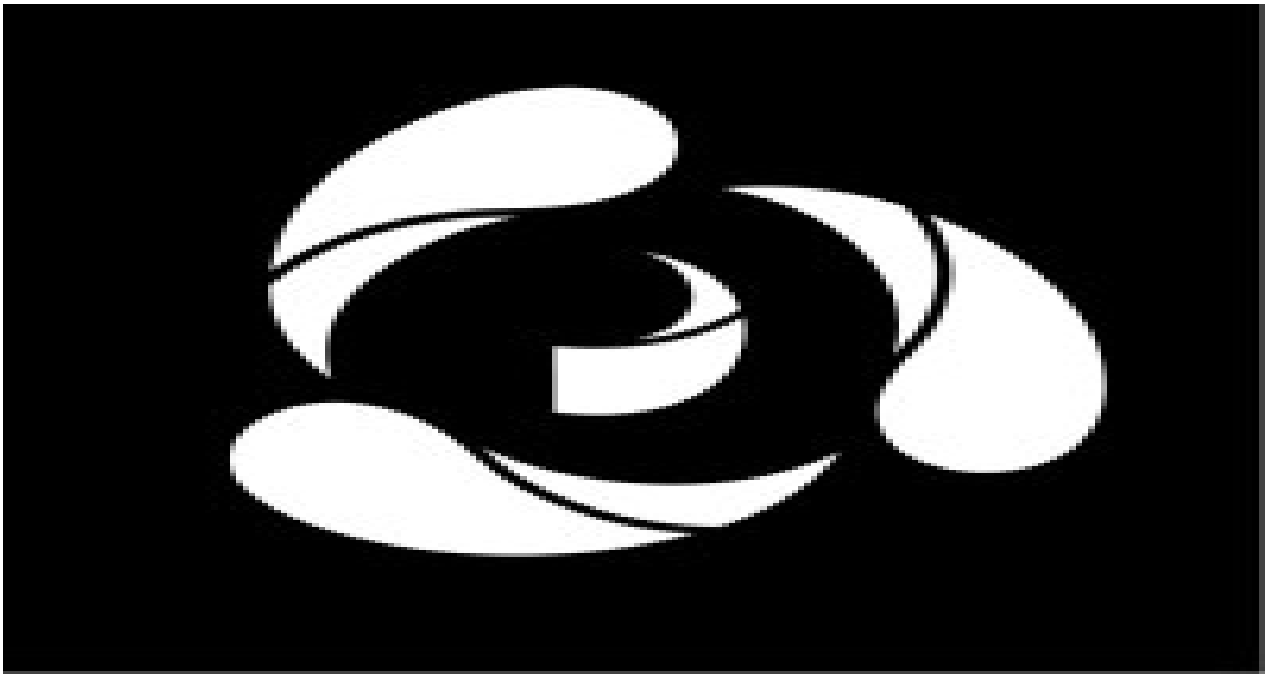

Hyper3D's Advanced 3D Model Generator Addresses Critical Production Challenges for Professional Creators

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The production of high-quality three-dimensional assets has long been constrained by the technical expertise and time investment required to create professional-grade models. Hyper3D, the flagship platform from Deemos Tech, a leading 3D generative AI company, is addressing these fundamental challenges through its advanced 3D model generator. This technology bridges the gap between rapid automated generation and the quality standards demanded by professional production environments, representing a significant development in making sophisticated 3D content creation more accessible while maintaining the technical rigor required for gaming, visual effects, and interactive media applications.

The Hyper3D platform's 3D model generator is built upon Rodin, a generative AI system that has evolved through multiple iterations based on extensive research and real-world application feedback. Unlike early generative approaches that produced geometry requiring substantial manual correction, the current system generates meshes with clean topology and structural integrity suited for immediate integration into professional pipelines. This fundamental improvement addresses one of the most significant barriers to adopting AI-generated content in production environments, where poorly structured geometry can create

downstream problems affecting rigging, animation, and rendering performance.

"The industry's embrace of our technology 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 our 3D model generator, 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."

Central to the platform's capabilities is its sophisticated approach to geometric quality. The 3D model generator produces meshes that balance intricate surface detail with clean, quad-based topology?a combination that has historically been difficult to achieve through automated processes. This technical achievement is particularly significant for studios working with character models, hard-surface objects, or architectural elements, where topology quality directly impacts the success of subsequent production stages. By generating structurally sound geometry from the outset, Rodin AIeffectively eliminates hours of manual retopology work that would otherwise be required to make generated assets production-viable.

The system employs a recursive part-based generation methodology that represents a departure from treating every model as a single, monolithic object. This approach allows the generator to decompose complex assets into logical components, creating each part with appropriate detail while ensuring coherent assembly. For creators working on intricate multi-part objects such as vehicles, machinery, or architectural assemblies, this capability proves essential. The generator understands the hierarchical relationships between components, producing assets where individual parts maintain logical connections and proper scale relationships to one another.

Hyper3D's technology is grounded in rigorous academic research, with the underlying team contributing multiple papers to SIGGRAPH conferences. This includes the novel BANG architecture that powers the latest generation of the platform, recognized among top papers at SIGGRAPH 2025. The platform's Gen-2 iteration scales to 10 billion parameters, representing a substantial increase in model capacity that translates to a more nuanced understanding of geometric relationships, surface properties, and structural characteristics across diverse object categories.

For real-time applications in gaming and augmented reality, the 3D model generator incorporates features specifically designed for performance optimization. The system natively supports baked normal maps, a critical technique that projects high-polygon surface detail onto efficient low-polygon base meshes. This capability allows developers to maintain visual fidelity while adhering to strict polygon budgets required for real-time rendering in game engines. The platform generates high-definition physically-based rendering textures alongside geometric data, ensuring output assets include complete material information with proper metallic, roughness, and normal map channels.

Studios and independent creators utilizing the 3D model generator available at Hyper3D.ai report substantial reductions in asset creation time, particularly for secondary objects, environment props, and prototype geometry used during pre-production phases. The technology excels at handling repetitive asset generation tasks and creating variations on core designs, allowing artists to focus their expertise on hero assets and unique elements that define a project's visual identity.

As Rodin continues to evolve, with full feature rollout planned progressively throughout 2025, the platform demonstrates how generative AI can address specific, well-defined challenges in professional content creation. By focusing on geometric quality, workflow integration, and technical standards required by production environments, Hyper3D's 3D model generator provides creators with tools that meaningfully accelerate production while preserving the quality expectations that define professional three-dimensional content.

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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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