

Hyper3D Launches Rodin Gen-2.5, Bringing Sculpt-Level Detail and Production Control to AI 3D Generation

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Hyper3D, the 3D generative AI platform developed by Deemos, today announced the launch of Rodin Gen-2.5, the latest generation of its AI 3D model generator. Rodin Gen-2.5 is designed to help creators, game studios, e-commerce teams, and enterprise users generate 3D assets with sculpt-level geometric detail, adaptive speed-quality controls, 3D-native texturing, and more usable topology options. The new model is available immediately through the Hyper3D website, API, and enterprise deployment options.

For years, 3D asset creation has remained one of the slowest and most specialized parts of digital production. While early AI 3D tools made it possible to generate rough models from images or prompts, professional teams still needed better geometry and reliable materials that could move into real workflows without heavy manual cleanup. With Rodin Gen-2.5, Hyper3D is addressing the next stage of AI 3D adoption. Generating assets that can be controlled, edited, and deployed in production pipelines.

Rodin Gen-2.5 introduces adaptive generation modes that allow users to choose the right balance between speed and fidelity. Creators can move from ultra-fast draft generation in approximately 4 seconds to higher-fidelity outputs at 9-, 20-, 40-, or 80-second generation levels, depending on the project's needs.

For users who need maximum geometric detail, Rodin Gen-2.5 can generate raw outputs with more than 10 million polygons. The platform supports multiple mesh output types, including Raw triangle meshes for maximum detail, Quad meshes for structured editing and refinement, and Smart Low-Poly outputs for optimized real-time use.

Rodin Gen-2.5 also upgrades material generation with 3D-native texturing and improved 360-degree texture coverage, helping produce more consistent PBR materials across the full surface of a model. This is especially important for single-image-to-3D workflows, where traditional approaches often struggle with unseen surfaces and material consistency.

Building on the Smart Low-Poly workflow introduced in earlier Rodin releases, Gen-2.5 further improves the conversion of high-detail generated assets into cleaner, lighter meshes suitable for real-time applications. This helps bridge the gap between high-fidelity generation and practical deployment in game engines, web-based 3D viewers, AR experiences, and interactive applications.

Rodin Gen-2.5 is available immediately through Hyper3D?s web application, API access, and enterprise deployment options. Enterprise teams can integrate Rodin Gen-2.5 through API or deployment options to scale repeatable 3D asset production across product categories or internal creative workflows.

?Rodin Gen-2.5 pushes AI-generated 3D assets into a new level of geometric detail,? said Qixuan Zhang, CTO of Deemos. ?From million-polygon generation in seconds to raw outputs exceeding 10 million polygons, Gen-2.5 gives creators adaptive control over speed, fidelity, texture consistency, and topology.?

Rodin Gen-2.5 builds on Hyper3D?s growing role in large-scale 3D production workflows. In a recent NVIDIA case study, Lowe?s used a broader AI and digital twin workflow in which Hyper3D.ai?s Rodin supported a 30,000+ item 3D asset catalog through AI-powered 2D-to-3D conversion, reducing 3D model creation costs to under $1 per model. Rodin Gen-2.5 extends that direction by improving the speed, detail, texture consistency, and topology options needed for scalable 3D asset production.

Rodin Gen-2.5 is available immediately on Hyper3D.ai. Users can access the model through the web application, API, and enterprise deployment options.

About Deemos:

Deemos 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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