

ABOUT ATOM EONS

Engineering, narrative, interface, sound, and research treated as one material.

CREATE THE NEVER EXISTED

STUDIO PROFILE / 2026

01 THE NEVER EXISTED

Atom Eons is an independent creative technology studio founded on a simple position: new tools should make new kinds of experiences possible-not merely accelerate old templates.

Atom McCree is a 42-year-old creative with 25 years in the creative arts, now merging art and AI to create the never existed.

02 WHAT WE MAKE

Atom Eons works across cinematic web experiences, agent-native commerce, interactive archives, games, cultural systems, and practical AI infrastructure. The studio treats engineering, narrative, interface, sound, and research as one material.

03 HOW WE WORK

Every project begins with a human feeling and ends with evidence. We prototype boldly, keep safety and privacy boundaries visible, preserve rollback, and distinguish working systems from simulations. AI is a collaborator inside an authored practice, not a substitute for taste or responsibility.

04 AE BRAWL

AE BRAWL demonstrates that philosophy. It starts with a familiar local search problem and reframes it as a one-night cinematic ride. It uses original art and interaction to create emotion, Google Places to connect the experience to legitimate venues, and LeadMCP to show how agents can settle a private, expiring referral.

05 CONTACT AND CONTINUATION

The Build Week entry is a competition demonstration and technical proof. Future partnerships would focus on verified venues, safe trial-session inventory, provider-neutral settlement, and responsible expansion into other forms of perishable local capacity.