

LINEARK

THE OPERATING PLATFORM FOR EMBODIED INTELLIGENCE

A full-stack robotics and AI company building the systems through which intelligent machines are deployed, trained, connected, and improved. Live today, and converting every deployment into proprietary data and platform infrastructure.



ARCHITECTURE

SCL	Live teleoperated humanoid robot combat league. First commercial application, deployment environment, and data acquisition engine.	LIVE
LINEARK Labs	Technology and R&D division. Robot programming, motion intelligence, video-to-motion, data systems, simulation, and embodied AI.	IN DEVELOPMENT
LINEARK Grid	Distributed machine identity, communication, data provenance, and fleet coordination infrastructure.	RESEARCH
LINEARK Core	The shared foundation. Data, software, AI, motion libraries, and intellectual property preserved at the parent level.	FOUNDATION

CURRENT LIVE PRODUCTS

SCL · SEASON 1 NEW DAWN

The arena is live

Combat athletes pilot full-sized humanoid robots in live arena matches across a five-city APAC circuit. Every fight builds audience and media value, and captures adversarial movement data no lab can stage.



Robots are the spectacle. Pilots are the emotion. Data is the moat.

BRAINDANCE · VIDEO TO MOTION

The data engine is demonstrated

BrainDance converts ordinary video into deployable robot motion, executed on physical humanoids (Unitree G1, EngineAI T800) with zero manual correction. Any suitable video becomes data supply.



Footage to robot motion. Demonstrated on two platforms.

DIRECTIONAL ROADMAP

