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Press Contact:

[Lauren Moulder](mailto:lauren.moulder@3lboxr.com)  
[lauren.moulder@3lboxr.com](mailto:lauren.moulder@3lboxr.com)  
<https://3lboxr.com/press/>  
[go.3lboxr.com](https://3lboxr.com/press/)

## 3lbXR Announces GroKit Core: Development Platform for Rapid XR Adoption

*Grok: To understand something intuitively or by empathy.*

Long Beach, CA (June 18, 2024)

3lbXR (/three-pound-xr/) announces the launch of GroKit (/grow-kit/) Core Development Platform at [AWE Conference](#) 2024 in Long Beach, CA. The platform is currently in Beta, and will be available to the public on October 21st 2024.

GroKit Core is a robust development platform with deep AI-integrations, rooted in 3lb's deep experience in XR development. GroKit Core is extendable, reusable, and easy to implement. Crafted with creators and enterprise clients in mind, its mission is to provide spatial computing professionals with a strategic, thoughtful, and sustainable immersive development platform.

GroKit Core Development Platform Highlights:

- Core Systems & libraries
  - Essentials: Interactables, Game and audio systems
  - Cutting edge features: Mixed reality, hand tracking, scene understanding and colocation
- Low-code rapid development and preconfigured starter components (GroBlocks)
- Cross-platform compatibility: Meta Quest, Apple Vision Pro, Pico, SteamVR
- Multimodel AI
  - Supports Meta, OpenAI, Gemini, Elevenlabs, Play.ht
  - Generation Text to Speech, Image generation and text generation
  - Recognition with speech and vision
- Networking support for Fusion 2.0 and Networking for Game Objects (NGO)
- Third Party software support:
  - XRIT
  - Readplayer Me

## Also announced at AWE 2024:

**Grokit** (/gräk-it/) gets a new update. **Grokit: Twilight Echoes**, the fourth content update for 3lb Games' multiplayer mixed reality, hand-tracking party game. [Full Press Release for Grokit's Twilight Echoes Update](#) [LINK](#)

3lb's cutting-edge development capabilities will be on display with a preview of Grokit's latest unreleased feature, utilizing the **Meta Quest's colocation technology**. Attendees can visit **Booth #801**, right next to the XR Hall of Fame, to experience the **Grokit Arena**.

Special thanks to our hardware partner [Zyber](#) for use of their head straps, battery packs, and chargers at the 3lb Booth.

The first DLC for **Grokit: Cancer Blaster**, will be released on September 1st 2024, in partnership with Children's Cancer Research Fund. The launch date aligns with Childhood Cancer Awareness Month and 100% of the DLC's profit will go towards childhood cancer research. The DLC was imagined with the help of kids and teens impacted by cancer. [Full Press Release for Grokit's: Cancer Blaster Partnership with Children's Cancer Research Fund](#) [LINK](#)

The 3lb Team is up for two Auggie Awards, **Best Indie Creator** (3lb Games) and **Best Game/Toy** (*Grokit*) and was selected for the AWE Start-Up Pitch Competition for GroKit Core.

## **About 3lbXR / 3lb Games**

3lbXR is a spatial computing content accelerator, built on the game development background of 3lb Games, an XR studio co-founded by Robin Moulder, specializing in XR video game and immersive experience development. Known for games such as Grokit, Space Dragon, and Vault of Stars, the company has been a key player in the XR ecosystem since 2016. They've launched titles on platforms like Meta Quest, SteamVR, Oculus Rift, and Pico, and have collaborated with various companies in different sectors. Notable partnerships include developing XR Workout, bringing Slime Rancher into VR, and creating VR applications for businesses like Henkel and Tucson Medical Center. In 2022, they launched 3lbXR, aimed at accelerating the XR ecosystem, and introduced GroKit Core in 2024, a spatial computing & AI platform.