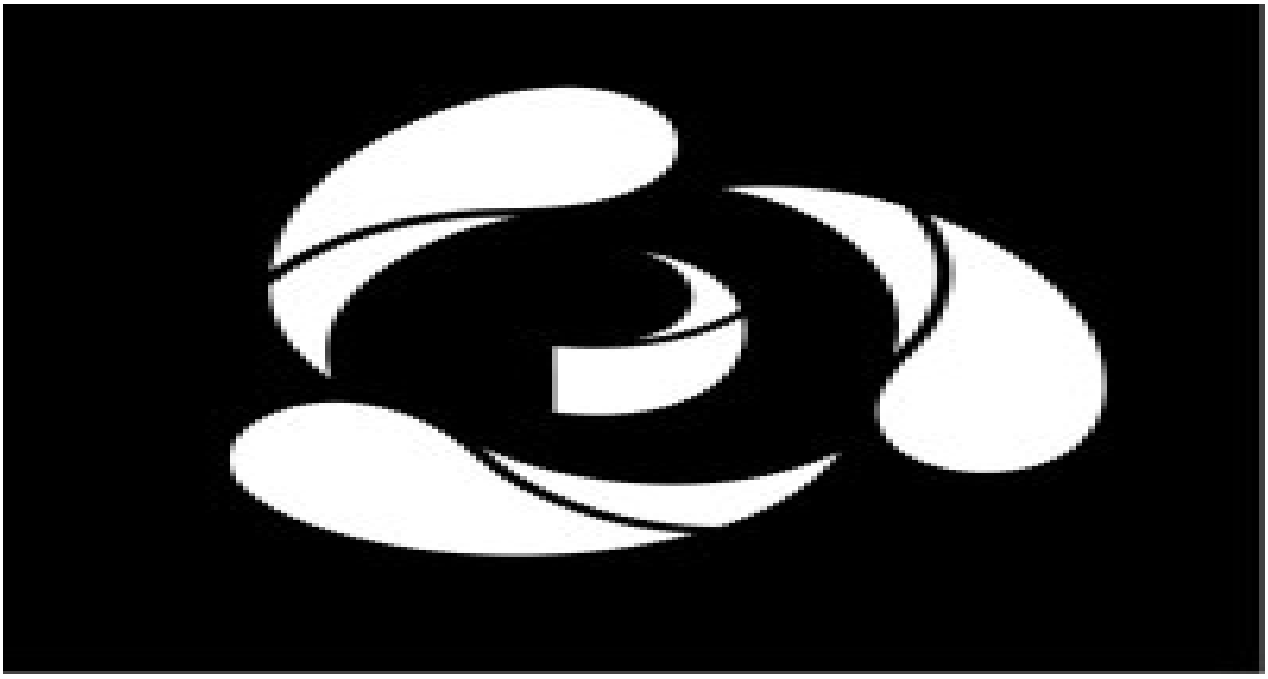


Deemos Tech Launches Hyper3D Rodin Gen-2: Next-Generation 3D Model Generator

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SAN FRANCISCO, CA - October 01, 2025 -
Deemos Tech, a leading 3D generative AI company, today announced the landmark launch of Hyper3D Rodin Gen-2, its next-generation 3D model generator. As the successor to the company's widely recognized Rodin platform, Gen-2 represents a monumental leap forward, scaling to an unprecedented 10 billion parameters. By leveraging the novel BANG architecture, it is engineered to address the industry's most demanding quality and scalability challenges, setting a new benchmark for automated 3D content creation for gaming, VFX, and metaverse applications.

The launch follows the recent acknowledgment of the original Hyper3D Rodin as a top AI 3D model generator, an evolution driven by Deemos Tech's consistent track record of innovation. This is demonstrated by numerous accolades at the world's premier computer graphics conference: the company's work received two Best Paper Nominations at SIGGRAPH 2024 for "Clay" and "DressCode," and this success continued at SIGGRAPH 2025, where its research yielded a Best Paper award for "Cast" and a Top 10 Paper Fast Forward selection for the "Bang" architecture. This deep academic foundation underscores the company?s commitment to pushing the boundaries of what is possible in generative technology.

Rodin Gen-2 is engineered for professional workflows, introducing a suite of powerful new features. Key advancements include: 4x improved geometric mesh quality that balances surface details and structural regularity; a sophisticated recursive part-based generation method that works by dividing and subdividing complex objects; native support for baked normals to display high-polygon details on low-polygon models; and the generation of HD texture maps, ensuring assets are immediately usable in production pipelines.

The first of these major upgrades is the dramatic leap in geometric quality. The model now produces 3D meshes with an exceptional balance of intricate surface detail and clean, quad-based topology. This feature directly confronts one of the most persistent problems in generative 3D?the creation of distorted or unusable meshes. By generating structurally sound geometry from the outset, Rodin Gen-2 effectively eliminates the need for hours of manual cleanup and retopology, making AI-generated assets truly viable for high-stakes professional pipelines.

Further pushing the boundaries, the new recursive part-based generation method allows the model to deconstruct a complex object into its constituent parts and generate them with logical coherence. This "divide-and-conquer" approach ensures that objects are not just monolithic shapes but correctly assembled collections of components, paving the way for the creation of intricate, multi-part assets that were previously impossible to generate automatically.

For real-time performance, the model integrates critical features, most notably its native support for baked normals. This technique allows the hyper-detailed surface information of a high-polygon model to be projected onto an efficient, low-polygon counterpart, a game-changing feature for developers in gaming and AR/VR. Complementing this is the model's ability to generate high-definition, physically-based rendering (PBR) textures. These textures exhibit remarkable clarity and realism, ensuring final assets are immediately usable in engines like Unreal Engine and Unity.

"The industry's embrace of the first Rodin model confirmed our core belief: creators need tools that are not only powerful but also integrate seamlessly into their workflows," stated Qixuan Zhang, CTO of Deemos Tech. "With Rodin Gen-2, we are taking that vision to the next level. By scaling to 10 billion parameters and introducing features like recursive generation, we are providing the foundational engine for building entire virtual worlds, not just individual assets. This is about empowering creators to build at the speed of their imagination."

Early access to Hyper3D Rodin Gen-2 is now available for creators on the Hyper3D.ai platform. The model's full feature set will be rolled out progressively via API throughout 2025. To learn more or to apply for early access, visit https://hyper3d.ai/.

About Deemos Tech: Deemos Tech is a leading artificial intelligence company specializing in large-scale 3D generative models. Through its Hyper3D platform, the company delivers efficient, scalable, and workflow-integrated 3D content solutions for industries including gaming, virtual reality, and e-commerce. Deemos Tech is recognized for its deep academic roots and its relentless focus on turning research breakthroughs into creator-centric tools.

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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.

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