TEAM A(I)DOL · CMU ENTERTAINMENT TECHNOLOGY CENTER · WEEK 11 · NOV 9–13, 2026



Week 11 Update

Design × Art × Tech × Ops

You are not managing an idol. You ARE one.

Design

> Real-time avatars, what to do with them, and the art behind them.

What the technology actually does

Upload one image. She talks back, live.



Real-time session · vendor demo

LIP SYNC + GESTURE

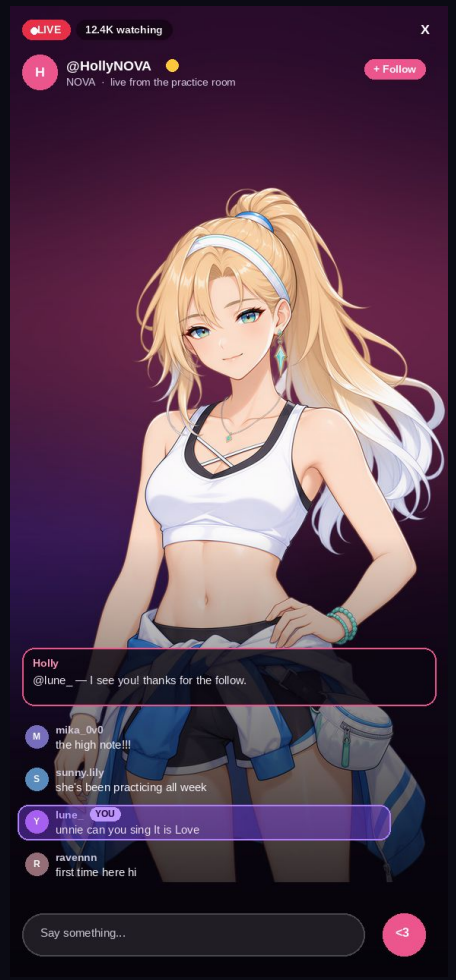
VOICE OR TEXT IN

FIXED FRAME

One image becomes a character who talks back in real time — lip sync, expression, small gestures, voice or text in.

NPC livestream in World

"She just read my comment out loud."



World · live room

HOLLY FIRST

ONE SOURCE → ALL VIEWERS

REAL + AI COMMENTS

Holly goes live to every player at once — same logic as YouTube or Twitch: one source, one room, all viewers. Real players' comments sit in the same feed as the AI fans', and she reads them out: that moment is the whole feature.

Real-time story scenes

"I called her the night before the showcase."



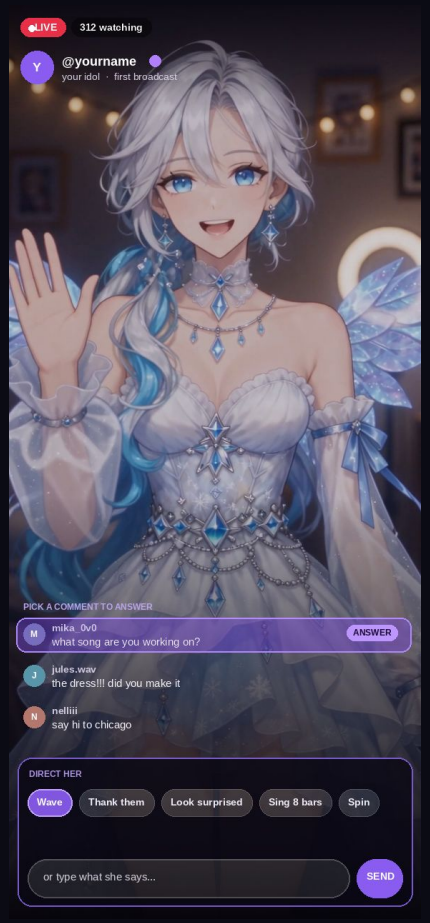
Story call

VIDEO CALL FIRST | A FEW MINUTES | SHE ENDS IT

A video call with an NPC, unscripted and in the moment — the first version keeps the demo's exact shape, so nothing has to be invented. The new piece sits behind it: the call has to settle into the save, or the scene changes nothing.

Players go live as their idol

"I'm not performing — I'm directing her."



Player broadcast

REAL VIEWERS | **DIRECTOR, NOT PERFORMER** | **AFTER 1 & 2**

The player takes her own character live, picking which comments to answer and cueing the reactions — she directs rather than performs, which removes the barrier that stops most people. It needs real viewers in World first, so it follows the other two.

Your idol, off the screen

"She's on my desk now."



Tested 11 / 12 on a desk display

AMBIENT LOOP

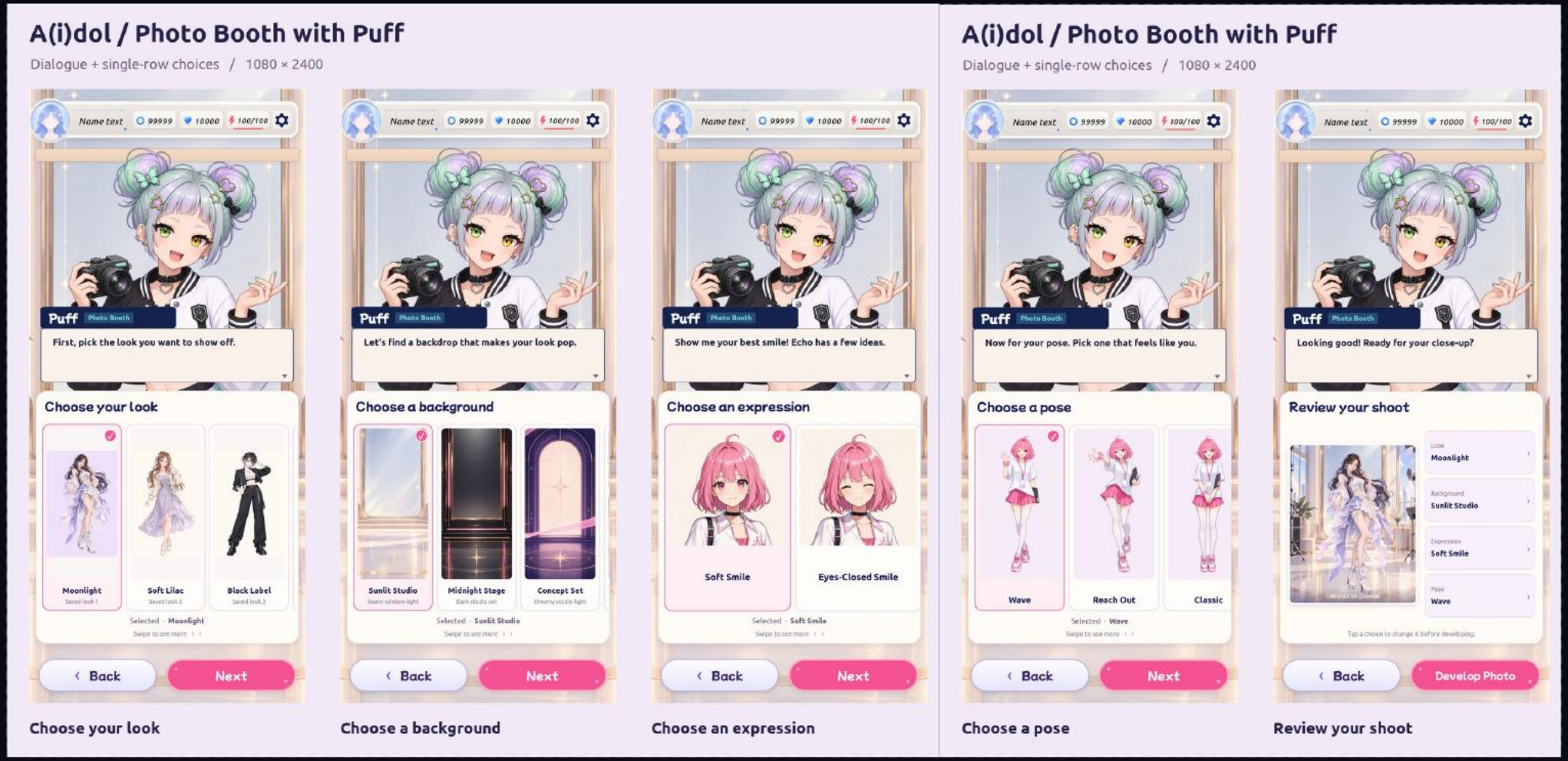
SAME PIPELINE, NEW USE

COMPANION HARDWARE

A new kind of clip: an ambient loop of the player’s own idol, a new use of the video pipeline we already run. It exports as a wallpaper, a screensaver or onto a small desk display, which is what R1 players meant when they said they had nothing to keep.

Art and UI this week

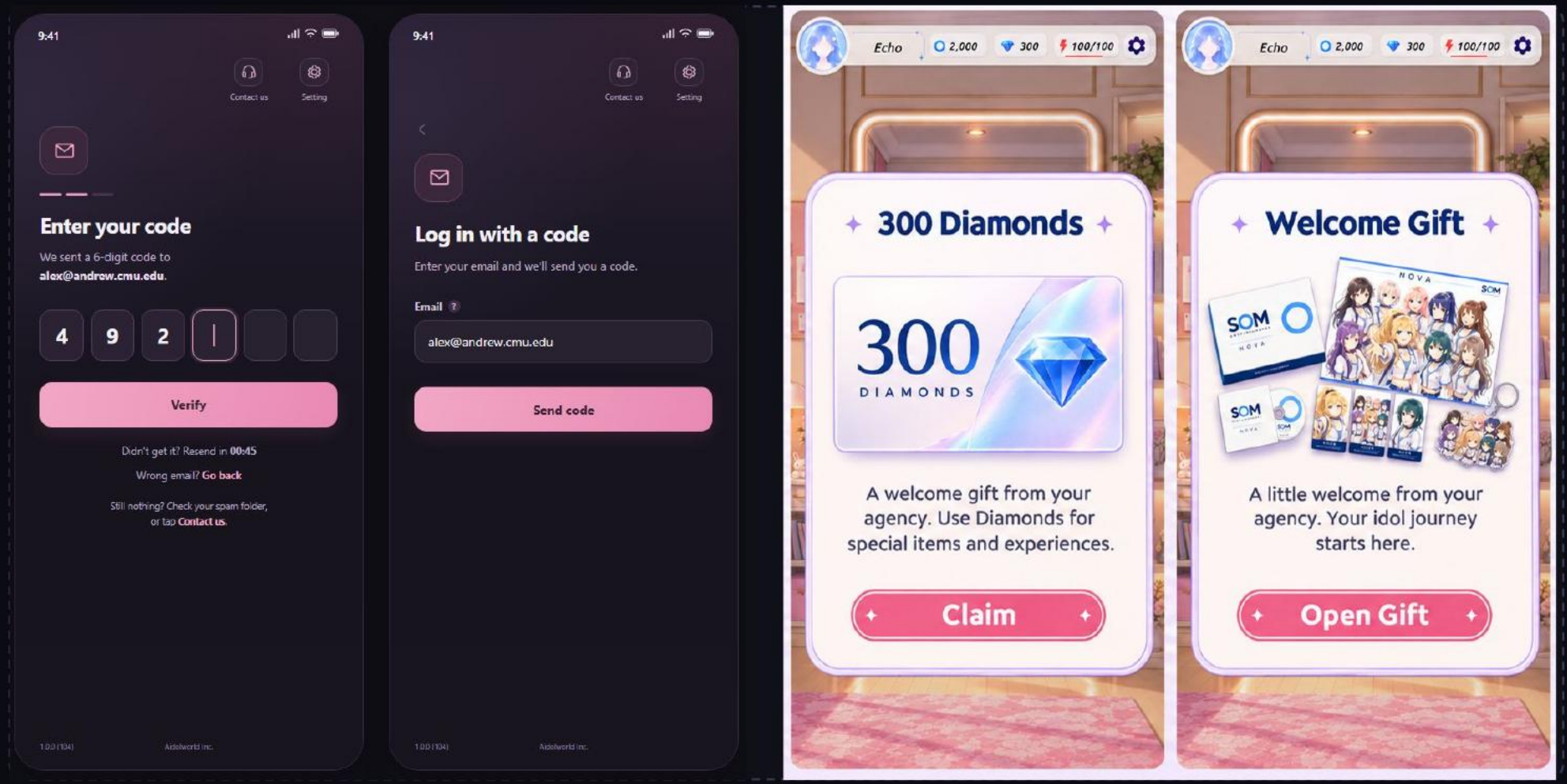
Photo Booth



Choose your look | Choose a background | Choose an expression | Choose a pose | Review your shoot

Art and UI this week

Log in and Welcome



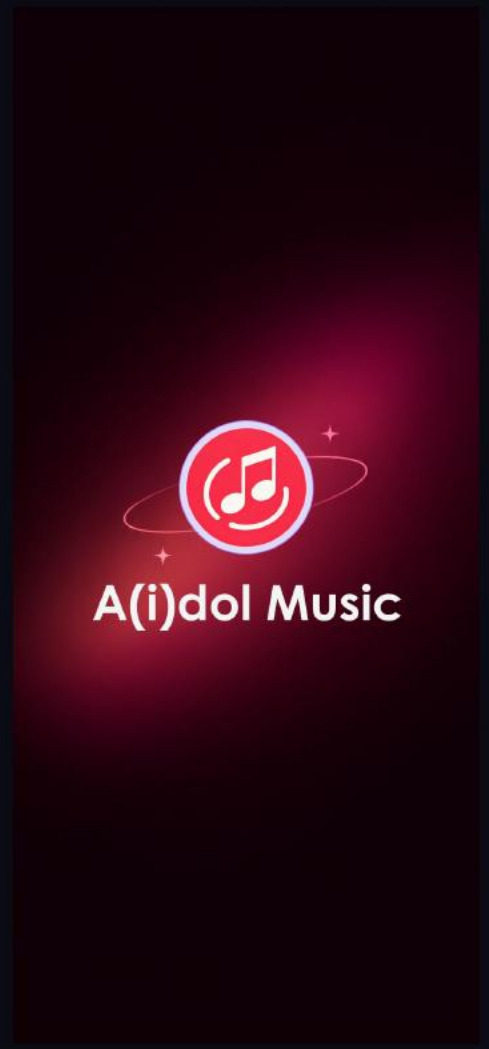
Art and UI this week

Music and World





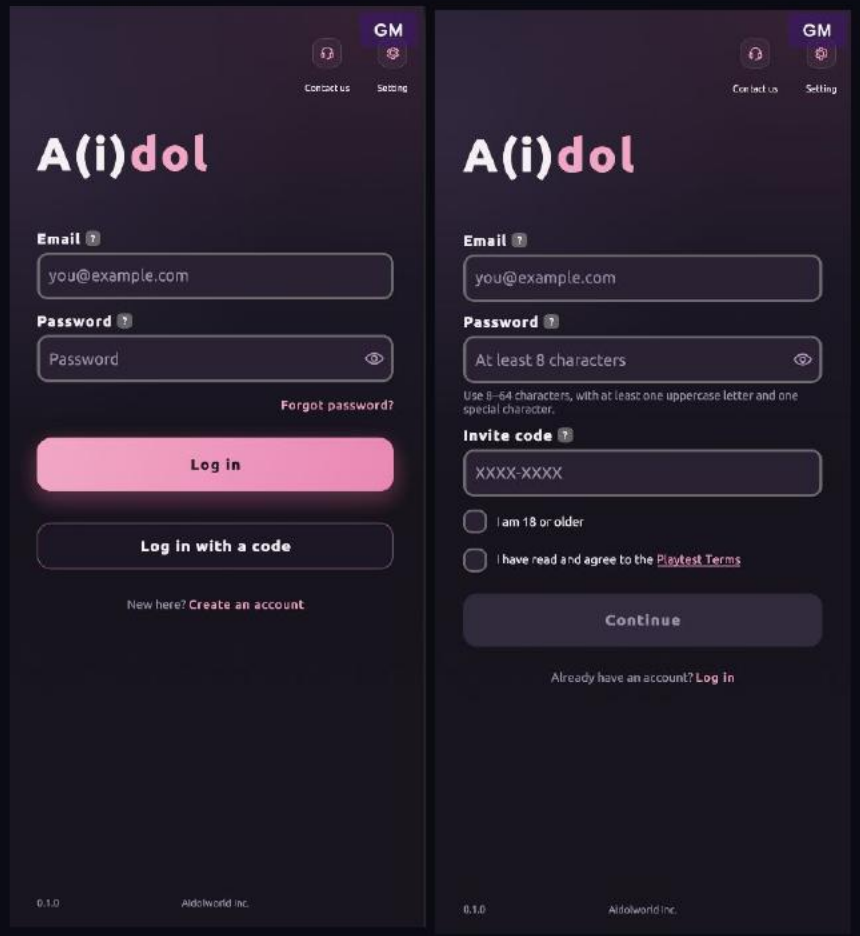




Technology

> Accounts, the music player, and the client that fronts them.

Accounts, guidance and World fixes





- front end of account system
- new player guidance
- info tag
- lag in world

Ops

> Aidolworld, Inc. was formed on Nov 9. SXSW submitted, McGinnis Venture Competition in progress, and GDC added.

This week in operations

Nov 9 – Nov 13

Incorporation · Nov 9

- Aidolworld, Inc. formed in Delaware · all six founders signed
- Counsel filing the post-formation paperwork
- aidolworld.ai

Open playtest days · Nov 9–11

- Room 3418, 12–6 PM · sign-ups and walk-ins · 9 devices
- 15 surveys in hand across Oct 31 and the open days

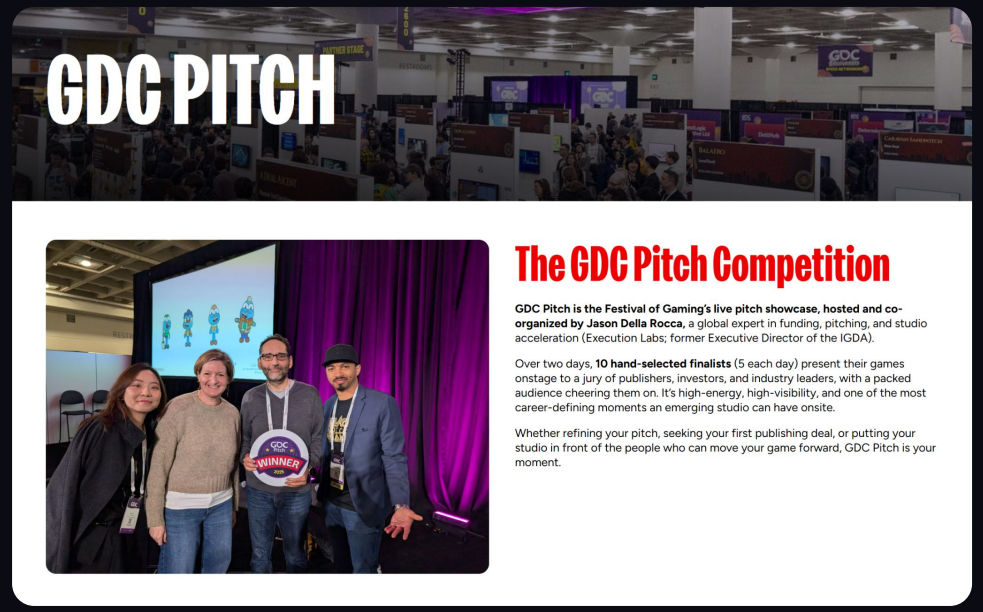
Funding · competitions

- SXSW Pitch submitted · CMU McGinnis Venture Competition started
- Investor deck rebuilt: ROI model, the ask, Q&A now 15 questions

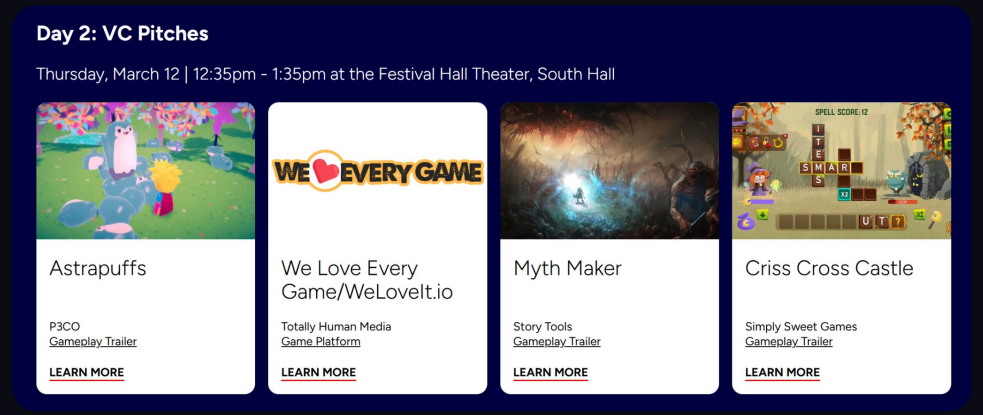
Outward

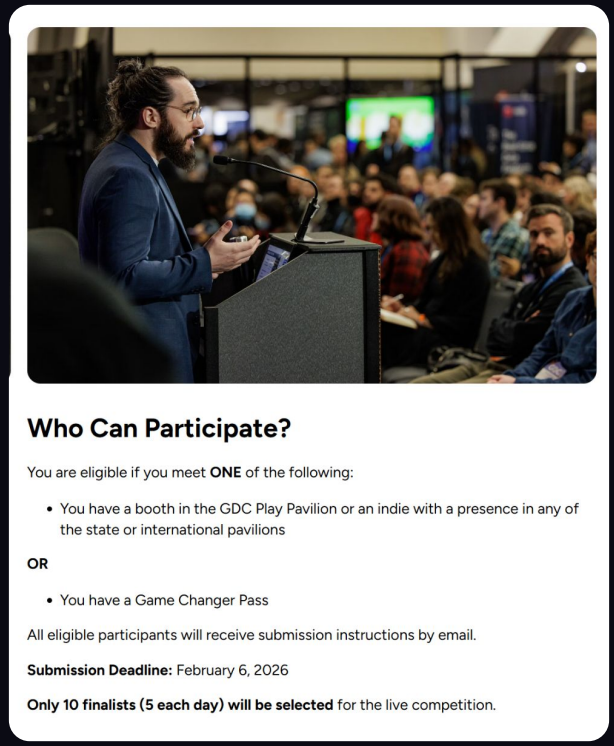
- Project website
- Discord community

Applying to GDC Pitch 2027



gdconf.com/gdc-pitch





WHERE / WHEN

GDC 2027 is Mar 1–4 · Academic pass $299 until Dec 11

OPEN

The ETC's is an educational-institution booth, not the Play Pavilion. Does it make us eligible, and is the 2027 booth confirmed? If not, the route is a $1,249 pass.

Some slides are held back

This is the public edition of an internal advisor deck.
Model comparisons, prompts, cost tables, architecture and unreleased design are withheld.

They are published in full in the A(i)dol Al game development playbook, December 2026.