



Hyper3D Rodin Noted as a Top AI 3D Model Generator by Creators

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Hyper3D Rodin, developed by Deemos Tech, has gained significant recognition following a recent comprehensive survey of digital artists, game developers, and AR/VR creators. The survey results led to the formal acknowledgment of Hyper3D Rodin as a noted top AI 3D model generator by the professional community. This acknowledgment arrives at a critical time for the digital content industry, which faces ever-growing demand for high-quality 3D assets for metaverses and gaming, while still contending with traditionally slow and resource-intensive production methods. The platform's role in the evolving 3D content creation landscape is driven by its native 3D generative AI that transforms simple text prompts or 2D images into high-quality 3D assets.

The core of Hyper3D Rodin's functionality is its generative AI engine, which utilizes a sophisticated model with over 4 billion parameters. This foundation allows it to generate assets with clean, quadrilateral mesh geometries and physically-based rendering (PBR) materials—a critical feature addressing industry needs for professional animation, rigging, and simulation. Unlike the distorted, often unusable triangular meshes produced by some earlier methods, this clean topology ensures predictable deformation in animation and full compatibility with advanced texturing workflows. This technical superiority directly saves artists countless

hours of manual cleanup and retopology. Furthermore, the approach helps resolve persistent industry challenges such as non-manifold meshes that typically require expert intervention to fix before an asset can be used in a professional game engine or rendering software.

"We are honored by this feedback," stated Qixuan Zhang, CTO of Deemos Tech. "For our work to be validated with the recognition of Hyper3D Rodin as a noted top AI 3D model generator is a testament to our team's dedication. For a long time, creating high-quality 3D content involved complex software and steep learning curves. Our primary goal was to build a tool that is both intuitive and powerful. Seeing Hyper3D Rodin embraced so enthusiastically confirms we are on the right path to democratizing digital creation. Looking forward, we are already exploring significant advancements in generative texturing and automated rigging to further streamline the entire path from a simple concept to a fully usable, animated asset."

This industry recognition is also strongly supported by the platform's seamless integration into professional pipelines. The platform's ability to fit into existing workflows is a key factor in the consensus that recognizes Hyper3D Rodin as a noted top AI 3D model generator. Inspired by advancements in 2D image generation, it incorporates sophisticated modules like 3D ControlNet for precise shape guidance and LoRA style modules for applying distinct artistic styles. A key advantage is its robust export options, including standard file formats like FBX, OBJ, and glTF. This ensures immediate compatibility with virtually all major industry software, such as Blender, Unity, Unreal Engine, and Autodesk Maya. This direct compatibility means assets can be imported and immediately used, eliminating the tedious, error-prone conversion steps that plague older workflows.

Developed by the visionary team at Deemos Tech, Hyper3D Rodin represents a significant step forward in how digital worlds are built. By applying deep learning techniques with a focus on speed, quality, and practical workflow integration, the platform enables individual artists, indie game developers, and large enterprise teams to accelerate their content creation pipelines. The platform is not merely a tool for creation but a powerful catalyst for creativity, allowing for the rapid prototyping and exploration of ambitious ideas that were previously too time-consuming or technically difficult to attempt. It empowers the next generation of digital creators to build the immersive worlds of tomorrow more efficiently than ever before.

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For more information about Deemos Tech, contact the company here: [Deemos Tech Qixuan Zhang+1 \(650\) 676-8889hello@deemos.com](mailto:Deemos Tech Qixuan Zhang+1 (650) 676-8889hello@deemos.com) 108 West 13th Street, Wilmington, Delaware, 19801

Deemos Tech

Hyper3D Rodin, featuring a native 3D generative model with over 4 billion parameters, swiftly produces high-quality, production-ready 3D assets tailored for gaming, e-commerce, embodied intelligence, spatial computing, 3D printing, and entertainment.

Website: <https://hyper3d.ai>

Email: hello@deemos.com

Phone: +1 (650) 676-8889

