CEO of Global Objects, combines AI and 3D tech to design cutting-edge digital environments.

Her teams, under her leadership, have created content for top brands like Apple TV+, Netflix, Hulu, and Microsoft.

She is an active member of the Producers Guild of America and a respected voice in the Television Academy and Visual Effects Society.



ERICK GEISLER | CTO

Erick Geisler, Chief Technology Officer at Global Objects, is a distinguished tech leader and two-time Emmy-winning VFX Supervisor.

A specialist in Computer Graphics, Neural Radiance Fields (NeRFs), generative AI, LIDAR scanning, and photogrammetry, Erick drives the innovation of stunningly realistic 3D content.



JESSE REDNISS | CSO

Jesse Redniss, Chief Strategy Officer of Global Objects, brings over 20 years of experience in media, data, and technology.

As former EVP of Data Strategy at WarnerMedia, he led AI, machine learning, and mixed reality projects.

An Emmy-nominated executive, he is known for multi-screen brand building, emphasizing consumer privacy and data innovation.



Keith Chiavetta | COO

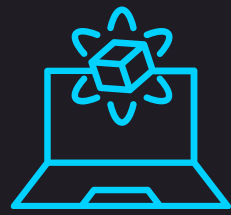
Keith, Chief Operations Officer at Global Objects, has more than 25 years of experience in management consulting and business ownership.

He advises C-suite executives on strategy, business, and IT while mentoring aspiring entrepreneurs.

An adjunct professor at the University of Iowa, he has also mentored at IE's Venture Lab in Madrid since 2019.



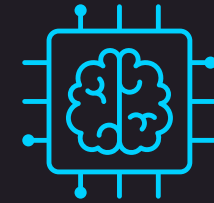
WE MAKE DATA SETS & DIGITAL TWINS FOR



Simulation



Media &
Entertainment



Artificial
Intelligence



Real Estate



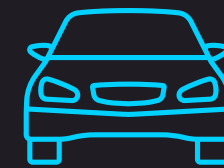
Aerospace



Government



Manufacturing



Automotive



Healthcare



Why GO?

Photoreal 3D data based on the real world is quite rare.

The majority of 3D libraries are built with data generated by artists and not based on accurate real world measurement.

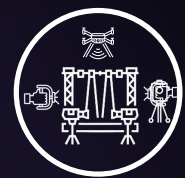
And...

This data is crucial for powering the next wave of Generative AI models. Without it, AI will struggle to achieve consistent imagery, as understanding depth and surface characteristics is essential for realistic simulation.



GLOBAL OBJECTS

SERVICES & PRODUCTS



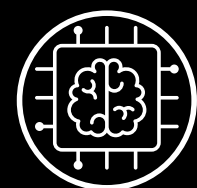
GO STUDIO

GO STUDIO transforms the production pipeline into a streamlined workflow, allowing you to design every detail in one shared environment



GO SCOUT

GO SCOUT enables production teams to step into splat-based digital twins. Scout with real-world scale and simulate creative choices



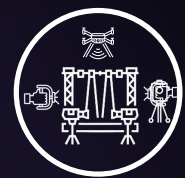
GO FLOAT

Collaborative 3D viewer that enables real-time asset review, annotation, and approvals across teams and stakeholders



GLOBAL OBJECTS

SERVICES & PRODUCTS



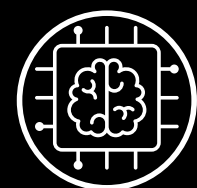
GO CAPTURE

GO's Scanning as a Service is our in-house 3D scan team dedicated to capturing high fidelity 3D scans of the real world



GO VAULT

GO VAULT is our secure and encrypted 3D asset storage repository based in the cloud and powered by Microsoft Azure



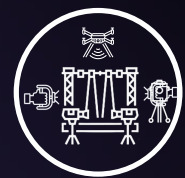
GO DEEP

GO DEEP is our Artificial Intelligence (AI) research division, focused on developing AI training sets using our photorealistic 3D spatial data



GLOBAL OBJECTS

SERVICES & PRODUCTS



GO STAGE

Cross-platform Gaussian Splat viewer and slot-layer plugin for Pixera and After Effects, built to preview, composite, and deploy photoreal splats



GO RAY

Photometric light scanner designed to reveal fine surface detail and material texture in flat or low-relief objects with scientific accuracy



GO CONTROL

GO CONTROL is our platform for remote location scouting, featuring an Apple Vision Pro app for enhanced control



GLOBAL OBJECTS

SERVICES & PRODUCTS

cont.



GO MARKETPLACE

The GO Marketplace is our comprehensive digital library, built from our own data and scans, offering the highest fidelity content for all kinds of usage



PRODUCTION SERVICES

With our strategic partnership with Chila Media Group, we provide full scale productions with our in-house LED volume wall



IN PARTNERSHIP WITH



Proud to partner with
Microsoft for Startups



**Inception
Program**



verizon



SONY



matter
MUSIC



Capgemini



LIGHTCRAFT
TECHNOLOGY

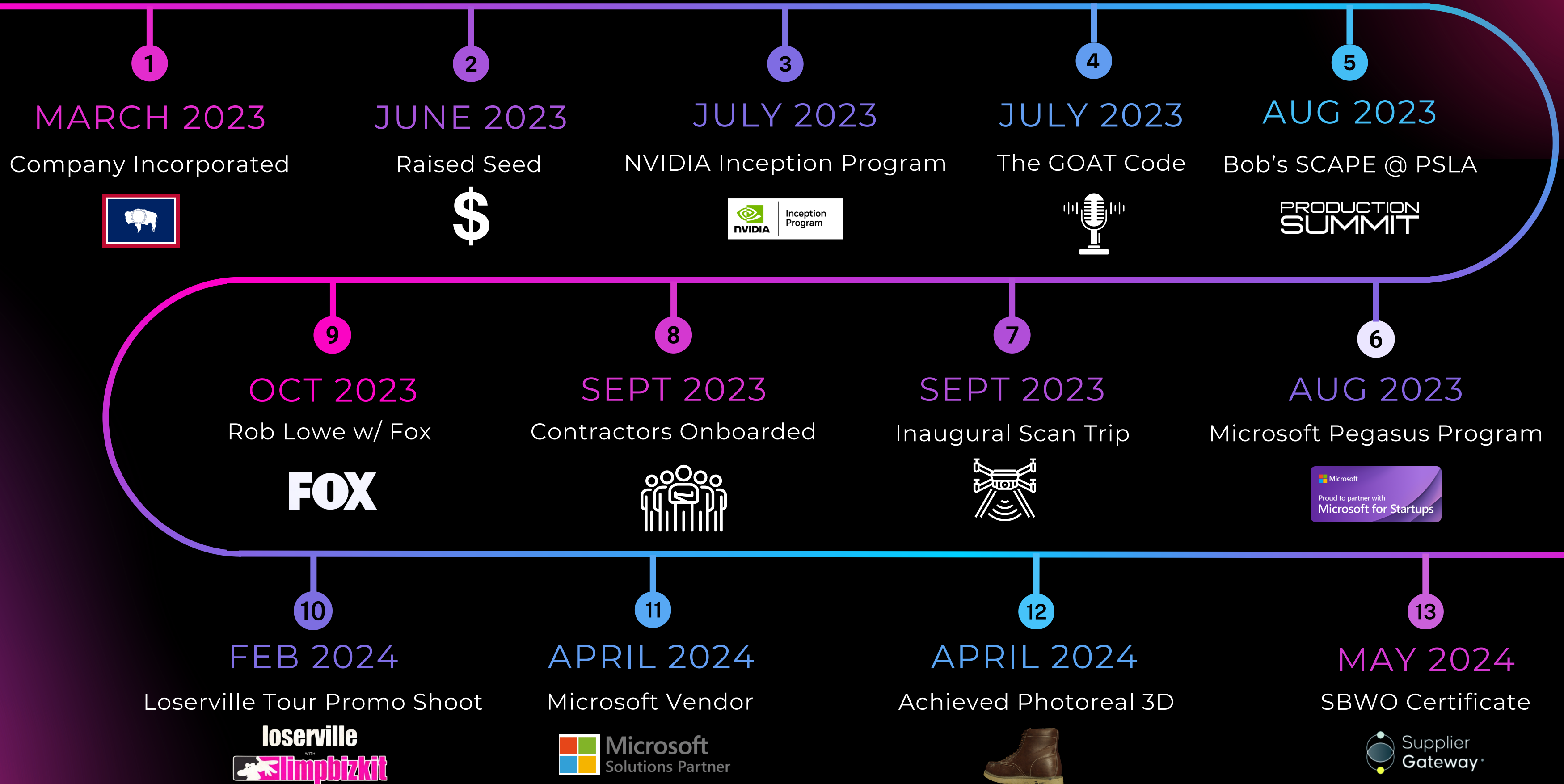


Leica
Geosystems



2023-2024

TIMELINE OF ACHIEVEMENT



2024-2025

TIMELINE OF ACHIEVEMENT

1

JUN 2024

Cage # for Gov Contracts



2

JUN 2024

Kelsey Grammar w/ Fox



3

JUL 2024

Acquired New Facility



4

AUG 2024

MS booth @ IBC



5

OCT 2024

UK Project w/ Disney



9

FEB 2025

Kelsey Grammar w/ Fox 2



8

JAN 2025

Acquired New Building



7

DEC 2024

PSLA @ Fuse

PRODUCTION
SUMMIT

6

OCT 2024

Major Project w/ Paramount



10

FEB 2025

Project w/ Chinese Theater



11

APRIL 2025

HP NAB Booth



12

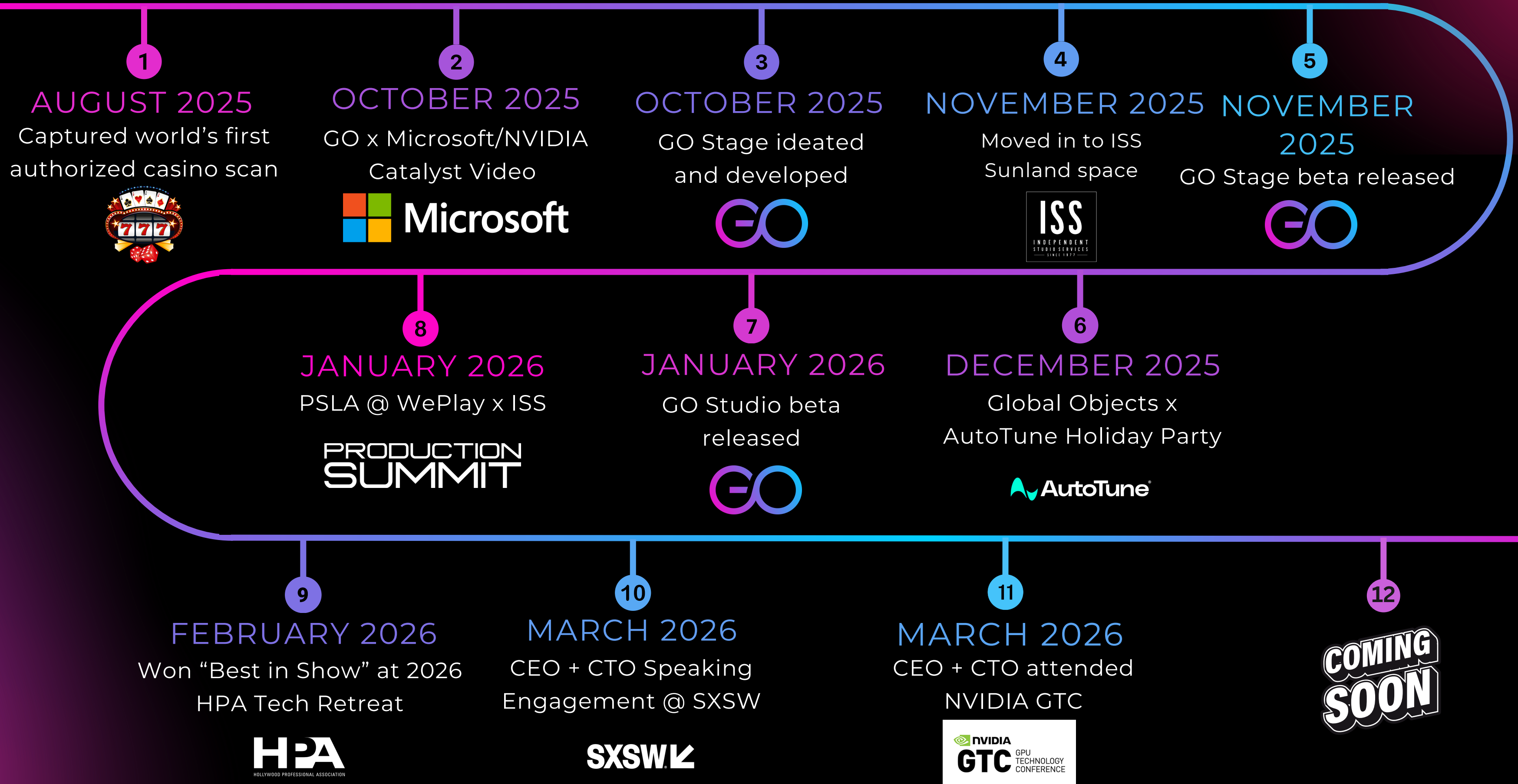
JUNE 2025

Shot GO x Microsoft/NVIDIA
Catalyst Video



2025-2026

TIMELINE OF ACHIEVEMENT





GLOBAL OBJECTS

Object Examples

FIRST GO OBJECT IN PHOTOREAL 3D

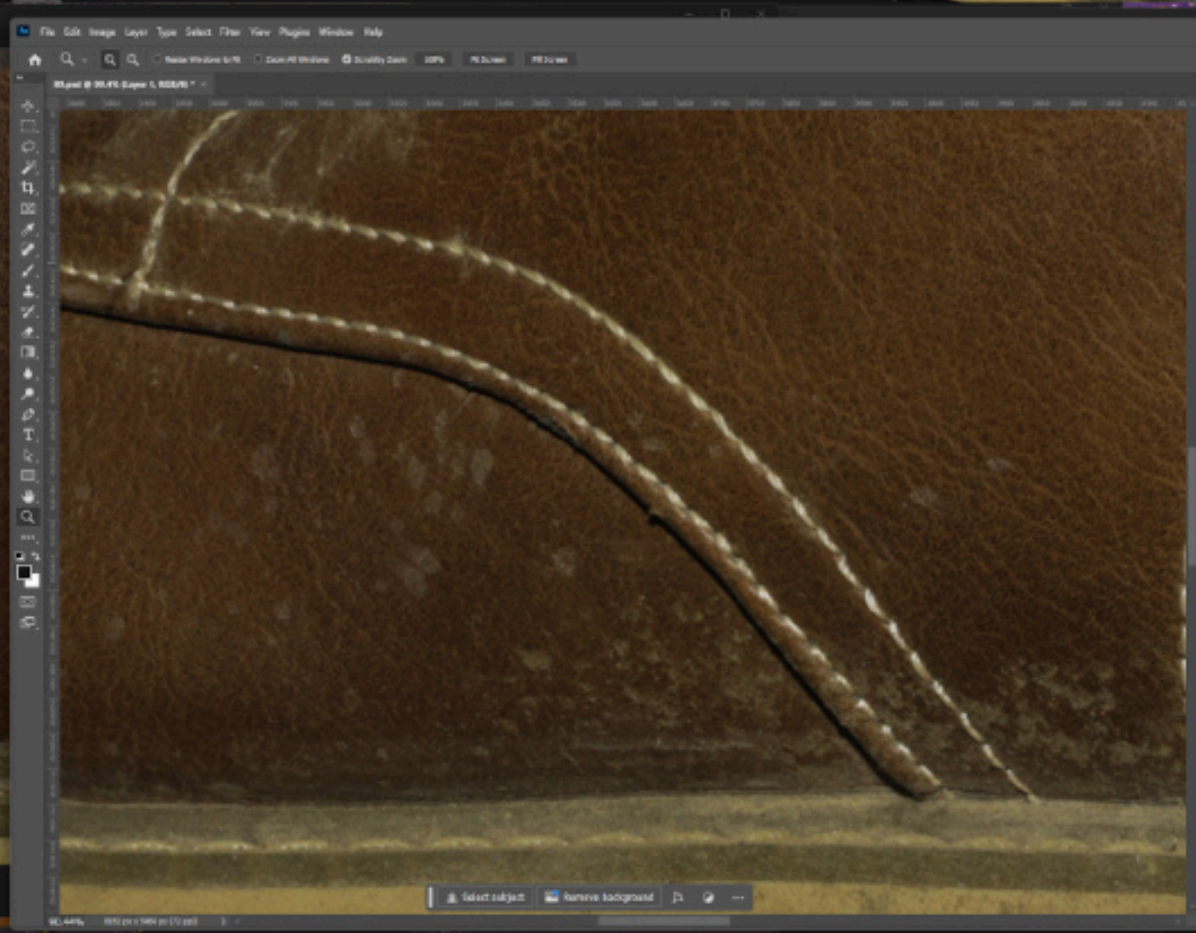
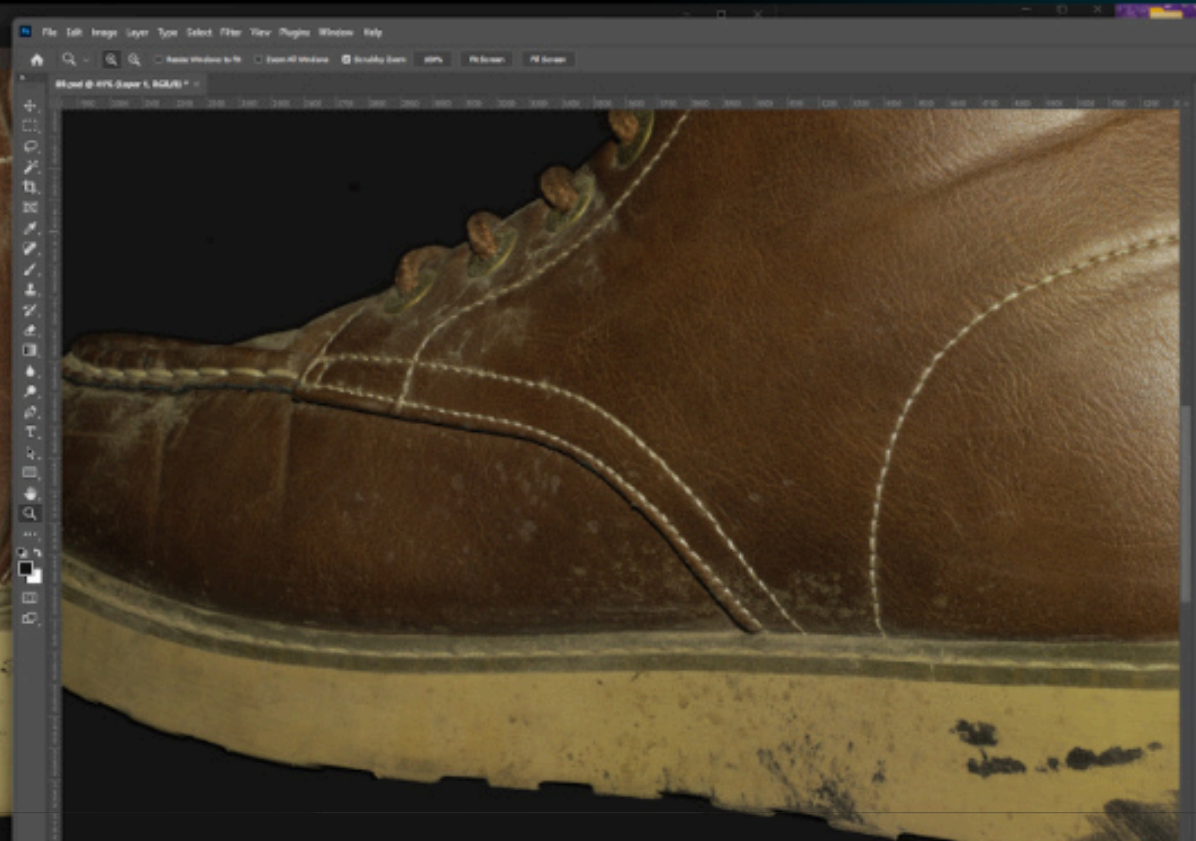


3D RENDER



35mm PHOTOGRAPH

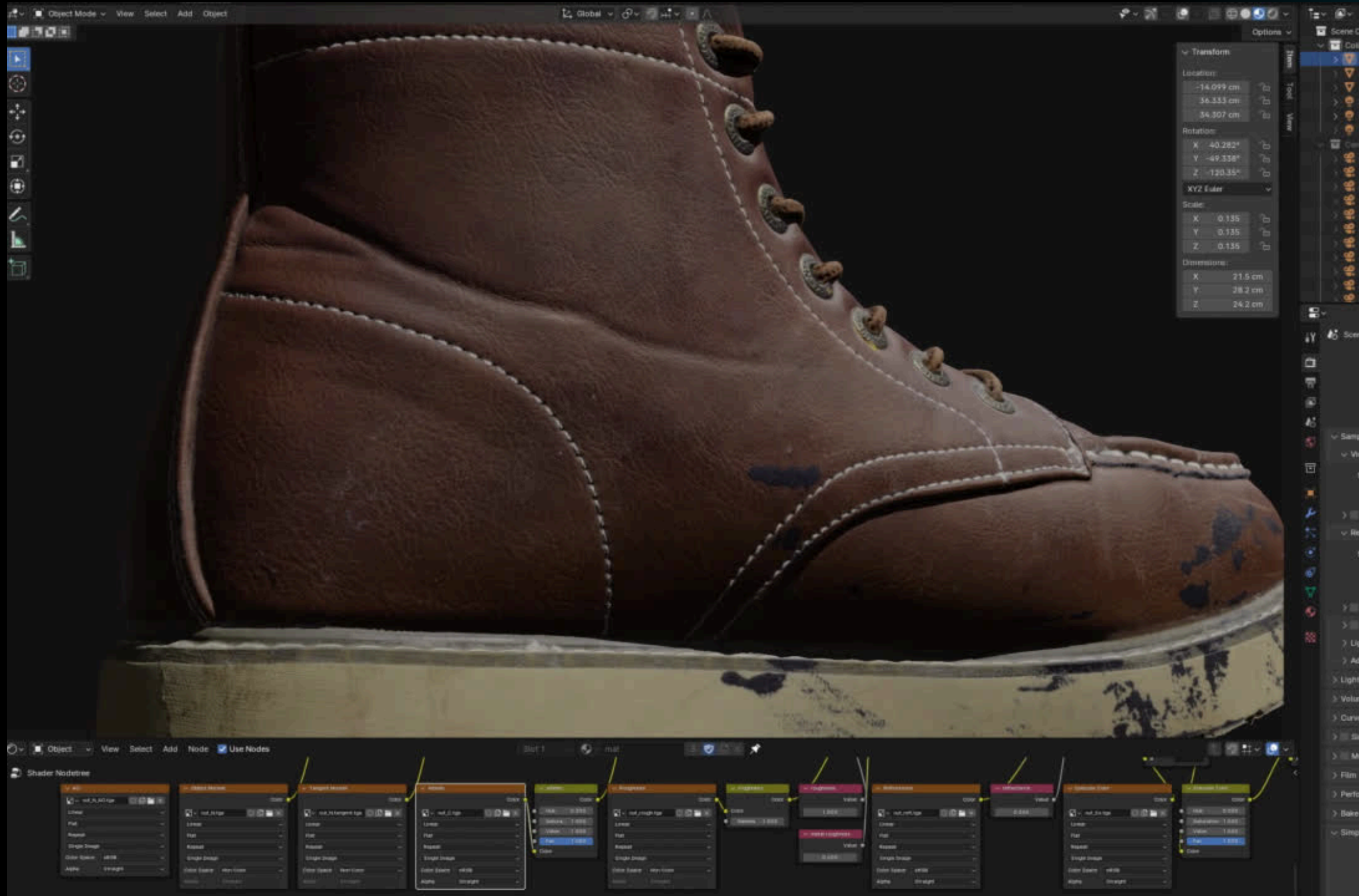




3D RENDER

35mm PHOTOGRAPH

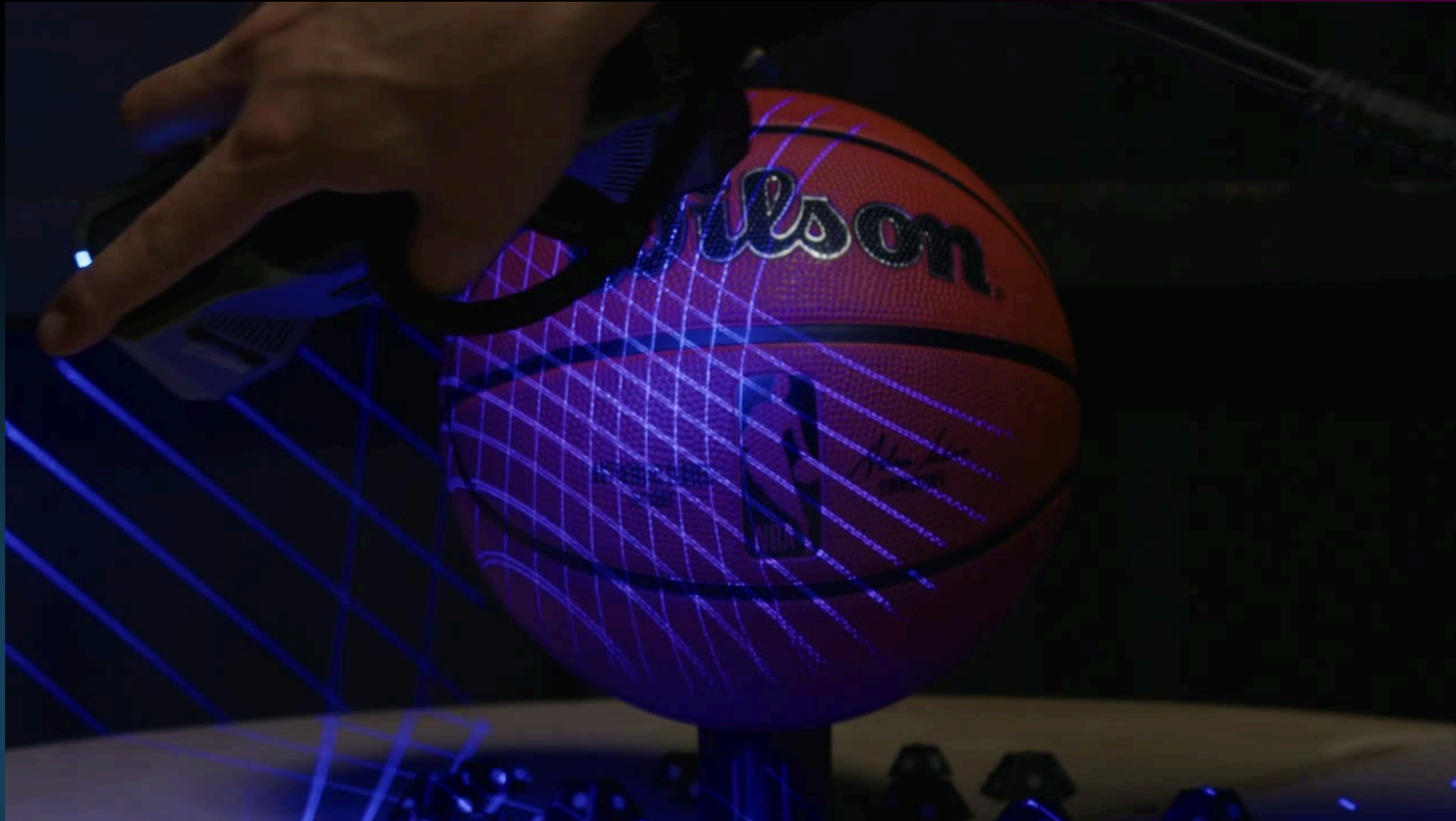
OPTIMIZED FOR REAL TIME



GO Adidas Shoe Turntable



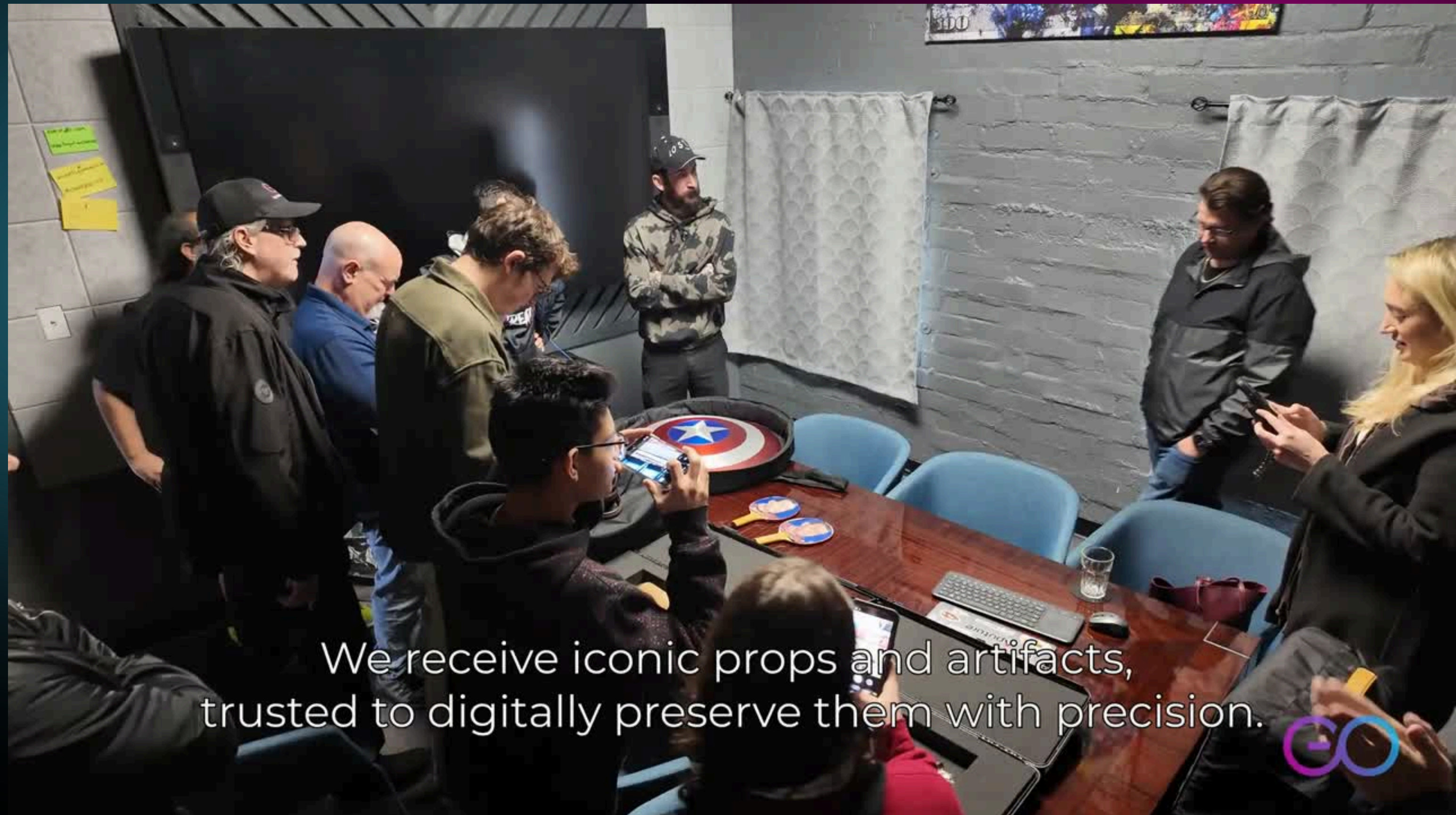
GO Basketball Capture



GO Basketball Turntable



ISS x GO Sizzle



THANK YOU

JESS LOREN

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