Teaching Generative Graphics for Games

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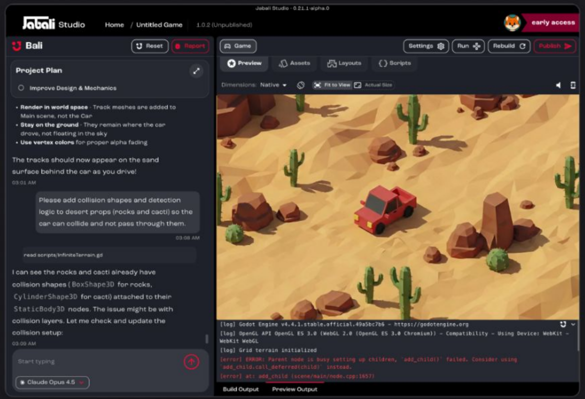
2026

Inspiration for this presentation



Stop Generating, Start Producing

Most AI tools stop at generation. Jabali is built for producing games.

Start with a playable prototype, then evolve it into a real game. Change mechanics, generate assets, refine systems, and expand worlds without breaking the game.

Jabali

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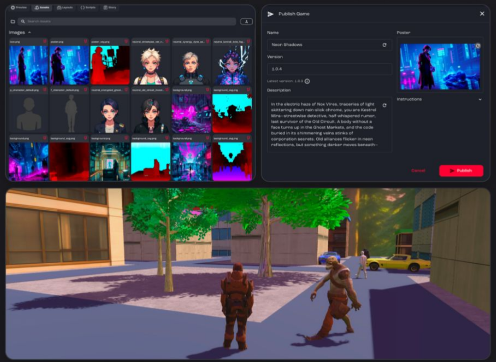
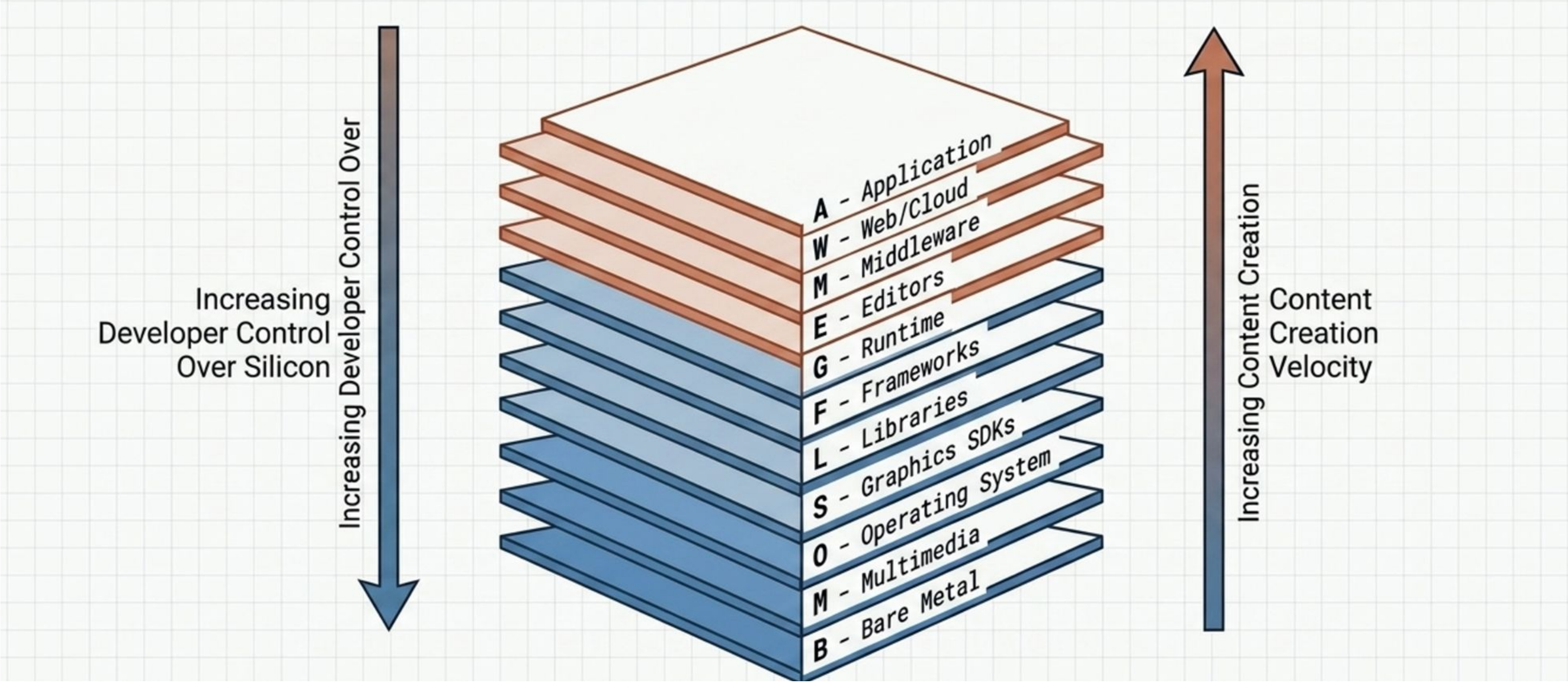


Iterate Until It's Right

Great games are discovered through iteration. Jabali lets you refine your game through structured changes and controlled improvements.

Tune mechanics. Adjust progression. Generate new assets. Improve systems. Each change builds on the last so your prototype evolves into something worth shipping.

The Spectrum of Game Engines



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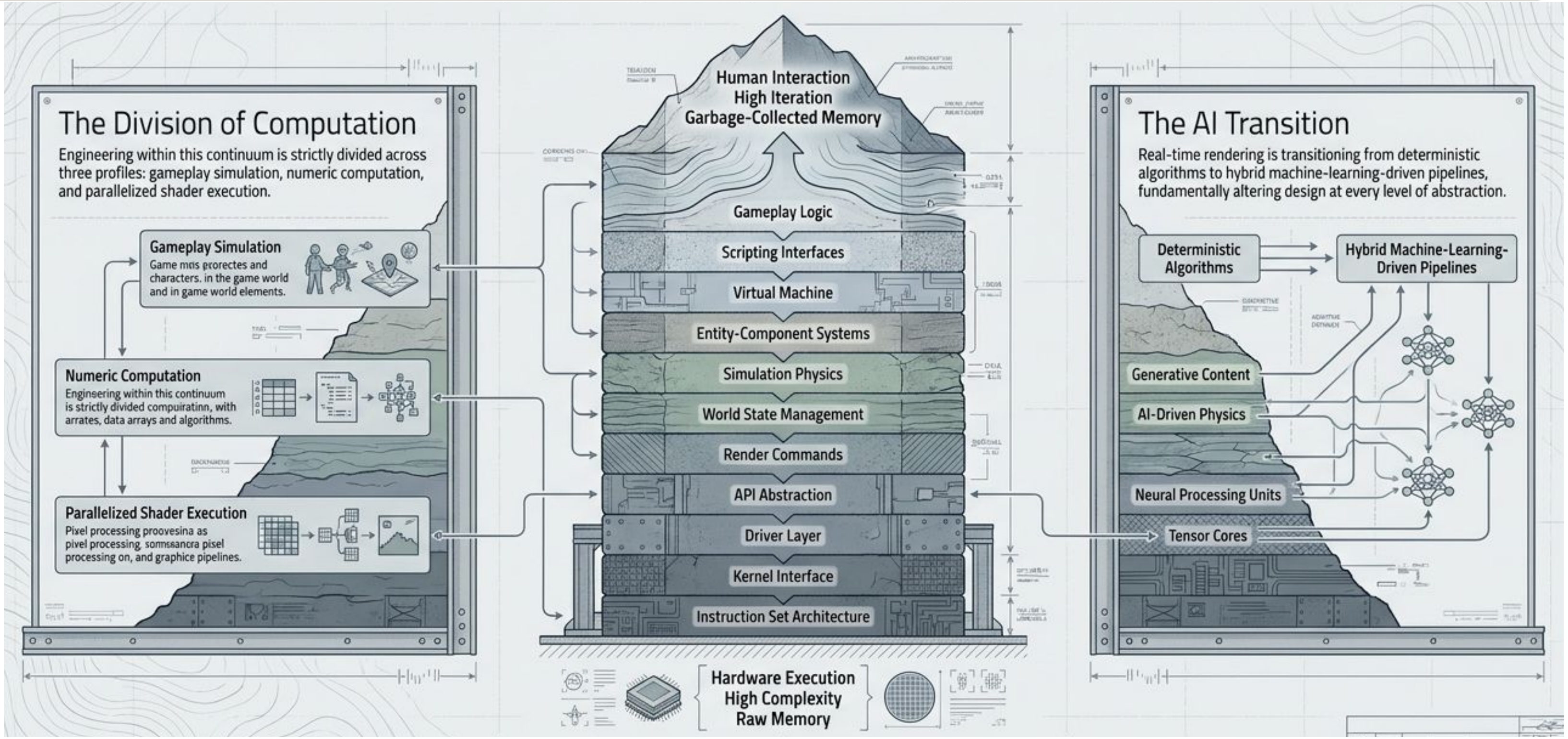
Credit: Adam Smith, UC Santa Cruz

Engine architecture perspective



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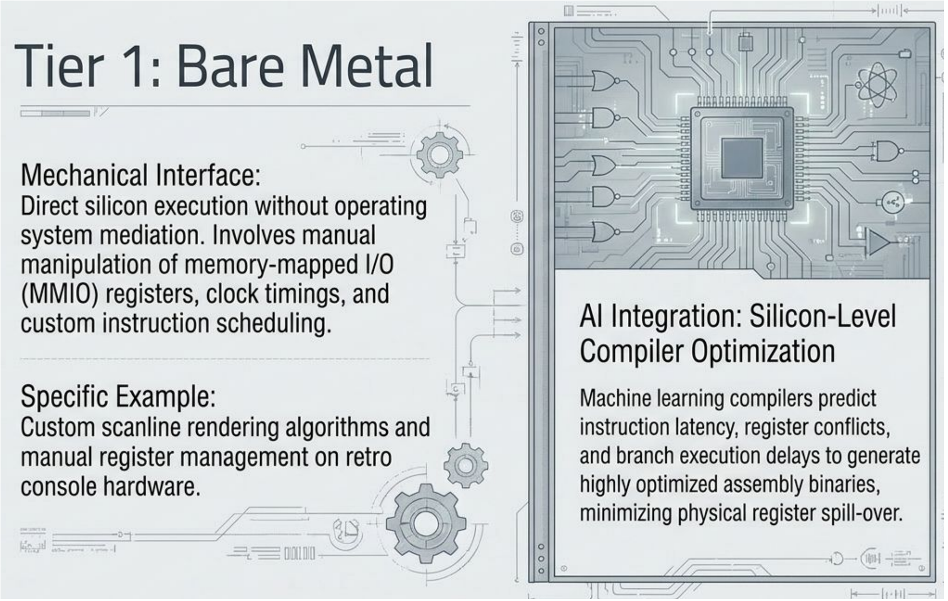
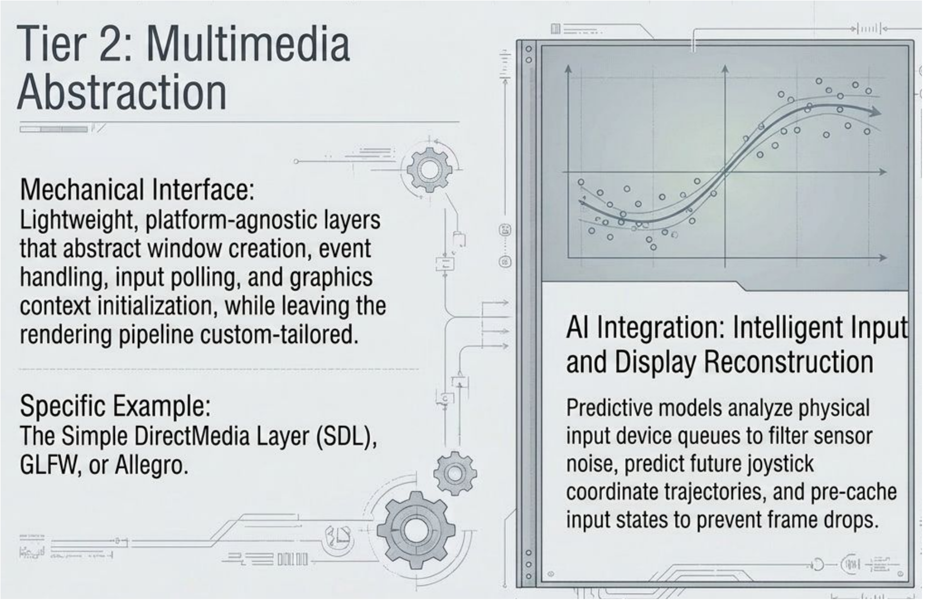
Examples of changes at different tiers





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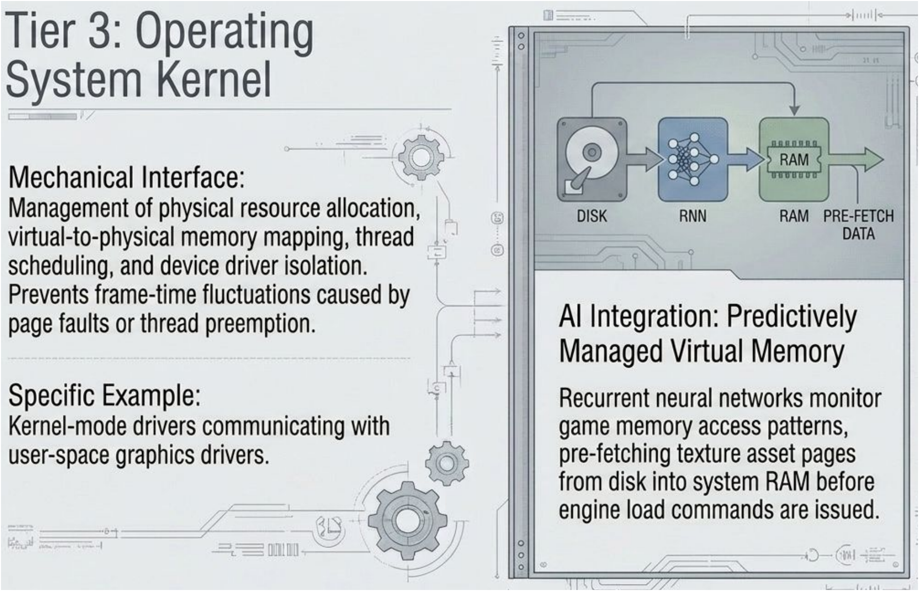
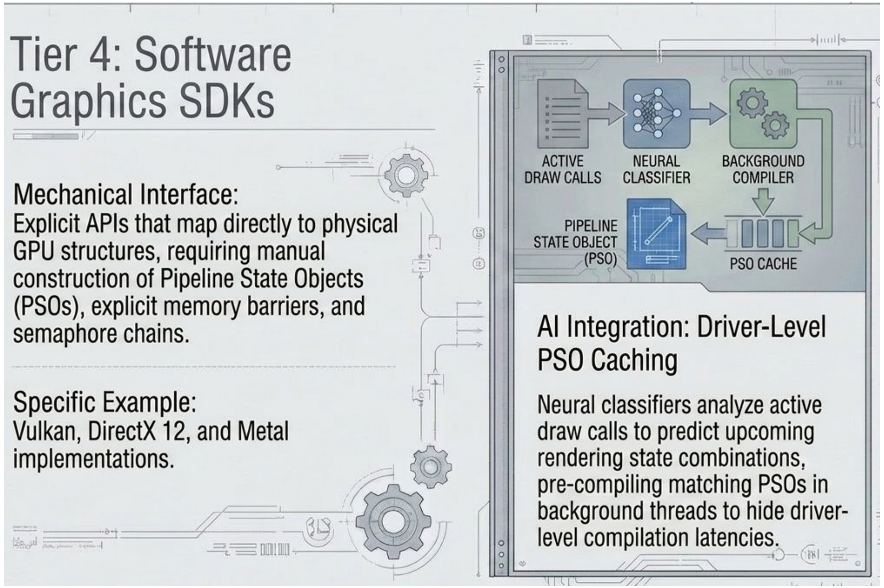
Low-level Graphics Tiers





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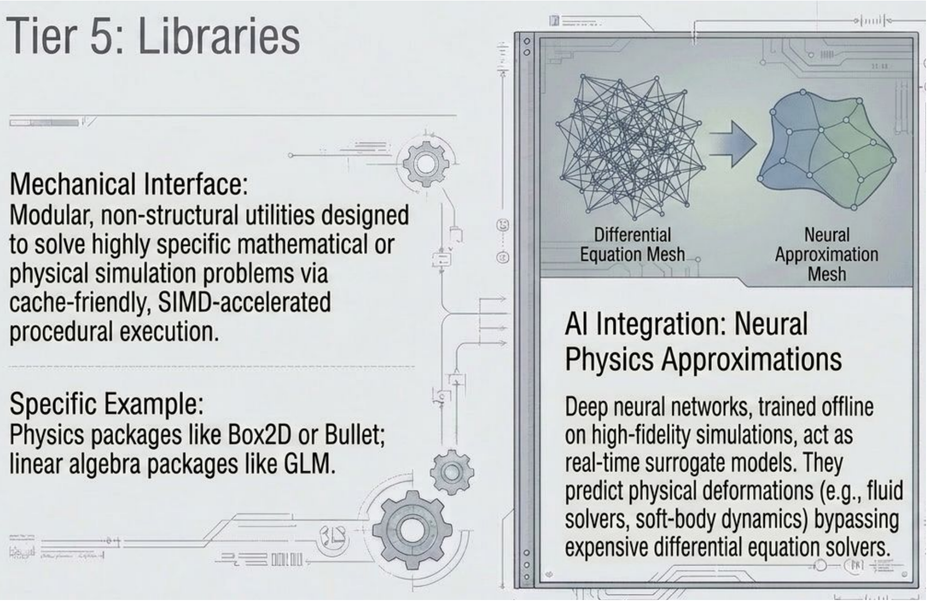
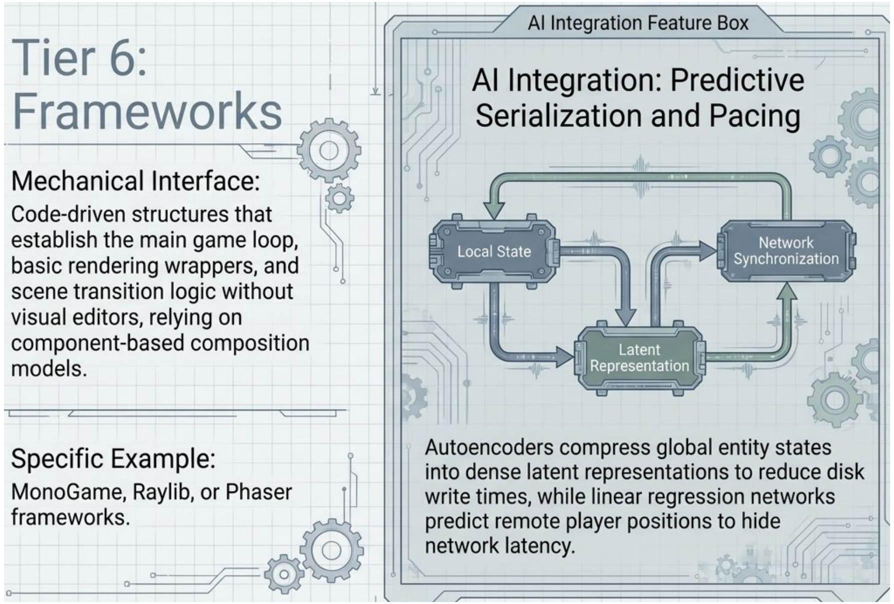
Specialized Libraries and Frameworks





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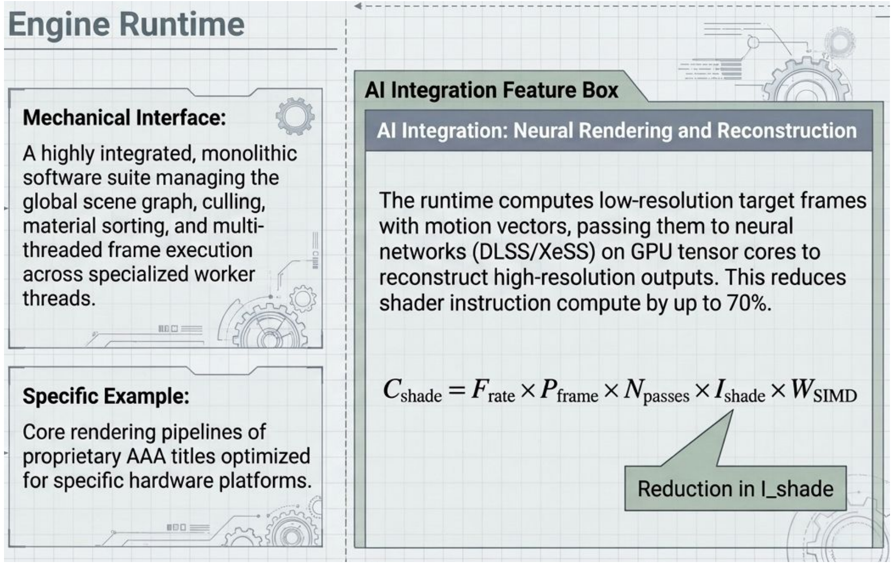
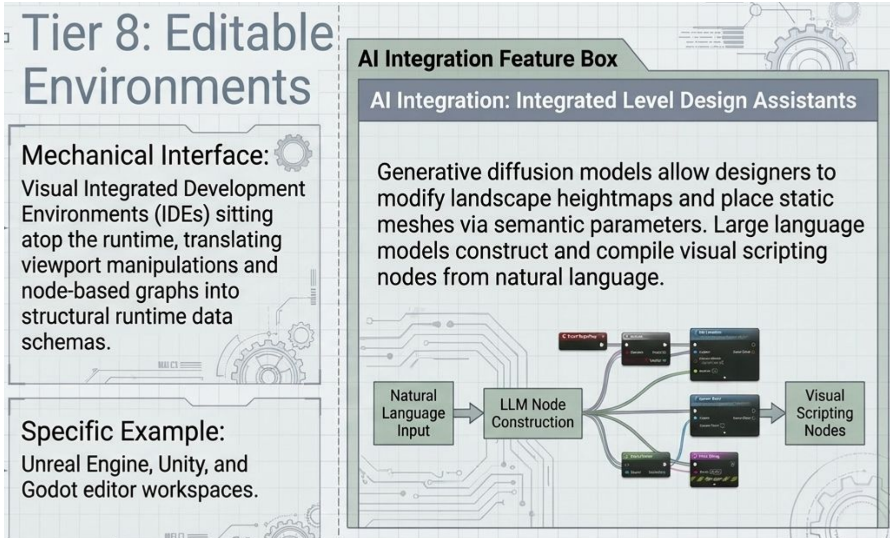
Engine Runtimes and Editor Environments





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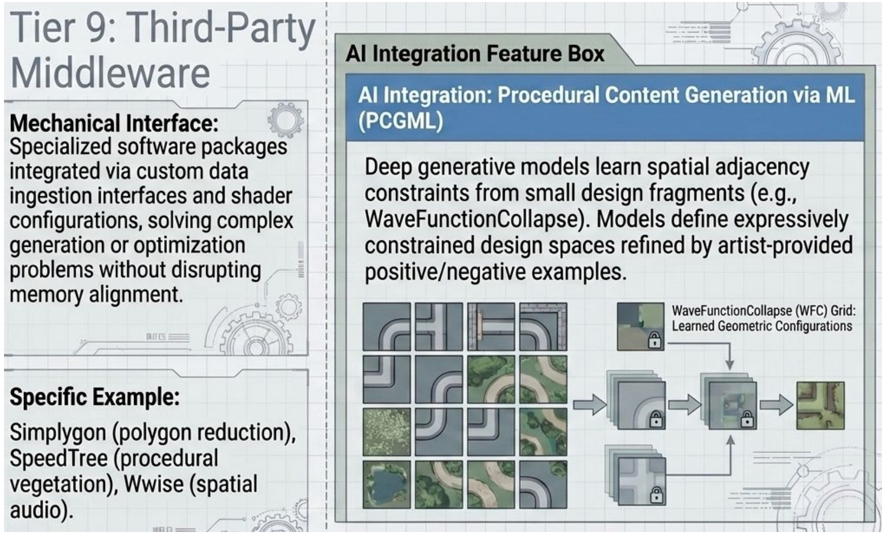
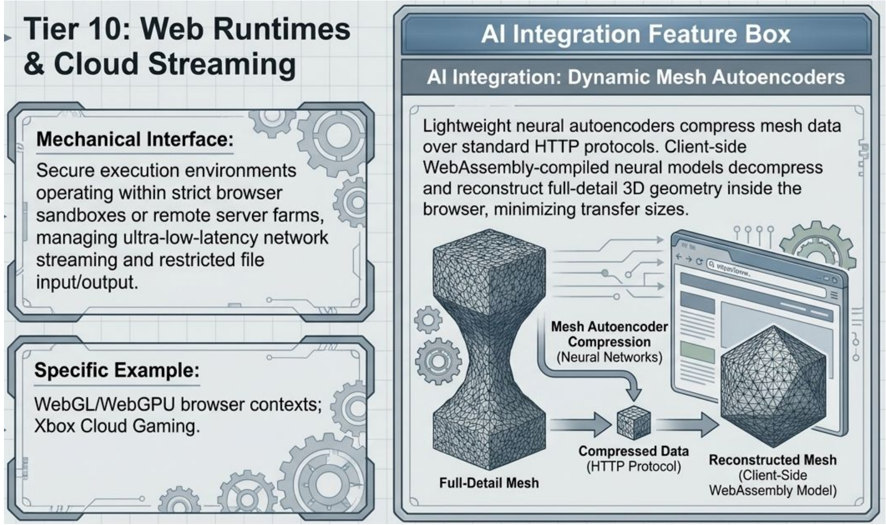
Middleware





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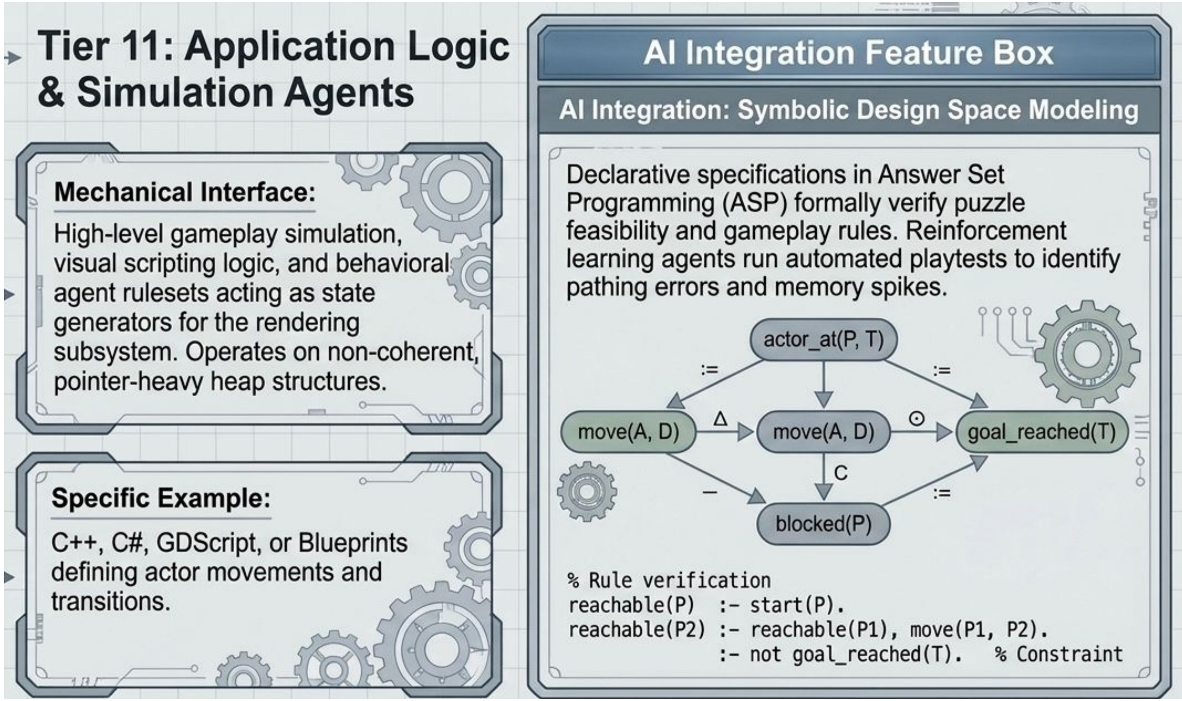
Gameplay systems and Effects



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Discussion: Audience/Panelist Perspectives

Assessment and Expectations

- What do individual portfolios look like for different positions?
- How rigorously do we educate (across the board) fundamentals? At what level are fundamentals now necessary to learn for all engine/graphics programmers?
- What are the gaps in educational content that need better organization from educators to keep the current workforce up to date and prepare incoming cohorts better.

Ethical questions

- How does the cost of (generative AI) tools drive access to a wider audience?
- How do we handle the balance between our curiosity to build and explore generative models and our autonomy and individual expression?
- In an educational setting, how to balance opposing perspectives on the ethical use of generative AI models?

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