

# Dimensions

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**Digital environments were built for productivity, not humanity.**

In the physical world, people express identity through art, clothing, furniture, cars, and silly keychains. Digital spaces offer few equivalents beyond wallpapers. Despite the decreasing cost of software and the increasing fractionalization of culture, our digital environments remain uniform. A Wall Street Banker, a Tibetan Buddhist Nun, and a Senegalese Schoolboy all live within the same desktop and grid metaphors, not because they share intentions or tastes, but because the system provides no alternatives.

## Trend Convergence

**Information abundance.** AI drives the cost of information (ideas, media, software, or any combination thereof) creation toward zero.

**Digital environments become living spaces.** Autonomous agents will dominate knowledge-based industries. Humanity will then reallocate its time from occupying today's digital workplaces towards new digital venues for education, entertainment, culture, and identity expression.

**Digital ownership infrastructure.** Blockchain provides the infrastructure for scarce, ownable, and tradable digital assets, as well as microtransactions and secondary markets. This foundation makes it possible to treat atomic units of information as cultural goods rather than features inside larger applications.

The same forces that built fast fashion and trendy pop-up restaurants will soon apply to software and interface.

**As creation becomes trivial, value is derived from curation, scarcity, and cultural hype.**

## The Product

Dimensions is the infrastructure for creators to design, build, package, distribute, and profit from hyper-customized digital spaces for niche communities. Dimensions enables three layers of activity:

- **Creators** produce artifacts using natural language and/or code. They combine media, functionality, and aesthetic components into complete digital objects.
- **Curators** package these artifacts, web-apps, and any other desired content into microbrowsers: self-contained digital experiences for communities or intentions.
- **Consumers** fill their digital worlds by purchasing the environments and objects that resonate with them, creating personalized collections of functional and cultural artifacts.

Because microbrowsers enable the curation (and customization) of public websites/webapps (along with other information types), Dimensions acts as a distribution layer for the web.

## Distribution Strategy

**Distribution comes from turning microbrowsers into viral digital objects.** Initial focus is on chronically-online communities, starting with anime, due to its clearly defined aesthetic and centralized community hubs. Daily microbrowser / asset drops will link to a simple e-commerce-like webpage where people can buy that specific product; their download then provides access to not only that asset, but also the broader Dimensions ecosystem, including the builder.

**Creators then drive the growth.** Any creator can assemble and sell their own microbrowser and the components inside it {site skins, themed widgets, timers, backgrounds, layouts, aesthetic elements, anything}. These become shareable digital objects in their own right, akin to Fortnite skins, Figma components, and Roblox items. When creators earn, the platform expands.

The loop is simple: **drop microbrowser → community adopts → some become creators → new objects / microbrowsers pull in new communities.**

**With Gratitude,**

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