The Chinese company Tencent introduced an AI-model with an open source code Hunyuan
World Model 1.0, designed to create virtual three-dimensional (3D) worlds. This model
allows you to generate three -dimensional scenes according to a text or graphic request.

The Hunyuan World Model 1.0 is designed to solve the problem that the developers of
graphics and video games are faced with-the complexity and high cost of creating a 3D
content and dependence on proprietary, paid software.

The model is compatible with standard graphic engines, VR platforms and simulation tools,
which allows developers to quickly move from the idea to the finished 3D content.

The neural network shares objects inside the scene. Users can edit or move individual
elements such as trees or cars. The sky in such 3D worlds can serve as a source of dynamic
lighting.

It is clarified that the neural network creates interactive 360-degree panoramas. Users can
be inspected and moved in limited space. For more complex movements of the camera,
Voyager is required. Despite this, the tool significantly accelerates the process of
visualization and prototyping.

The Hunyuan World Model 1.0 model is already ready to work and is available for loading
on GitHub and Huging Face.