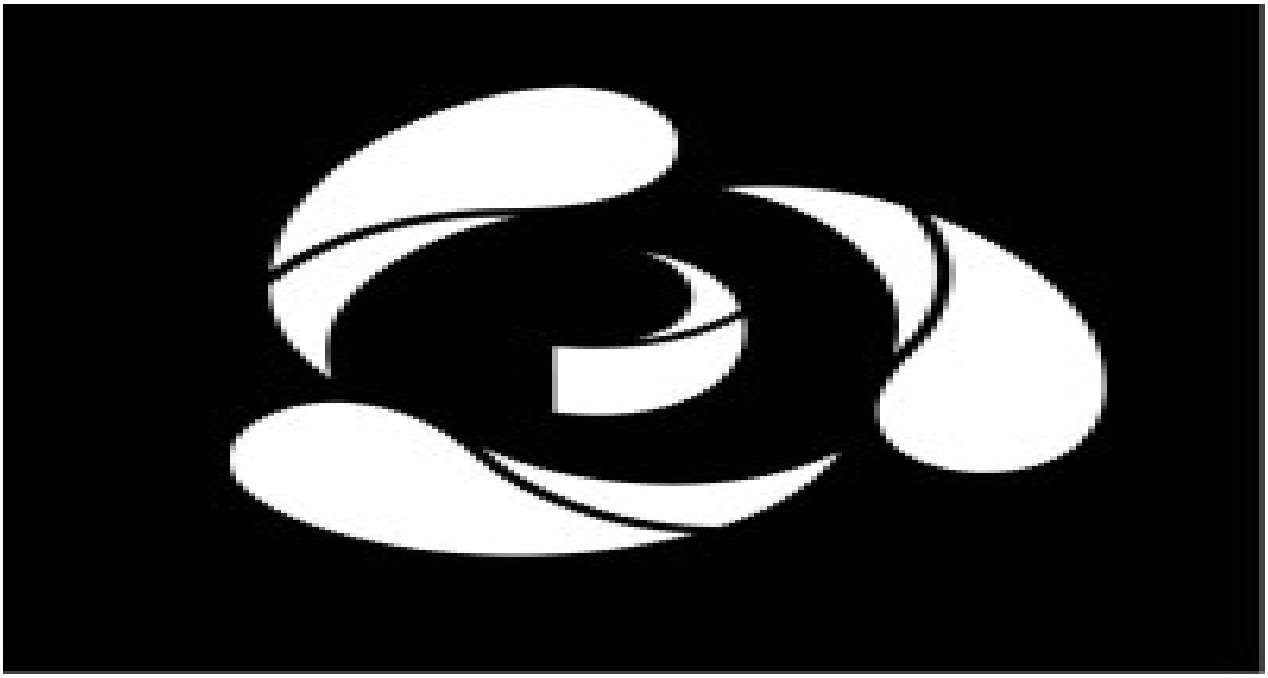

# Hyper3D Launches 3D Nano Banana for AI-Powered 3D Model Editing

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Hyper3D, developed by Deemos Tech, today announced the launch of Rodin Gen-2 Edit, also known as 3D Nano Banana, establishing itself as the first 3D generative AI editing platform. The new feature enables users to upload and edit any 3D model using text prompts, significantly expanding the platform's capabilities beyond its Hyper3D image-to-3D conversion technology.

Rodin Gen-2 Edit introduces an intuitive two-step editing process that fundamentally simplifies 3D model modification. Users drag a box to select the area they want to modify, then type their desired changes in plain language. The AI interprets these instructions and applies the modifications directly to the model, eliminating the technical complexity traditionally associated with 3D editing software. This streamlined approach removes the need for navigating complex menu structures or learning specialized commands that typically create barriers for creators new to 3D workflows.

The feature includes several key capabilities designed to create a comprehensive editing workflow.Smart Low-poly converts models into clean, production-friendly topology with optimized edge flow and polygon budgets, addressing a common challenge where imported or generated models often contain inefficient

geometry. This optimization improves both visual quality and performance, making models more suitable for real-time applications. The BANG to Parts feature provides one-click decomposition, which is particularly useful after text edits, when creators want to isolate modified components for downstream rigging, animation, or asset variations. Users can also apply normal baking to preserve fine surface details so creators can iterate quickly on lightweight meshes without losing high-frequency details needed for real-time rendering.

A typical workflow with Rodin Gen-2 Edit follows an efficient sequence: users generate or upload their 3D model, edit it with text prompts to achieve desired modifications, and use one-click decomposition to separate the model into parts as needed. This flexible approach allows creators to customize their process based on project requirements, whether they're making simple adjustments or comprehensive transformations.

Early demonstrations from the Hyper3D community have showcased the platform's versatility across various creative applications. Early community demos highlight three common edit patterns: structural edits, for example, reshaping a vehicle?s overall silhouette, part-level edits, such as adding accessories or swapping specific components, and detail edits, including engravings, labels, or other localized surface refinements, showing how Rodin Gen-2 Edit can support everything from major form changes to precise, targeted touch-ups within the same workflow. The system has shown the ability to handle diverse modification types, from major geometric changes to subtle detail additions such as adding clothing elements or modifying scene components. Notably, the platform can even edit text elements within 3D scenes, demonstrating its comprehensive understanding of model content.

"Rodin Gen-2 Edit represents a major step forward in making 3D editing accessible while continuing to improve edit fidelity, locality, and asset readiness for production." Qixuan Zhang, CTO of Hyper3D stated. "We're continuously improving the platform based on community feedback, and we're excited about its unlimited potential for streamlined 3D workflows."

The platform's flexibility allows creators to work with models from any source, whether uploaded from external 3D software or generated through the Hyper3D image-to-3D tools. This interoperability addresses common workflow challenges in 3D content creation, where asset compatibility between different applications often creates bottlenecks and requires time-consuming conversion processes. The platform accepts common 3D formats and allows creators to apply Rodin Gen-2 Edit, BANG segmentation, and topology optimization to assets from external tools or Hyper3D generation pipelines.

By accepting natural language instructions, Rodin Gen-2 Edit reduces barriers to entry for users without extensive 3D software experience while maintaining the precision required for professional applications. The area selection system provides spatial control, ensuring that edits affect only the intended portions of a model while preserving unchanged areas. This combination of accessibility and control makes the platform suitable for both novice creators exploring 3D design and experienced professionals seeking to accelerate their

workflows.

The browser-based platform requires no local installation, heavy computation runs in the cloud, and users can edit directly in the browser. or software installations, making advanced 3D editing accessible across devices and operating systems. Users can begin editing immediately upon accessing the platform, without the delays associated with downloading and configuring traditional 3D software packages. This accessibility democratizes professional-grade 3D editing capabilities, opening opportunities for independent creators, educational institutions, and studios of all sizes.

The launch responds to growing demand for efficient 3D content creation tools as three-dimensional visualization becomes increasingly essential across e-commerce, gaming, virtual production, and other industries. Hyper3D's integration of generation and editing capabilities creates a unified workflow from initial concept to finished asset, eliminating the need to switch between multiple specialized applications. This consolidation not only saves time but also reduces the technical knowledge required to produce professional-quality 3D content.

Community members have already begun creating tutorials that showcase various applications and techniques, helping newcomers understand the range of possibilities available through the platform. These user-generated resources complement Hyper3D's documentation, building a knowledge base that will continue to grow as more creators explore the feature's capabilities.

Rodin Gen-2 Edit is available now to all Hyper3D users at Hyper3D.AI. The feature can be accessed immediately through the platform's web interface, where users can upload existing models or create new assets using the platform's conversion tools before applying the full suite of editing capabilities.
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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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