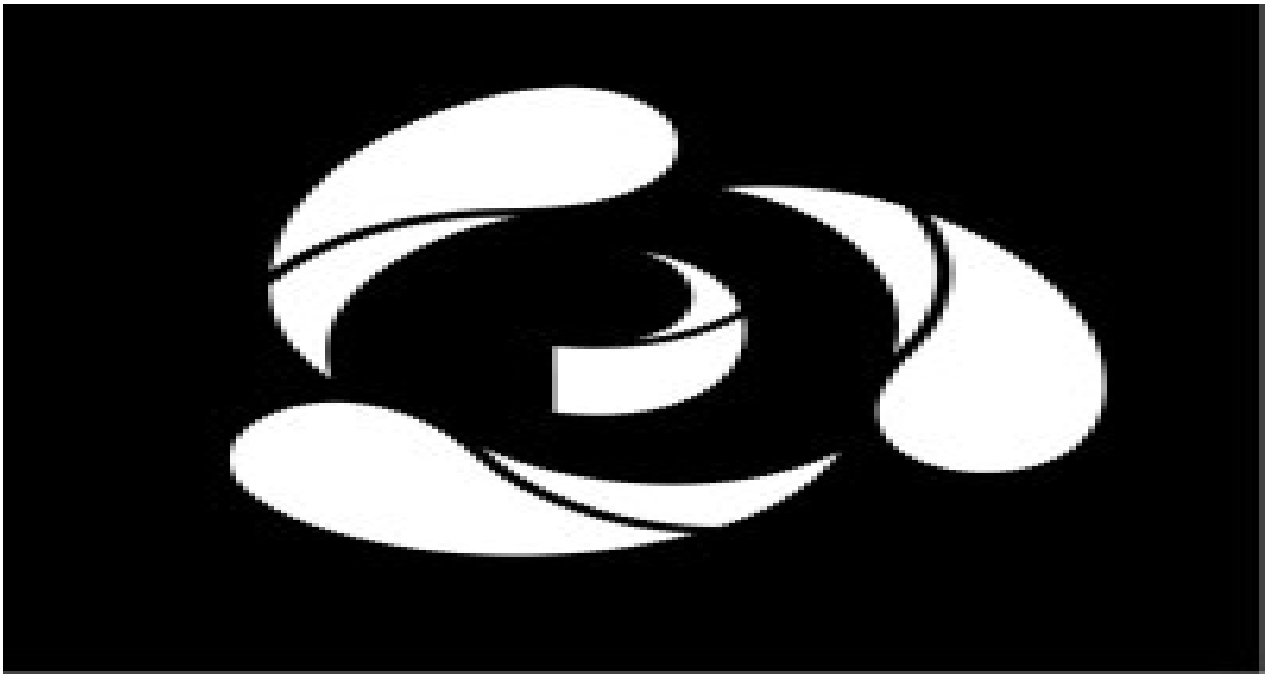


Hyper3D Enhances Production Workflows with AI Image to 3D and Text to 3D Generation Tools

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The conversion of two-dimensional visual references into three-dimensional digital assets has historically required specialized modeling expertise and significant time allocation. Hyper3D, the platform developed by Deemos Tech, offers a suite of AI-powered generation tools that process various input types to produce 3D models for use in gaming, film, and digital media production. The platform's approach addresses technical barriers in the asset creation process while providing options for creators working across different production contexts.

At the foundation of Hyper3D's functionality is Rodin, the generative AI system that processes inputs through multiple generation modes. The platform's image-to-3D capability converts single photographs, concept artwork, or reference images into textured three-dimensional models. This addresses a technical challenge where translating two-dimensional visual information into geometric form has required manual modeling work. The system analyzes input imagery to interpret form and surface characteristics, generating 3D assets with topology and material properties configured for production workflows.

The application of this technology varies across creative disciplines. Game developers use the system to

convert real-world reference photography into game assets. Visual effects studios apply the technology for previsualization work and production planning. Product designers utilize the capability to generate 3D representations from reference materials. Rodin AI processes the technical requirements of geometry generation, UV mapping, and texture synthesis that are part of standard 3D modeling workflows.

"The technical barriers between concept development and asset creation have represented a significant constraint in production pipelines," stated Qixuan Zhang, CTO of Deemos Tech. "Hyper3D provides tools that address these constraints by processing different input types based on how production teams structure their workflows."

The platform's text-to-3D generation processes natural language descriptions to create three-dimensional assets. Users input object descriptions, and the system generates corresponding 3D models. This functionality applies to early-stage creative development, where iteration on visual concepts informs design decisions before detailed asset production begins. The technology interprets contextual information and object characteristics to produce results based on the input descriptions and standard design conventions.

Hyper3D integrates these generation capabilities in an interface designed for production applications. Generated assets include material data with physically-based rendering textures containing metallic, roughness, and albedo channels. The system produces quad-based topology structured for refinement, rigging, and animation processes. For real-time applications, Hyper3D generates geometry with baked normal maps that maintain surface detail characteristics while adhering to polygon count requirements for performance optimization.

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Generated assets export in standard formats compatible with common 3D software and game engines. The platform supports integration into existing production pipelines, where generated models serve as base assets for further development or as final assets depending on project requirements. Studios report applications ranging from secondary asset generation to prototype development during pre-production phases.

As generative AI technologies continue development, Hyper3D represents an application focused on specific

production requirements. The platform processes multiple input types to generate 3D assets that meet technical specifications for professional environments. Whether processing reference imagery, text descriptions, or direct generation requests, Hyper3D's generation capabilities provide options for three-dimensional content creation workflows.

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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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