

In the metavsella Meta* controlled AI characters will appear

Developers who create content for Meta*metavselnoye*will soon be able to add AI-channel (NPC) to Horizon Worlds*. The company announced an update that will appear “very soon”.

Using Worlds Desktop Editor, developers will be able to create NPCs who conduct realistic conversations with players through the voice chat. Previously, META* experimented with similar innovations, but now developers will be able to configure the appearance, history and behavior of the characters so that they react to the actions of the players more “naturally”.

Meta* showed an example on the blog.

**belongs to Meta, which is recognized in the Russian Federation extremist and prohibited*