

Proposal for Boundless Studios

Commercial framework: Art Creative Director and licensor of the Empathic Art App Engine and the Live Empathic Art Engine.

Prepared by Eyal Gever

For George Goldsmith, Active Chairman and Co-Founder, Boundless Studios

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Confidential

Cover Note

George,

This proposal formalizes our conversation to date and the work we have already done together.

My next chapter is building full-scale, biosignal-responsive sanctuaries in the lineage that runs through Serra, Turrell, and Rothko: artists who did not depict space, perception, or emotion, but constructed the conditions under which the viewer's body registers them as physical fact. Serra made space palpable. Turrell said perception becomes the object; seeing yourself seeing. Rothko made emotion palpable. My work extends this lineage one step further. In Empathic Art, the work itself senses the viewer, responds to the viewer, and forms a live feedback loop with the viewer's inner state. Feeling yourself feeling. This is not interactivity. It is resonance: two living systems, one biological and one computational, each shaping and being shaped by the other. It is, I believe, a new art form for the age of AI, and I named it: Empathic Art, and the movement it belongs to, Empathicism.

Boundless is the partnership that lets this art form exist at the scale it deserves. The science and clinical grounding and the neuroscience expertise. The musical language and the musicians Boundless is convening. The operational reach, the capital, and the market to place the work in front of audiences that matter. What I bring is the art: three decades of practice, a defined artistic movement exhibited, a deep contemporary visual investigation of emotions, and two working engines ready to power it. What Boundless brings is everything a single studio cannot build alone. Neither of us reaches this on our own. Together we do.

That is why I want to build this with you. And I believe it is why you want to build it with me.

The main terms are on the following pages.

Eyal

Executive Summary

One role, three product tracks, two engines, one agreement. As Art Creative Director I lead the visual layer across the Boundless App, the Boundless Sanctuaries, and Boundless-branded Live Wellness Productions. The Empathic Art App Engine (WebGL / WebGPU) powers the App. The Live Empathic Art Engine (the hyper-re-active platform in Unreal Engine) powers the Sanctuaries and Live Wellness Productions. Fifteen App styles delivered, ten more in development. Eight immersive worlds ship with the Live Engine.

Shape. Upfront cash is deliberately modest. Value is built through recurring license, equity, and revenue share across the three defined wellness categories. The IP position keeps the platforms with me and licenses them cleanly to Boundless.

One agreement, both engines. Signing both engines together is what lets me hold the studio capacity, the Unreal engineering team, and the six-month Sanctuary planning horizon, and what keeps the Boundless artistic vision coherent from App to Sanctuary from day one.

Deal at a Glance

The Role

Role	Art Creative Director, alongside Dominic Miller as Music Creative Director
Art Creative Director retainer	€12,000 per month (10 to 12 hours per week)
Equity	3.0 percent fully diluted , 4-year vest, 1-year cliff, 6 months pre-vested
Credit	Art Creative Director, in perpetuity
Advisory Board	Seat welcome, alongside Ole Obermann and Ed Bolton, if Boundless wishes. Not a condition of this proposal; discussed separately.

Track A. Boundless App

Powered by the Empathic Art App Engine (WebGL / WebGPU).

Signing (App track)	€70,000 on execution, for the App Engine and Empathic Art work delivered to date and through app launch. €50,000 net to me after a third-party introduction cost payable by me from the signing amount.
App Engine recurring license	€10,000 per month , 18-month minimum guaranteed
Revenue share on app subscriptions	3 percent net

Track B. Boundless Sanctuaries

Powered by the Live Empathic Art Engine (hyper-re-active platform in Unreal Engine).

Live Empathic Art Engine upfront	€100,000 upfront , payable when sanctuary or Live Wellness Production development begins.
Live Empathic Art Engine recurring license	€16,000 per month , 18-month minimum guaranteed. Single license covers Tracks B and C.
Revenue share on sanctuary revenue	10 percent net

Track C. Boundless-branded Live Wellness Productions

Also powered by the Live Empathic Art Engine.

Live Empathic Art Engine license	Same license as Track B. No additional platform fee.
Revenue share on live wellness productions	8 percent net

Across All Tracks

Future revenue categories	New Boundless products or services that use my IP, beyond the three tracks above. Fair revenue share and credit, negotiated at the time.
Buyout	Full buyout of the Empathic Art App Engine and the Live Empathic Art Engine, together or separately, open for discussion at any time
Term	Auto-renewing, 90-day notice for convenience
First payment	Within 14 days of countersignature

Part I. Deal Terms

1. Role

Art Creative Director (ACD) of Boundless Studios, alongside Dominic Miller as Music Creative Director. External collaborator, not an employee, not on the Board of Directors (BoD).

Empathic Art is the visual layer of Entropics, integrated as the front end of the Chaos Engine, per the Boundless Entropics Executive Summary and the internal Chaos Engine deck.

Named alongside Refik Anadol, Max Richter, Ólafur Arnalds, and Nils Frahm in press, decks, and fundraising materials, per the Boundless Studios Brand Guidelines.

2. Art Creative Director Retainer

€12,000 per month, paid monthly.

- Time commitment: **10 to 12 hours per week** of ongoing creative direction and advice across Boundless. Weekly check-ins, quarterly strategy reviews, brand governance, review and steering of App development, and ongoing collaboration with the Boundless team.
- Term: 12 months initial, auto-renewing 12-month periods thereafter unless either side gives 90 days' notice.

3. Signing Payment (App Track)

€70,000 signing on execution of this agreement, for the App Engine and Empathic Art work delivered to date and through app launch.

- A **third-party introduction cost** is payable by me from this signing amount, leaving **€50,000 net** to me. One-time, on the signing amount only.

4. Empathic Art App Engine Recurring License

Grants Boundless exclusive worldwide use of the Empathic Art App Engine (WebGL / WebGPU) in the emotional-wellness-app category.

- **€10,000 per month** license fee.
- **18-month minimum guaranteed payment.** Early termination by Boundless triggers immediate payment of the balance.
- **Included at signature:** the App Engine, the UI / UX layer, and the fifteen Empathic Art styles per Schedule A. Ten additional styles are in development. Target cadence in year one post-launch is three new styles per quarter, or otherwise agreed on a release schedule.
- **Not included:** new-generation App versions, major feature releases, ongoing engineering support, and Quality Assurance (QA). Boundless's responsibility, handled under Section 8.
- **Term:** runs until buyout under Section 12 or 90 days' written notice by either side.

5. Live Empathic Art Engine

The Live Empathic Art Engine is the hyper-re-active platform in Unreal Engine that I have built over three years. It generates real-time empathic responsive art driven by biosignals, sound, and presence. Boundless licenses it for two uses only: physical Boundless sanctuaries with real-time empathic responsive visual art, and Boundless-branded Live Wellness Productions with real-time empathic responsive visual art. One engine, one aesthetic system, eight immersive experience worlds as a starting foundation. All other uses are reserved to me under Section 9.

Boundless sanctuaries means physical multisensory environments produced by Boundless and marketed under the Boundless brand, in which viewers experience real-time empathic responsive visual art driven by the Live Empathic Art Engine.

Live Wellness Productions means ticketed live wellness experiences produced by Boundless and marketed under the Boundless brand, in which audiences experience real-time empathic responsive visual art driven by the Live Empathic Art Engine: today, wellness concert productions and deep listening

sessions, and any natural evolution of these formats.

Part A. Upfront payment.

€100,000 upfront for access to the Live Empathic Art Engine, its architecture, the existing artworks, and the eight immersive experience worlds, scoped to sanctuaries and Live Wellness Productions. Payable when sanctuary or Live Wellness Production development begins, whichever comes first.

Part B. Recurring license.

- **€16,000 per month** flat, worldwide, one license covering both sanctuaries and Live Wellness Productions.
- **18-month minimum guaranteed payment.** Early termination triggers immediate payment of the balance.
- **Not included:** new bespoke sanctuary art, new Live Wellness Production activations, engine feature work, integration, engineering support, and QA. Boundless's responsibility. My studio holds the Unreal, real-time rendering, and biosignal-integration expertise and can lead any of these as commissioned work under Section 8.

Improvements to the Licensed Platforms. Improvements Boundless makes during the term flow back to me on a perpetual, royalty-free, non-exclusive, worldwide basis for use in my reserved rights under Section 9. Boundless keeps what it builds. I keep the freedom to carry the refined platforms into my institutional art practice. Survives termination.

6. Equity

Equity attaches to the Art Creative Director role, not to any individual license. 3.0 percent fully diluted common stock. Four-year vest, one-year cliff, monthly thereafter. Six months pre-vested on signature. Double-trigger acceleration on change of control.

7. Revenue Share

Additive to retainer and license. Paid quarterly. "Net" means gross received by Boundless minus directly attributable third-party fees (app-store, ticket platform, venue partner, payment processing).

Sanctuary revenue	Boundless sanctuaries as defined in Section 5. 10 percent of net.
Live Wellness Production revenue	Wellness concert productions and deep listening sessions, using my real-time responsive art. 8 percent of net.
App subscription revenue	3 percent of net.

Future revenue categories within wellness. Any future Boundless revenue category within the wellness field that uses my IP, art, or technology entitles me to a fair revenue share and credit, negotiated at the time.

8. Project Briefs

Retainer and recurring licenses cover ongoing creative direction and platform use. Intensive development work is handled through project briefs, on top of the recurring licenses, each with its own scope, timeline, and budget agreed in writing before work begins:

- **New bespoke sanctuary projects.** Design, adapted deployments, and replicated installations. Budget per venue.
- **New-generation App versions.** Next-generation releases, major features, or intensive product-development work on the App. Budget per version.
- **Additional Empathic Art styles for the App** beyond the release schedule in Section 4. Budget per style.
- **Live Wellness Production activations.** Visual direction and production for concert productions, deep listening sessions, and any other Live Wellness Production format. Budget per show, session, series, or residency.

9. Intellectual Property and Artistic Practice

Ownership. The Empathic Art App Engine (WebGL / WebGPU), the Live Empathic Art Engine (the hyper-re-active platform in Unreal Engine), all visual styles, generated outputs, brand vocabulary, and my artistic language remain my sole property. This agreement grants Boundless a defined license within the three wellness categories in Sections 4 and 5. Anything not expressly granted there is fully mine.

Reserved rights. My independent artistic practice outside the three licensed categories continues without restriction. This includes solo exhibitions, museum and gallery work, biennales, art fairs, live music and DJ collaborations, nightclub and concert visuals (including HyperScape at Club Chinois Ibiza), non-wellness commercial commissions, and any other use of my platforms, styles, or aesthetic language outside the three categories.

Non-compete. I have no intention of competing with Boundless in the wellness market or the wellness technology market during the term. Specifically, I will not work with a direct head-to-head competitor of Boundless within the three licensed categories defined in Sections 4 and 5. Everything outside those three categories, including my institutional art practice, remains open.

New joint work. Work I create specifically for use inside the three licensed categories is owned by Boundless, with credited authorship to me and portfolio-inclusion rights. Moral rights of attribution and integrity are retained.

Voice, likeness, and quotes. Non-exclusive, worldwide, royalty-free license to Boundless to use my name, likeness, voice, and agreed quotes in marketing and PR for the three licensed categories, for the term and a reasonable post-term tail. My own use in my artist practice is unrestricted and in perpetuity. Boundless will not register or trademark any of my artist quotes or thesis language.

10. Credit and Attribution

Boundless publicly credits me as **Art Creative Director** in perpetuity on: the website's team and about pages; fundraising and investor materials referencing the artistic direction of Empathic Art; press and Public Relations (PR) materials referencing the artistic origin; source-code attribution in the empathic-art repository ("originally created by Eyal Gever"); and signage and print materials for sanctuary installations built during my engagement. Credit survives termination.

Mutual credit in my institutional art practice. Where my reserved-rights work under Section 9 uses Boundless-made improvements to the Licensed Platforms, I credit Boundless (for example, as technology partner) using language agreed with Boundless. Boundless may reference the exhibition in its own marketing and investor materials with reasonable coordination. Every museum wall, biennale catalog, and institutional stage that carries the Empathic Art Engine places Boundless in rooms marketing cannot buy its way into.

11. Expenses

Each project brief under Section 8 carries a single agreed budget covering creative direction, technical implementation, fabrication, hardware (which becomes Boundless property), installation, travel, and any other production expenses required to deliver the work.

Outside a project brief, Boundless reimburses reasonable, pre-approved expenses at cost, monthly, against receipts within 30 days.

12. Buyout

Recurring is the quickest way to sign a full agreement and move together into the October 10 launch. It covers both engines from day one and keeps the buyout conversation open on either side, at any time. A full buyout of either engine, or both, can be opened whenever Boundless is ready. Any buyout leaves the equity in Section 6 and the revenue share in Section 7 intact, unless separately renegotiated.

13. Termination and Wind-Down

- **Termination for convenience:** 90 days' written notice by either side. If Boundless terminates, three months' severance covering the retainer and both recurring licenses, plus any unpaid balance on active 18-month minimum guaranteed payments under Sections 4 and 5.
- **Material breach:** 30-day cure period before termination for cause.
- **Change of control:** double-trigger equity acceleration per Section 6.

If we part ways without a full buyout under Section 12:

- Boundless's license to use my platforms in the three licensed categories ends for new work; a limited wind-down license keeps App users, sanctuary visitors, and Live Wellness Production audiences from being cut off overnight, on terms handled in the definitive agreement.
- Vested equity stays mine; unvested equity stops vesting.
- My IP returns fully to me.

14. Signature

Countersigned by Boundless Studios and Eyal Gever. First retainer, signing amount, and any first-month license charges payable within **14 days of countersignature**. Definitive long-form agreement to be finalized within 45 days of countersignature on the terms above.

Schedule A. Licensed Assets at Signature

Contract exhibit to the agreement between Boundless Studios and Eyal Gever. Lists the Empathic Art styles, engine components, and existing artworks included in the license grants under Sections 4 and 5 at the date of signature.

1. Empathic Art App Engine (App Track)

The full WebGL / WebGPU platform for use in the emotional-wellness-app category, ready to integrate with the Boundless App.

1.1 Codebase

- Empathic Art application repository, source code and documentation.
- WebGL and WebGPU rendering pipelines.
- Biometric input integration layer (Muse EEG headband, heart rate, breath, and generic biosignal input hooks).
- Style-switching architecture and real-time responsive art engine.
- Audio-reactive shader system.
- Deployment and build tooling.

1.2 Fifteen Empathic Art Styles Delivered

Each style is a complete, tested, biosignal- and audio-responsive visual system. Names listed below are working titles; final release names to be agreed with Boundless.

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|--------------------|---------------------|
| 1. Aurora Bloom | 9. Nebula Whirlpool |
| 2. Cathedral Light | 10. Ocean Pulse |
| 3. Deep Field | 11. Rothko Fold |
| 4. Ember Drift | 12. Silk Weave |
| 5. Fractal Breath | 13. Solar Wind |
| 6. Glacier Bloom | 14. Turrell Field |
| 7. Ink Bloom | 15. Void Bloom |
| 8. Liquid Gold | |

1.3 Ten Empathic Art Styles In Development

Ten additional styles are in active development, delivered on the release cadence in Section 4.

2. Live Empathic Art Engine

The full hyper-re-active platform in Unreal Engine, scoped per Section 5 of the main agreement. Ready to integrate with a first sanctuary lab version and with the first Live Wellness Production when development begins.

2.1 Engine

- The hyper-re-active platform (in Unreal Engine), source code and project files.
- Real-time biometric-responsive rendering pipeline (multi-viewer input, spatialized).
- Spatial audio integration layer.
- **Modular audio-reactive scape architecture**, including Sky, Time-of-Day, Colors-in-the-Clouds, Liquid Sculptures, Shader-driven Audio Reactive materials, AI-driven autonomous characters and animals, motion-capture input, and live-DJ or performer integration. Composable across scapes.
- **Interoperates with the industry-standard live-production stack:** Unreal Engine, Notch, NVIDIA GPU rendering, Smode and disguise media servers, DMX lighting control, professional sound systems (L-Acoustics-class), and transparent-LED or large-scale projection surfaces.

- Physical-installation calibration tools (projection mapping, LED-wall configuration, acoustic and lighting alignment).
- Live-performance production toolset (stage, tour rig, and multi-scene control), for use in Live Wellness Productions under this agreement.
- Sample-installation reference project (as tested during development).

2.2 Existing Artworks, Immersive Worlds, and Aesthetic Systems

- Reference artworks and aesthetic systems developed on the engine.
- **Eight hy-per-re-ac-tive scapes ready as a starting foundation** for physical sanctuaries and Live Wellness Productions: BEACH, DEEP, CAVE, FALLS, JUNGLE, BLOOM, OASIS, and SPACE. Each scape is a complete audio-reactive world built on the modules above.
- Motion, color, and behavior libraries that inform the visual language of a first bespoke sanctuary and the first Live Wellness Production activation.

3. Documentation and Handover

- Technical documentation and integration guides for both platforms.
- Creative Director notes on aesthetic direction and brand vocabulary across App, sanctuary, and Live Wellness Productions.
- Handover materials for Boundless product, engineering, and marketing teams.

4. Attribution on Countersignature

Signed IP attribution ("originally created by Eyal Gever") added to the empathic-art repository and to the Live Empathic Art Engine project files on countersignature, the same date Boundless receives the license grants under Sections 4 and 5.