



ForgeGIS Studio™

The human-visible layer that makes the Forge suite one product, not three.

Three engines, one surface. ForgeGIS computes, ForgeData catalogs, and ForgeMind reasons — but each speaks only libraries and machine protocols. ForgeGIS Studio is the operator surface that unifies them: one browser workspace where data is loaded, pipelines are composed and run, and a natural-language agent acts on a live map. For a suite buyer, Studio is where the pieces become a coherent product an analyst actually uses — and the surface that your team can have shaped to its workflow without re-plumbing the compute beneath.

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

One session, many surfaces

The browser, the batch runner, and the agent all act within the same session over the same handles. The agent draws on the map the operator is looking at — not a copy. The suite behaves as one system because Studio makes it one workspace.

Data through one catalog

Studio reads through ForgeData rather than owning file I/O — one catalog and one extraction strategy across the suite. AOI-windowed reads, presence verification, and remote-source access come from routing through the catalog layer.

Work that persists

Named artifacts the agent places on the map are recorded as durable scene entities in the catalog — the source of truth, not session scratch. Restart the suite and the agent's cached handles still resolve. Work is not lost when the process cycles.

S U I T E

Why a dedicated operator surface

The engines are deliberately headless — libraries and MCP servers with no UI. That keeps each engine focused and independently deployable, but it means a person needs somewhere to stand. Studio is that place: the one component whose job is to make the suite usable and visible, so the engines never have to grow a UI each.

Customizable by design

Studio is thin over stable engines on purpose. New operations flow through from the ForgeGIS catalog automatically; mission workflows are saved artifacts curated as configuration; the agent's on-map actions extend through the studio-mcp bridge. Tailoring the surface to your program is composing known pieces — not building a platform — and Seaglass Foundry turns it around directly.

PROOF POINTS

Engine-first, surfaced once. Operations arrive from the ForgeGIS catalog and render as nodes automatically — new engine capability appears for free.

Versioned workflows. Pipelines are portable artifacts that ship with a deployment and replay faithfully on the canvas or in batch.

Single-host suite. Everything on one machine, loopback-bound, air-gap capable — the whole product evaluated without standing up infrastructure.

Bundled with the suite

Studio is the operator surface of the Forge suite and is not sold separately. Its value is realized with ForgeGIS, ForgeData, and ForgeMind behind it.

Built to scale outward

Single-host today; shared-GPU, multi-GPU, and pooled client/GPU configurations are a stated roadmap direction. The thin-surface-over-stable-engines design is the foundation that progression is built to grow from — with the hard work ahead named honestly, not shipped as a promise.

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