

COEY Introduces Console Kit: Bring Authentic Retro Video Generation to GroundSlat

ORLANDO, FL, UNITED STATES,
September 28, 2026 /

EINPresswire.com/ -- EY today announced [Console Kit](#), a major update to [GroundSlate™](#), its AI-powered desktop video studio. GroundSlate gives creators a local workspace where AI models can generate and edit complete video projects through plain-language prompts. With the introduction of Console Kit, GroundSlate now allows connected AI models like Claude, ChatGPT, and Gemini to generate

authentic retro-style gaming visuals and audio by enforcing the actual hardware limitations of 16-bit, 32-bit, 64-bit, and 128-bit gaming era, retaining the look of the time while still allowing 4K video output. The feature is available immediately as a free update for all GroundSlate users.



16 Bit video game sample from GroundSlate Console Kit

“

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Ted Murphy

GroundSlate functions as a high-performance creative engine on macOS, turning structured prompts into fully rendered video projects. Console Kit builds directly into this environment, helping AI agents transform simple text descriptions of gameplay, environments, user interfaces, and audio into era-accurate video assets. Rather than generating video as an uncontrolled approximation, GroundSlate coordinates AI generation within rigorous console-specific frameworks, producing polished footage ready for immediate editing or export.

Four Classic Eras, Built on Authentic Technical Limits

While post-processing filters simply overlay fake scanlines or pixelation onto modern footage, GroundSlate's Console Kit enforces true generation-level rules during rendering. Each profile constrains geometry, memory, palette sizes, and sprite behaviors to reflect historical hardware precisely:

16-Bit Era: Restricts output to 256-color palettes, strict tile maps, and multi-layer parallax scrolling. Sprites can flip vertically and horizontally, but rotation and modern color gradients are strictly barred, reproducing the distinct look of classic cartridge titles.

32-Bit Era: Emulates early 3D graphics capped at 4,000 triangles per frame. Key visual artifacts like vertex snapping, texture warping, and period-accurate color dithering are preserved to capture the raw feel of first-generation 3D hardware.

64-Bit Era: Models early hardware-filtered 3D graphics up to 6,000 triangles per frame. Outputs honor 4 KB texture memory boundaries, distance fogging, and subtle geometry smoothing characteristic of late-90s consoles.

128-Bit Era: Supports dense 3D scenes up to 100,000 triangles per frame, alongside mipmapped texturing, specular highlights, environmental reflections, and smooth fluid animation.

Real-Time Boundary Enforcement: When a user or AI assistant requests an effect or element beyond the selected era's capabilities, GroundSlate flags the conflict and suggests era-appropriate alternatives, keeping content grounded in historical accuracy.

Deterministic Rendering Pipeline: Because scenes are constructed through fixed rules within GroundSlate rather than random generation, visual assets remain consistent across multiple takes, edits, and projects.

A Sound Chip for Every Era

To complement the visuals, Console Kit integrates dedicated audio hardware profiles into GroundSlate. The system models physical sound chips across each era, ranging from 8-voice FM synthesis with 64 KB sample memory to 64-voice polyphony with hardware reverb and chorus. Pitch shifting, channel limits, and memory constraints mirror physical hardware behavior, preventing impossible audio setups while giving creators original chiptune and retro soundtracks that match their video precisely.

Expanding Creative Horizons for Creators, Studios, and Brands

By embedding Console Kit directly into GroundSlate, [COEY](#) unlocks expansive new workflows across digital media production. Independent creators can craft full-length retro music videos, dynamic channel overlays, and original animated web series without needing manual pixel animation or game engine programming. Game developers can generate high-fidelity cinematic teasers, mock up UI concepts, or produce era-authentic commercial spots in minutes during early pre-production.

For marketing agencies and commercial brands, Console Kit offers a fast, compelling way to tap into gaming culture and nostalgic aesthetics. Marketing teams can rapidly produce targeted social video campaigns, retro arcade commercial interstitials, interactive event visuals, and branded digital experiences inside GroundSlate - delivering authentic aesthetics that resonate with audiences while drastically reducing turn-around time and production overhead.

"When you pair GroundSlate's rendering environment with leading language models like Claude or ChatGPT, the speed of ideation changes completely," Murphy added. "Creators and creative

teams can outline a concept, script a sequence, adjust lighting and cameras, and render finished video content in a single smooth session."

Availability

Console Kit is included in GroundSlate, available now as a free update for Apple Silicon Macs with at least 16GB of unified memory. GroundSlate connects with AI models via the Model Context Protocol (MCP), supporting integration with Claude, ChatGPT, Cursor, Gemini, and other compatible assistants.

To get started with Console Kit for free, visit coey.com.

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