



ForgeGIS Studio™

Where you see the Forge suite work — and shape it to your mission.

ForgeGIS Studio is the operator surface for the Forge suite. The engines do the work — GPU-accelerated compute, a spatial data catalog, and a natural-language control plane — but they expose only libraries and machine protocols. Studio is the browser workspace that puts a live map, a pipeline canvas, and a conversational agent in front of a person, so the suite's capabilities can be seen, run, and evaluated through one interface. It is not a general-purpose GIS desktop, and does not try to be one: it is a demonstration and operator surface, built thin over the engines precisely so it can be re-cut to a customer's workflow quickly.

1 host

Whole suite runs on a single workstation — loopback-bound, air-gap capable

3 engines

GPU compute, spatial catalog, and a natural-language agent behind one surface

R · V · M

Raster, vector & mixed pipelines — non-linear DAGs authored and run in batch

Compose pipelines by hand

A node editor where ForgeGIS operations become nodes. Raster, vector, and mixed raster-to-vector graphs — with branches and joins — are authored on the canvas, run, saved to a library, and replayed. Topology, not a single linear chain.

Run one, then run hundreds

The batch runner executes the same pipelines across a folder of inputs with per-tile VRAM pre-flight, a priority queue, and a CSV report — so a graph proven on one file scales to production without a memory surprise.

Let the agent drive the map

ForgeMind reads the map over chat and — through an authenticated bridge — places markers, draws overlays, and pushes reports onto the operator's own map. Its work persists as durable, named entities that survive a restart.

SALES

Built to be customized, fast

Studio is a thin surface over stable engines. Operations flow through from the ForgeGIS catalog automatically; workflows are saved artifacts, not code; the agent's on-map actions extend through a clean bridge. A customer engagement starts from a working suite and shapes the surface — the views, the palette, the curated workflows — to the task. The demanding work is already done underneath.

One machine, no network exposure

Studio is single-user and single-host by design. The HTTP surface binds to loopback; the agent reaches the map through a separate, token-validated door. The whole suite runs on one workstation — including on a disconnected network — with the security posture that makes that safe built in, not bolted on.

PROOF POINTS

Raster · vector · mixed. Non-linear DAGs across data types, authored on the canvas and run in the batch runner as one versioned artifact.

Windowed reads. Pull just the area of interest from the catalog — a canyon's worth of pixels, not a continental tile.

Durable agent work. Scene entities the agent places are backed by the catalog and survive a restart with their identities intact.

Part of the Forge suite

Studio is the operator surface over ForgeGIS, ForgeData, and ForgeMind. Bundled with the suite, never sold separately — its value is the engines made visible.

Scaling on the roadmap

Single-host today. Shared-GPU, multi-GPU, and pooled configurations are a stated direction — real work ahead in scheduling, isolation, and hosted security, built on a foundation designed to grow.

Evaluate the Forge suite — see it work on one machine. rich@seaglassfoundry.com

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