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Last year at RDC, we announced an ambitious project to power the creation of immersive 3D objects and scenes in Roblox. Today, we are excited to launch Cube 3D, a 1.8B parameter foundation model for 3D creation trained on 1.5M 3D assets—including the beta of its first capability, text-to-3D mesh generation, also known as the Mesh Generation API. Roblox Cube, our core generative AI system, will underpin many of the AI tools we will develop in the years to come, including scene-generation tools in the future. Learn more about the technical details of our model (GitHub) (Technical Report). Expanding Creative Possibilities with 3D Generation Since launching Assistant to everyone using Studio, we've seen creators make experiences more efficiently with personalized help, script and texture generation, and more — and now, we're ready to take things a step further with 3D generation. Using our Cube 3D model, we're providing you new tools to make 3D creation more efficient. Think of generative AI as your copilot helping you iterate prototypes and concept art or props quickly, so you can focus on the creative, meaningful side of world-building. The creative decisions are always yours; generative AI is simply there when you want it. Beyond aiding your creation, our mesh generation API also lets your users create personalized items in-experience in real time, unlocking higher engagement. In feedback sessions with creators, some of the novel use cases shared include the ability for a user to customize a room in their own style, or allowing a user to generate a custom reward at the end of a quest. In-experience generative AI opens the door to a new wave of creativity for millions of Roblox users, making gameplay even more personalized and interactive. Currently, there are two ways to leverage 3D generation: In Experience APIs: In experiences where the Mesh Generation API is enabled, users can quickly generate unique in-experience items and props with a simple text prompt. For example, they can describe objects like "brown leather moto jacket" and see it come to life. Assistant in Studio: With Assistant in Studio, you can easily create a mesh and texture object in seconds with the "/generate" prompt. For example, if you are building a race track scene, you could type "/generate a motorcycle" and have the object created in seconds and ready to be placed into an experience. The Mesh Generation API can take text input and generate single 3D mesh and texture objects. You and your users can bring to life 3D objects in seconds with just a few text prompts. The demo below illustrates how you can allow your users to generate a single object like pink sunglasses within an experience: /secure-uploads/uploads/original/5X/2/1/0/b/210b0fa53c3e43de832e724c38569d9cb112a61d.mp4 We built this Cube 3D Play Experience for you to test out generative creation. In this experience, all the assets except the buildings are built using Cube 3D. We also created a Mesh Generation Template for creators as a reference API implementation. You can go to experience details and click on the "..." to edit it in Studio. How to Enable the Mesh Generation API For the full API documentation, please make sure to explore the docs here: Mesh Generation API | Documentation - Roblox Creator Hub Enabling Mesh Generation API in-experience: To enable this feature you need to enable Editable Mesh / Editable Image APIs by going to Studio File > Game Settings > Security and selecting the following: Enabling Mesh Generation API for Assistant in Studio: Important Safety Measures We facilitate creation with safety at the forefront. All 3D generated outputs are proactively moderated by Roblox's AI safety systems to ensure the content complies with our Community Standards. Our safety tools can surface any policy violations quickly and help determine what is safe and appropriate to publish in an experience. For 3D object generation in experiences, developers will not be held responsible for potentially violative output if they have not actively attempted to violate our policies, which includes keeping output visible only to the user that generated it. When using Assistant, creators remain responsible for all of their creations, including 3D generated output, and how they are used in their experience. To avoid consequences for violating Roblox's policies, creators should ensure all experience components align with our Community Standards. Open-Sourcing the Cube 3D Foundational Model We're open-sourcing Cube 3D for research and academic usage so anyone in the industry can experiment, fine-tune or train it on their own data to suit their needs. We are making the model weights and inference code available under an OpenRAIL license. This resource is accessible outside of Roblox through GitHub / Hugging Face. What's Next Later this year, Cube 3D will not only take inputs from text, but also images. It will also extend to scene generation and understanding, going beyond placing objects into a scene to understanding the context and relationships between objects. With this understanding of objects and scenes, we'll be able to serve users the experiences they're most interested in and augment scenes by adding objects in context that is consistent with the rest of the scene. For example, in an experience with a forest scene, you could ask to replace all the lush green leaves on the trees with fall foliage to indicate the season changing. These generative tools react to your requests, helping you rapidly create, adapt, and scale your experiences. Share Your Feedback We're excited to see what you and your users create using this beta for the Mesh Generation API. We expect the output of the Cube 3D model to get better over time as we continually work to improve output quality and add more ways to control mesh resolution. Please use this form to share your planned generative AI use cases, which additional features you'd find most beneficial, and any additional thoughts that could help shape the future of 3D generation. Your feedback will directly contribute to refining and enhancing our models. FAQs Currently, assets generated in-experience do not persist outside of the experience, are not added to a user's inventory and will not be listed in Marketplace. However, assets generated in Studio via Assistant are added to a creator's inventory and accessible via Studio's Toolbox. We expect the Cube 3D model capabilities to improve over time; however, at launch there are some limitations we want to acknowledge as follows: Developers and their users will only be able to generate single objects. We are working on making both part and scene generation available next. The object scale will require user manipulation to get to the desired size. There is no cost. However, during this beta release, each experience is currently limited to 5 generations per minute. When this limit is reached, an error message that the developer can customize will be returned to the user. As we get started during the beta, the usage limits are low. In the future, this rate limit will be adjusted to account for concurrent users. The model for 3D generation is trained on 1.5M 3D assets that utilize a combination of licensed and publicly available datasets, as well as the free data assets that are available in our Creator Store. It does not include experience data. We have a responsibility to build tools that reduce the barrier to creation while also respecting the intellectual property rights of all creators. The creator data used to train the Cube 3D model is part of our AI data sharing program, which allows creators to control their preferences with respect to how their data is used. We also implement output filters to reduce the likelihood that Cube 3D generates content that is similar to copyrighted works. Finally, Rights Manager allows creators to report content they believe is copyright infringing and file a removal request. We are continually refining our approach to minimize any IP-infringing content that may be generated from our AI models. At Roblox we aim to provide artists and content creators with new tools that expand and augment their capabilities. For example, the mesh generation tools introduced today may help creators rapidly iterate on ideas and explore more concepts (i.e., generate initial versions of assets for concepting and ideation) or quickly populate experiences with set dressing or background objects, allowing them to focus their skillset on creating the most important assets for their experiences. We also believe in using AI tools to expand access to a wider community of potential creators that have unique ideas for experiences to create and stories to tell. Overall, we believe AI-based tools will provide new opportunities for both novice creators and highly skilled artists to focus on their creative vision. The unique perspective, storytelling ability, and sense of aesthetics of our creators are essential for crafting the most compelling and engaging content on the Roblox platform. 165 Likes This topic was automatically opened after 10 minutes. You will use the AI and you will be happy about it. Open-sourcing it is a good step in the right direction though, how powerful of a rig do I need to run the model locally? 40 Likes Continuing the discussion from [Beta] Cube 3D Generation Tools and APIs for Creators: Karun: currently limited to 5 generations per minute. HOW? Where are the resources for this coming from?! I'm genuinely Impressed by how this is free. 40 Likes I don't think 3d artists have to worry given the current quality of generated models. Still impressive though. Very cool. 46 Likes Karun: However, during this beta release, each experience is currently limited to 5 generations per minute. This is INSANE. When texture/image generation was introduced, it was limited to like 5 uses a month. Isn't this going to be expensive for Roblox in the long term? 17 Likes That update seems interesting. I am a solo developer and not a 3D modeler and I will largely benefit from a such feature for small things. Like, let's say, you want to add some details in your game and add junk: use this and you'll get a sufficently good mesh. Otherwisely, is it necessary to upload the mesh? I didn't see it being mentioned in this topic. Anyway, that's a very interesting project. I will try generating a shape and show the result in some time. EDIT: Karun: To enable this feature you need to enable Editable Mesh / Editable Image APIs by going to Studio File > Game Settings > Security and selecting the following: Aww, come on! This is somewhat blocked behind ID verification. EDIT 2: Look at my more recent answer. Not that good infact. 8 Likes With all this push for AI, are you going to be making sure all this AI content is properly labeled? If not, Spain would like a strong word 54 Likes Karun: However, assets generated in Studio via Assistant are added to a creator's inventory and accessible via Studio's Toolbox. Are these assets added to your inventory automatically? If so, will your account be moderated for it? 10 Likes The mesh quality and consistency is surprising! It would be nice if the texture quality was improved as it can hide bad geometry sometimes, and it is what kind of breaks the final result at the moment. For simple objects this works neat! For complex objects it is limited by the 10k triangle limit /mesh (I assume) and the fact that the whole object needs to be 1 mesh 6 Likes crazyInsaneEven11111: Are these assets added to your inventory automatically? Karun: Currently, assets generated in-experience do not persist outside of the experience, are not added to a user's inventory and will not be listed in Marketplace. However, assets generated in Studio via Assistant are added to a creator's inventory and accessible via Studio's Toolbox. Just quoting it for you. It shouldn't automatically upload it, it will stay in the experience and will probably generate a uploading prompt when you publish your experience. 4 Likes It's not too bad mesh wise, but the textures are definitely not decent... good start, though I don't know of a [good] use for it... Prompts were: "Realistic police challenger", "easter bunny with a basket of chocolate", "police officer", & "realistic oak tree" Bonus Edit: tried "titanic" & "spongebob": why does spongebob have a belly button... 45 Likes Not even 15 prompts in and it's giving me a sonic the hedgehog mesh slightly squished, despite that not being even remotely close what I asked for... 27 Likes personally i think there's better features to spend development time on but oh well 50 Likes Amazing use of ai for development!! Keep on doing these! Also, please work on moderation though. there are a lot of better things you can add like gpu access, Ui blur, motion blur etc. Please make ROBLOX better 4 Likes If AI ends up being the future other engines will have to catch up with Roblox, they are really betting on this 2 Likes As an artist, I feel some such way about this feature; regardless, this is incredible, and the fact it can create textures as well is amazing. I am not sure about the application of this API, but it is very cool! Hopefully the generation limit is increased as time goes on. 4 Likes Very interesting, I've generated some basic shapes such as swords and planes and the mesh looked decent. But the texturing needs to be worked on. I am excited to see how this turns out after a few years. (for some controversy) I fully support Roblox stepping into AI and innovating. Many people seem to whine about AI, but remember that you can use this in your projects for free, from Roblox. Why not take advantage of it? Once textures are fully figured out, with more customization and accuracy, I believe this will become a go-to for many developers. I will always commission experienced devs because AI won't replace their quality, but this is a massive deal for many developers who don't mind. I am very happy with how Roblox has been going recently, massive updates for developers, and as an active developer on the platform I am very happy to see these changes. 6 Likes I think this AI model is way too overfitted to certain types of data. I prompted it to create a "Dragon head", and it gave me a near 1:1 copy of Roblox's classic dragon heads. AI output: The items it nearly 1:1 cloned: Roblox Customize your avatar with the Brinsop of the Black Heart and millions of other items. Mix & match this hat with other items to create an avatar that is unique to you! Roblox Customize your avatar with the Chrysophylax and millions of other items. Mix & match this hat with other items to create an avatar that is unique to you! Roblox Customize your avatar with the Aer Draco and millions of other items. Mix & match this hat with other items to create an avatar that is unique to you! Roblox Customize your avatar with the Smaug and millions of other items. Mix & match this hat with other items to create an avatar that is unique to you! 12 Likes Wonderful 12 Likes Page 2 the moderation seems to be a bit goofy? I was testing out generating animals and noticed they were at 10K triangles minimum so I wanted to get it to make a low poly and apparently that is against . Turns out doing "/generate pig" fails but doing "/generate a pig" works fine. This seems to have gone crazy now I can hardly generate anything without it saying it is a violation 8 Likes Uhm, it might be a bit too easy to bypass IP. When you for example type speedy blue hedgehog, it works. The model might need some fine tuning 24 Likes arxy: image296×552 49.3 KB Wh... it generated nearly the exact same sword for me. 7 Likes Our cat models are almost the same 1:1 replica, very creative 8 Likes Wtf? so does it just generate the same models for everyone or something? That's crazy 3 Likes I'll be very honest and open with my opinion here. Usually I am not into the AI related stuff, especially since most of them only seem to be made to attract more share holders, which I understand (I have no huge problem with that since it doesn't directly affect me in a bad way). But this is impressive and considering the fact that using this tool is completely free breaks my mind. I want to thank the team who worked on this huge tool, I will definitely use this. I also don't think there is any other platform or engine which has a free to use api that generates objects. Edit: After some rough testing, none and I mean really none of the Ai generated meshes where good enough to be used for something. There is always some weird error occurring with the models it generates: Not following prompt, missing textures, very low quality, very weird looking mesh. In general it just looks like made by Ai 100% of the time. Welp I take back what I previously said 3 Likes So excited for the future of slop on the platform! This is certainly a great change to promote low quality, rushed, and soulless content! Hey at least the bottom line will improve with literal babies being able to generate full games in the near-ish future. "Jokes" aside, it would be nice if you guys spent a fraction of the effort you are putting into AI features into other parts of the platform, like making Studio not constantly bug out, crash, etc. Or releasing genre sorting in a reasonable timeframe. Or properly moderating UGC. The technology is impressive, but that's all the good things I have to say about it. 38 Likes This is a nice feature and all of that but aren't there other things to be spending your time working on apart from AI driven things? To me it seems like many of the things in the other posts would be receiving much more positive feedback if they were made into a real thing in studio than things like this. This is basically another feature that nobody will be using on Roblox as it seems really unoptimized and really just unusable in a real game. I'll use Doors and Pressure as an example since they both have the same "Roblox" or "Low Poly" style in them. Bigger game developers like this aren't going to use stuff like this at all for their games as opposed to something like higher range on lights or lighting upgrades or possibly things like Sky updates / QOL changes. (I don't know how things work at Roblox over there but personally I would prioritize stuff like this as it'll receive much more positive feedback from the developers who make this platforms popularity possible.) You would think that they'd be prioritizing stuff like this already but unfortunately that isn't the case as 3D bad mesh optimization tools release before stuff like this. Adding onto this actually if instead of working on stuff like this they worked on figuring out a way to upgrade their engine entirely and finish making things like Volumetric clouds, Dynamic Skies, Better particle systems, Possibly volumetric fog or something like that, larger range of lights, and possibly even light bouncing I bet they'd have already figured out a way to do at least 1 of these things even if it's in Beta still and not officially released. (Short Version): AI Mesh generator really bad optimization came before other better features that bigger developers would actually use in their games that make this platform possible. Really unfortunate. 6 Likes Can't get enough of that sweet, sweet AI garbage. "High fidelity kokiri emerald from ocarina of time" was the prompt and it made me an emerald stewie Edit: tried another one. The prompt was "spaceship with wings and four rear-mounted engines" It just made an x-wing. 14 Likes Siegward/Siegmeyer from Dark Souls?? 7 Likes 99999th ai tool that needs strict requirements (cant allow people to have fun) 3 Likes moririririri: This is a nice feature and all of that but aren't there other things to be spending your time working on apart from AI driven things? This is all I want to know. Why was all the feedback given over all the recent announcements just discarded without any mention??? 9 Likes +1 While I'm not against AI being used as a tool to speed up minimal processes in your workflow, the way this is promoted incentivizes the idea that you don't need proficiency or even an attempt at certain skills to make a complete game, even if it isn't the initial goal, it undoubtedly will end up promoting laziness 22 Likes this is what the engineers have been doing instead of adding texture filtering to meshparts, want pixelated meshparts? TOO BAD. WELCOME OUR 9999TH NEW AI TOOL THAT NEEDS UR ID FOR GOD'S SAKE! 17 Likes I'd love to like a new Studio addition. I really, really don't like this. It sucks the creativity and process out of making something, and eliminates hard work in turn for a quick and dirty result and eliminates another step in learning something along the way. It's promoting laziness and eliminating creativity and boiling it down to a text prompt. What ROBLOX needs is more things curated to modern technologies that aren't AI. Something new for people to play with that isn't hinging on AI technology barely presentable in its current state from how early on it is. No AI. No prompts. Look at other game engines, other games, anything. Shaders, visual effects, filters, just something new to play with. Texture artists and 3D modellers have been begging for base features to be incorporated into existing technology to no avail, leading to dozens of workarounds for features like EmissiveMaps and transparent MaterialVariants. The overhauls to ParticleSystems and more additions to SurfaceAppearance tinting was a step in the right direction, giving more tools to artists to figure out how to use them and translate their ideas into ROBLOX more seamlessly, even small. People aren't going to use this as concepting, and will only be using this to fill in for real skill using Blender, for example. There's hundreds of free tools and tutorials showing you complex and simple ways to work around not having money or little knowledge of a program. Please promote creativity instead of a means to an end. I sound like a broken record for these things, but my frustrations stem deep into the program. I'm for innovation. Not for AI generation. 28 Likes If this unironically requires an ID im gonna crash out right here on the spot 7 Likes so weird and strict... Mesh Texture Pixel Art cant have a good pixel gun remake on roblox so might aswell make the 9999th ai feature 4 Likes this option can only be enabled by people who are id verified your welcome 5 Likes That's my biggest worry. If the AI makes something tos violating, are we blamed for that? 5 Likes Broken Spawn: If this unironically requires an ID im gonna crash out right here on the spot Fun fact: It does. Look at my older reply: SoftlockedAt151: karunamat9ta: To enable this feature you need to enable Editable Mesh / Editable Image APIs by going to Studio File > Game Settings > Security and selecting the following: Aww, come on! This is somewhat blocked behind ID verification. That was so obvious... 4 Likes Page 3 I feel like the only games that will make any real use of this are the ones that were already low effort cash grab slop that were already using AI "art" in their dev product popups Though I'm biased against gen AI stuff so ig that's just me 9 Likes Am i part of the Cat Gang too? 6 Likes Nobody is going to remember this thing exists in a week, we have bigger issues with ID verification. This is not one of them. 4 Likes no clue why it marked my previous post as a reply, probably was gonna say somthing else to the person i replied to and forgot anyways, don't think that's how a hand works... 2 Likes I am mourning the tens upon tens of thousands of engineering hours that were completely wasted on designing and creating this thing when those hours could have been spent on literally anything useful. Think of all the awesome anything we could have gotten in its place. Think of all the anything. 39 Likes super good point here, texture interpolation is really needed in this environment where Roblox automatically compresses any textures it has funnels into it alongside the fact it mutilates any pixel art at a higher resolution when it could just be fixed with a button 4 Likes Who locks a feature meant to help a mass amount of developers behind an ID? I wasn't even gonna comment because I would probably actually use this feature once in a while, but there always has to be a dumb as hell ID block for every feature that's useful to developers. What encourages you to spend time making ts??? I could probably go online right now and search "mesh generator free" and do the same damn thing. All you're doing with this is inconveniencing developers that want to use this directly from studio while simultaneously limiting who can even use the feature significantly. Waste of resources. What even is your goal? What are you trying to gain from creating this? More people who verify using their ID? I don't even expect a response at this point with how the recent announcements have been going but this feature 100% does not need to be locked behind an ID. 3 Likes prompt: frog 5 Likes Bringing Studio and the client to Linux is a waste of time and resources but this isn't 12 Likes You honestly don't even need to spend 10 seconds on the UGC Accessories tab before finding a rug with a woman wearing a shirt with her breasts showing. No like really you can quite literally just go on accessories and see. THIS was approved by moderation. There's no way something like this could even be bypassed when the thumbnail LITERALLY shows it. (This is censored by the way). Just goes to show how bad UGC moderation really is yet they're over here spending their time creating AI generation. 12 Likes no admin will answer the prayer of having texture filtering so have fun asking for it btw 1 Like i've already prayed to the developers for emissivemaps long enough i can't take another hit 3 Likes Mesh generator before even the basic conventional ability to view the triangle count of a singular Mesh FYI 5 Likes Correct, but I highly doubt that this is the last we'll ever see of the AI Generation features on this platform. I'm guessing next we'll have AI-Generated object placing as shown a few years ago which I'm surprised hasn't even been added yet. 4 Likes Karun: This resource is accessible outside of Roblox through GitHub / Hugging Face . Adding on to my last reply, keep in mind this is accessible for free outside of Roblox (and I think open-sourced), so 99% sure they're PURPOSEFULLY inconveniencing people who want to use it directly from Roblox without ID verification. 1 Like Im predicting that the answer is indeed yes, looking at past examples of features that automatically upload assets under your name... will the moderation robots spare us if its AI generated you wouldn't remove your own kind would you guys 2 Likes No thanks, we don't really need it. i will never forget what they took from us 24 Likes middle aged men somewhere in the united states thinking "money well spent" as they see more "AI" plastered all over the new roblox features 13 Likes new update: ai anims oh hell nah i gave them an idea 2 Likes Page 4 so amazing btw 4 Likes the bottom of this unicorn looks so disturbing 2 Likes kostis: the bottom of this unicorn looks so disturbing Because Lamarr the headcrab and unicorn both got a r in them, so Roblox decided to put them together. Just kidding, those are the average errors of use of AI in creativity: well, at least it creates problems! since we're all sharing characters: I'll take creepy copyrighted characters with no clothes on and/or messed up whatever you want to call them for 500 Alex. for the record, cinderella has her rear showing under the dress [without texture of course, but still] [and the other half of her arm is attached to her leg...] 8 Likes Broken Spawn: kalet14: This is a nice feature and all of that but aren't there other things to be spending your time working on apart from AI driven things? This is all I want to know. Why was all the feedback given over all the recent announcements just discarded without any mention??? Different teams work at Roblox—different individuals and different jobs. The Research article Roblox put out linked by the OP shows it's by the "Foundation AI Group at Roblox." It's their whole job to work on AI-generated software and whatnot. The not taking in -or at least responding to- feedback is a different issue. It seems to be up to the individuals on how much feedback they take in and how they act upon that. Well, it might be based on their managers (PM) to an extent, but yeah. Edit: just wanted to add that the OP has a history of actually replying to people to an extent from 2020 to 2023. I'd assume they've moved to different teams throughout the years. Also, the feedback for AI products though in opposition to the products being worked on- they're not going to be listened to. The development of AI in a software company like Roblox is there, and it's growing. We can't stop that. It's a thing of if we don't, someone else will. to an extent. There's also the whole Metaverse vision -recently on the down-low- from the CEO which plays a role. 5 Likes Tried to mess with this a bit, and got a somewhat ok result: 1 Like On this, I feel like the whole ID verification thing is for legal safety when using it on Roblox. Like COPPA laws and whatnot about collecting user data for certain ages. You'd be feeding their model -if using it on Roblox- by using it from what it looks like. That and trying to control the amount of users who use it. I guess someone could always make a plugin or something because it's open source and go from there. 2 Likes Spooky. some progress has been made, but this isn't more convincing (to me, an end-user with zero technical knowledge on AI) than models that were being shown off over a year ago. The improvements to textures are neat but the topology is very obviously lacking in both visual quality and optimization. Many objects in the demo were genuinely unsettling to look at or at the very least would be immersion breaking in any game. Releasing this now as a public beta seems premature at best. I'm all for lowering barriers of entry to making games, something roblox has been great for. But the utility/benefits promised here with Cube are still unproven and I worry about selling a toolset like this especially to an audience of new developers. There are also concerns about AI and climate change. Could we ever expect information regarding the environmental impact of these tools? 1 Like I have multiple questions: Does this feature require ID verification? If so, why is roblox seemingly trying to obfuscate this information? Are they aware of all the complaints behind the abundance of ID locked features? I swear they have been at least somewhat upfront with if a feature requires it or not, mentioning it somewhere on the update post How can roblox afford all these AI tools, and why aren't they improving their platform instead? How come roblox is focusing on random AI features, instead of just fixing the moderation system and optimizing the engine? (this is kinda the same as the previous one, but all the topbar and TextChatService hackery roblox has done is just stealing a big chunk of performance, which just sucks for low spec devices) I would love to have all those questions answered Reditect: On this, I feel like the whole ID verification thing is for legal safety when using it on Roblox. Like COPPA laws and whatnot about collecting user data for certain ages. You'd be feeding their model -if using it on Roblox- by using it from what it looks like. Yet users can turn on data collection for games (and forced to have it for creator store scripts) without ID verification? Also, doesn't that only count for personalized information? 2 Likes Didn't know that; good to know. To the 2nd thing, probably. I feel like it'd be extra work to require verification (maybe just one if-statement?), so there's gotta be a reason. 1 Like Yea this definetely needs more work. 6 Likes what was the prompt to even come up with this were you trying to generate a bloxidi toilet 2 Likes vintage toilet to be more exact. The fact that it did this is quite... Interesting 2 Likes The 3D models look really good, but the textures aren't very high quality . 2 Likes Very much appreciate Roblox open-sourcing this, really hope Roblox continues in this direction! 1 Like It's actually not that horrible I spoke too soon 7 Likes bloody hell this is the worst beta feature i've ever seen, the fact you guys think that this visual representation of a migraine is even close to worthy of being released to the public is insane and really shows your priorities of putting ai garbage over literally anything else and i'm seriously disappointed it is 7am and my day is already ruined 15 Likes Well, this is a pretty good feature, but it definitely needs some additional years of training. It is not even close to being usable as it is now. 1 Like Page 5 This is amazing! I am so excited for the next APIs! Seems fun. I don't really look at this as a serious competitor to 3D artists but I also don't think it has to be. If you wanted perfection or high quality then it's always best to do it yourself, but tools like this which depend on a specially trained system are solid resources for indie developers on a low budget and cannot afford to hire a 3D artist for a few meshes, or for novice developers who don't have the expertise, or developers that do not have the time to invest into learning another area of development. Logically there's not a lot of reason - potential IP infringement aside - to hate on this. It's free to access, free to use commercially, doesn't require a lot of time investment on your part, and it's open source which allows other parties to reuse or even contribute to the tool. seems not really accurate, my first prompt was "bugatti bolide" and it gave me a chiron and my second prompt was "koenigsegg jesko absolut" and it gave me the body of a chiron with a cursed texture 1 Like I appreciate the transparent sourcing of training data, but it's hard to see how this technology won't be detrimental to the platform in the long run. The stated goal is to achieve full-scene generation with interactive, high-fidelity elements. My fear is that young creators will increasingly rely on this to interpret their creative vision and orchestrate their ideas. I see this as a transition to passive creation, where individual style falls by the wayside. When you start from a functionally complete output, you're faced with fewer decisions and opportunities to learn & grow. I'd argue that it's much better to encounter ambiguities in the creative process because it leads you to make meaningful and deliberate iterations. 6 Likes Finally. No more spending money hiring 3d artists who take 2 weeks making a project when I can just generate it within seconds. Taylor Swift. For some reason she has a beard. 1 Like The models aren't "professional quality," but, most developers and players won't care. I'm just afraid that the generated assets will be considered "good enough" by many developers and they'll move on to the rest of their experience without bothering to consult a human for cleanup. There are a lot of funny generations being posted in the replies, but I'm sure that with some phrase tweaking and patience, you can get something usable. Spooce: My fear is that young creators will increasingly rely on this to interpret their creative vision and orchestrate their ideas. A much more succinct way to put it, yes. 1 Like I love this tech but please please please, make AI assisted creation on the studio side first class! Every single new AI feature on Roblox is a complete start to finish black box with any sort of mid-phase user control bolted on as an afterthought, if it exists at all. We are developers. None of this AI tech works for us for real game dev applications right out of an untunable black box. Every step of the generation process should be available for us to export and tweak and re-inject back into the generation pipeline. These textures are often simply atrocious, but there's no first class way for us export them and adjust them. There's even PBR generation in there somewhere, but this is not accessible to us! There are intermediate images or preview/seed images generated for some things in Roblox's AI pipelines, but there's no way for us to use our own, or modify what Roblox generates to correct errors. This makes all of this tech unusably rigid and frustrating to use. AI assisted creation is the future of game dev moreso than entirely AI generated creation. With this model, Roblox has enough of a portfolio of AI tech to satisfy. Let's aim some of these engineers at making these demo technologies actually useful for gamedev. 9 Likes Person at the beach. 3 Likes 100% agree, it will become an unused tool because as of now the models it produces are clearly AI-made, which players don't really like, and it doesn't have the "cartoony" high contrast aesthetic that would bring players that don't mind AI either. I wonder when will focusing on AI backfire to all of the companies that try to push it as hard as they can just because it has "AI"' in it. 1 Like //devforum-uploads.s3.dualstack.us-east-2.amazonaws.com/uploads/original/5X/8/5/1/f/851fdc5b2e51625c169c17639f8e3b6fecb9db7b.mp4 A duck on wheels a bat drinking cola a zombie with bat wings an icecream pizza an ice cream gun a glass spaceship a cat eating a burger (lol) a chicken eating a pizza this is a great tool when given reasonable prompts 9 Likes this ai is so cursed 3 Likes Roblox do you know that amount of editable meshes are limited to 7? I prompted it with "steak". 0/10 13 Likes Aw man, I've just been learning 3D modeling for over 5 years and I'm already being replaced! The robots are taking over!!! Hah, just kidding, I actually think this is super cool. The amount of work and steps taken behind this is quite impressive. They even went so far as to create a copyright detector AND open-source this AI model? I can respect that. Can I train this thing with my own data to improve the overall generation quality for all the people that use it? I don't intend to use it because I loooove 3D modeling things myself, but I like helping out where I can. Lowkey feeling a bit honored when something I create is deemed high quality enough that people want to use it. Neat stuff! Please don't make more sloppy simulator games, I want to see some cool things being made with this. 3 Likes Great tool! 7 Likes After so long i finally learned how to use blender so i can make Meshes and Models for my game, and now after all this time, i didnt need to learn this!! thanks to AI, it can make models FOR ME!!! ok no, sorry... i just dont know about this... Even though AI can do alot, dosnt mean it has to be used. I dont want to see a game where its full of this stuff. Im starting to feel like Roblox is slowly turning into an AI Platform with many features on Roblox Studio that uses AI. Whats next... put some text in a box to create AI VFX in Studio...? or maybe Animations...? I see alot of "Powering with AI"... no Imagination... Im not saying that AI shouldnt be used at all, but 3D models? im sorry but thats a no... 2 Likes Another example of sloppy AI moderation 4 Likes There's a reason for AI generated imagery to look like that. AI generates images by utilizing noise, which is often a image that contains an even amount of dark and bright colors. Because of the sharp contrast between dark and bright, all textures generated with AI will also have this property which can result in deep-fried or oversaturated imagery with very sharp or otherwise weird-looking colors. It is something almost every AI has and it is extremely hard to get around which is why all images need to be edited. If you inspect individual noise channels on a AI generated image (red, green, blue) you will also notice weird compression artifacts that are even present in black and white images and noise patterns looking consistent across all color channels. 1 Like Page 6 Corpze_TheDeadestOne: Please don't make more sloppy simulator games, I want to see some cool things being made with this. You know full well that this is exactly going to be the vast majority of how this is used. 6 Likes Interestingly, this was posted after 3 days because the official Roblox channel on YouTube shared it in both standard videos and shorts: When I reviewed the video, I initially thought it would be a promising resource, enhancing ideas with high-quality models like what you see from other AIs such as Meshy.ai. Analyzing the advertisement, the new feature is far away. Depending on the complexity of what you are looking for, the AI tries to reproduce adding textures, but the topology of the asset doesn't look natural; It feels like a bunch of sculpted decimated geometries: I understand that this AI has been training a lot based on models that creators like us made through projects and/or are accessible through Creator Store, but I feel like it is not perfect enough to use for experiences if it can't provide models with good texture and optimized topology. Now, I'm saying this is all based on the advertisement. With this new announcement, I can test in real-time and make my own prompts to generate models: I started creating prompts such as "Roblox Logo", "Cybertruck", "David Baszucki", "Ferris Wheel" and most of them came with appearances that you can say it is 90% odd, bizarre, creepy and 10% is not what you are looking for and it will end up failing to process due to moderation, leaving it to be grey: Fun fact, the feature will provide the same creation if you use the same prompt instead of creating a variant or at least, another type of mesh with texture. That said if I were to use the same prompt from @IGOBOOM123, I would have the same results: Overall, it is sadly not powerful enough... It consists of having bad creations that will most likely end up being a joke under social media posts such as in Reddit communities. 4 Likes i like this feature but are we seriously locking it behind id verification (on roblox) when it's open sourced :l Definitely... like emission maps for SurfaceAppearance! 1 Like It is not easier to just create a meshpart editor?? 1 Like This is an incredible feature that will surely change how Roblox game development is done. all the ai tools are amazing but they need to be improved for the tiny details for it to be usable Don't worry 3d modellers, y'all are safe (for now). Anyway – with no disrespect to anyone specifically, just the feature – this is overall not a good thing to be made public and a complete disrespect to 3d modelers in my opinion. Resources should've been used elsewhere given the engine's current state. You (Roblox as a whole) should be encouraging people to create things for themselves instead of generating AI slop and slapping "game asset" onto it. At the end of the day, who is even benefitting from this? AI is not the answer to everything. Certainly not for game assets. 35 Likes I prompted "Vikko151" and it gave me this as a result: Face reveal I guess. BONUS: Here's the result with something of copyrighted: TF2 scout 2 Likes This is probably where half of the Roblox budget is being spent. Instead of giving us useful features that have we been long waiting for. Such as the comment above Instead, you're going to give us some AI tool That may or may not rip the company apart 13 Likes 5 Likes By your logic, No one asked if you asked. 5 Likes Nintendo would like to know your current location. 2 Likes Aight I just got some questions: Why is roblox suddenly obfuscating the ID verification part? Are they aware of the complaints and just trying to hide mentions of it now? In the past, im pretty sure they have always declared that somewhere on the update post Why is roblox not optimizing and further improving their platform? Stuff like the forced TextChatService still run like trash, just casually eating up performance And how can roblox afford to run all this AI stuff? Aren't they just going to lose even more money from this? 2 Likes Wheatly199: Why is roblox suddenly obfuscating the ID verification part? WDYM by this? Are you asking why it wasn't clarified in the post? If so, beats me. Wheatly199: Are they aware of the complaints Yes Wheatly199: trying to hide mentions of it now? Doubt it, it's already far too late. Wheatly199: Why is roblox not optimizing and further improving their platform? As @Reditect mentioned, probably just different teams. Wheatly199: And how can roblox afford to run all this AI stuff? good question actually yeah i do mean the lack of clarification for that first one but like why can't someone just forcefully motivate that other team into improving the platform, stopping the performance leaks that they themselves forced onto us, and just fix the platform into being semi reliable for once? 1 Like Did you even look at his post, with all due respect such topology should never be used in any projects, it would only set you up for unoptimized failure, especially those who don't know what they're doing. As previously mentioned it encourages taking the easiest laziest route instead of properly learning the basics to get better results, it removes incentive to learn the bare minimum, following this route you will rarely ever find any success and sooner or later you'll need to learn the basics of these skills regardless, all this does is prolong that realization process for new developers 6 Likes i swear the ai is going to misread one of my prompts and get my account deleted... no thank you. 2 Likes With all due respect, it's my opinion, of course it's going to be biased. Inexperienced individuals have online resources to become experienced. I won't be responding further 1 Like Wheatly199: Why is roblox not optimizing and further improving their platform? Stuff like the forced TextChatService still run like trash, just casually eating up performance On the topic of TextChatService, that's the 'Roblox Chat Team' as stated by one of their announcements. @be_nj hasn't responded to feature requests, but has quite a bit on bug reports like this: (so they're working on it.) Script_CoreScripts/ExperienceChatMain Very Slow Engine Bugs I also noticed a lot of waste here, especially when flags were living for a long while. 100 flag checks can sometimes add up to 1ms per frame (This is hypothetical, I didnt see any evidence of 100 flags being called per frame)! I merged a change a few weeks ago that should have been released this week that cleans up a lot of these calls to FFlags. If you have a particular thing you think Roblox should be "optimizing and further improving", I could also look into that. I assume more staff read what we say than we think. They just don't usually respond. 1 Like Page 7 I tested the AI out and it's not the best. It will take years of training the ai for it to improve. 1 Like I do think this feature will be good for some people, or people who just want to mess around with it. But i wouldve rather you guys put more time into other parts of the site instead of this. It's not the worst thing ever, but it just feels unnecessary right now. i take it back. use all your resources on this actually 8 Likes This is the beginning of the end for 3d artists. We all thought AI wasn't going to replace us. Look what's happening!!! It's unlikely that it will takeover 3d artists jobs currently, but it might in the near future. Prompt: Roblox They tried making of Roblox r6 character (It looks exactly like a r6 model), but the Roblox characters texture was moderated. We will never know what roblox avatar looked like lol 3 Likes Some engineering directors at Roblox -and the CEO- are optimistic and think it won't outright replace game devs: (I set it to the timestamp) I'm not so optimistic. 2 Likes I mean it kind of looks like a Toyota? Prompt: "Realistic, Blue, Toyota Camry Sedan" 2 Likes Looks more like a Bloxda to me. 1 Like Remember what happened with image creation. It was crap at the start, but drastically improved in 2 years. The same thing that happened to image creation will likely happen to the 3d ai creation system. 3D artists are safe for now but not so sure in the next 2 years. Prompt: Create nightmare fuel It did a ok job, would scare anyone below the age of 5 years old if animated 1 Like that topology is HORRENDOUS i have my fair share of messed up things i did blender, but this takes the cake i wonder how these ai generated models would work with rigging 2 Likes Roblox reminds me of myself when I don't take my ADHD meds. An unorganized mess, starting new project when I have 100 unfinished ones. What happened to Clouds Phase 3 (It's been four years)? What about terrain decoration painting (6 years)? Like I see you guys are trying to stay ahead of the game with AI, but can you also work on some of the many features that you promised or some of the tools in studio that are easily out of date by 10 years? It took you guys 4/5 years to give us the ability to change the length of grass globally. 5 Likes That's good visually (maybe not polycount or topology-wise). I'm sure the generative AI here will get better, to clarify I'm not arguing the contrary. I'm saying game developers are going to be out of a job in some instances. Why hire me when you can get an AI to do it for you? Quality, performance? Maybe now, but that argument will likely go away with time. We as humans would need to value human creation over efficiency and individual personal control. I fear society will not value humanity in things before it's too late to be effective. Weird to say it now, but it sounds like there's a market for AI-created games out there. Will both human-made and AI-made games be able to co-exist? We'll have to wait and see. I got a mario Prompt: Create a plumber named Martin. He wears a red shirt, blue overalls, and a hat that has his initial on it. He has brown hair and blue eyes. 12 Likes Is there any filters or security checks in place? I asked it to make me Lloyd from Ninjago as a test and it created a very accurate one. Can it create anything with no restrictions? What is the use case for participating in these ridiculous fads in an desperate attempt to make the company's stock price go up? Maybe you (OP) didn't have a choice, but none of this will be of any benefit in the long-term as you'll only be teaching the millions of tech illiterate zoomers on Robl

who are interested in making games, and giving more control to the people who do, when there are about a million features in the pipeline that you could implement for a fraction of the cost as it would’ve taken to fart this completely meaningless generator out. Even if this does make it to a proper release, in the end the majority of people who will care about using it are people who don’t care about making games. Who don’t care about using it to shoot out ideas, don’t care how good the model actually looks, and barely care about their playerbase in general. The generation result will be their final answer. They’re going to release another barely modified template they found to an audience of 8 year olds, but this time it’ll have an AI Spongebob and skibidi toilet thing floating over the map. The remaining people will immediately realize how loathsome and samey all of the models it generates look, and instead settle for taking from the vast, vast majority of deliberately created free models that are designed with human intent and make sense in either the Toolbox or somewhere around the internet. Please stop developing this. Don’t change it, don’t """apologize""" for the """confusion""", I am asking you to stop making this and add emission maps or something. 9 Likes Roblox has a team of Data Scientists for AI’s those people aren’t able to work on the actual Engine because they studied how to make AI’s Roblox isn’t wasting resources. 1 Like My sister’s been playing with this, and I gotta say this is pretty funny! It’s a nice and cool technology, however I don’t know if there’s any good use for this, as everything this generates looks very weird & the textures look ugly (there’s a lot of unnecessary noising and i don’t think anybody would enjoy wearing something like this on roblox) Models also got an unnecessary amount of vertices & triangles in them. This is a cool concept, cool technology, but I don’t think this will be able to replace anybody’s job or be better than a real modeler. If you’re looking to make an easy starter game to start your career, I think this might be helpful, but in no way this is going to help big developers with a big budget. My reccomandation for everyone would be to keep paying real human artists to make 3d & 2d assets if you’re looking for assets. This AI thing should only be used as a fun tool when you’re bored. Assets like these are not usable for high budget games or games that you’re expecting to make a lot of money out of. Here’s an easy comparison betwen human-made assets and ai-assets within the same game: (human) (AI) There’s a significant different in details & geometry. This example is coming from the DEMO place Roblox Come generate and decorate! Check out Roblox's new 3D Foundation mesh generation AI model Cube 3D. 1 Like checkersoda: It’s unnecessary on a platform like Roblox with a slogan like “Powering Imagination”: Not the slogan anymore (unfortunately.) Roblox’s slogan is “Reimagining the way people come together.” 3 Likes Very cool idea! However as everyone’s noticed, the AI isn’t very ready for real-world applications. Nice demo though. checkersoda: “Powering Imagination”: It doesn’t power anything but the pockets of the company. While I personally am an advocate for people getting a real 3D artist to make models, you need to understand the use cases this tech has for developers who don’t have connections with or the money to pay a 3D artist to make models for them. This is absolutely “Powering Imagination” for any developer who cannot afford an artist if the tech gets improved upon. 1 Like Didn’t know their way of bringing people together is just dumping AI everywhere, gatekeeping stuff behind ID verification, and seemingly gaslighting themselves into believing that roblox is much better than it actually is 5 Likes Reapimus: the use cases this tech has for developers who don’t have connections with or the money to pay a 3D artist to make models for them Again, Blender is free and with effort and time put into it, you can put out better quality 3d models and 2d textures than whatever this AI slop is. i haven’t seen the context for this, is this about the floating point zone? Yep, it is indeed about the floating point 1 Like And not everyone has the time or patience to invest in learning how to 3D model. Just because “oh you can do it yourself with free programs” does not mean that should be the only route available for you. checkersoda: you can put out better quality 3d models and 2d textures than whatever this AI slop is. Sure in its current state it isn’t the greatest thing but with time this tech will only become better and more useful. Reapimus: not everyone has the time or patience to invest in learning how to 3D model. If you have the time to develop an experience, script various features, create UI, etc., but don’t have the time or patience to 3D model, you may not have your priorities in check. This feature promotes laziness and it’s been proven by various other companies who were caught with it. I don’t care whether it’ll create slop or picasso, it should not be available here. 7 Likes I dislike AI taking over people’s job— I’m still using it anyways, because it’s much better than what I could do. Cool stuff for sure I Would have a use for this. That use being background assets and stuff that doesnt need high quality textures, however, the current implementation with the high poly count makes me really not want to use it. Im sure this can be made better in the future, sorry to your team for all the people who either dont see the great use of this technology, or are too rich to care. Hopefully that poly count can be brought down especially for simple models. Thanks! Page 11 Everyone should be happy that this thing isn’t doing as good as human modelers because then it wouldn’t replace the job of Modeling. This feature is helpful for developers that don’t even know how to somehow model. And this will help save people’s time from downloading Blender and taking a very long time to make a single model. I give this new AI feature a 7.4/10 because it helped! (I had to copy everything in here and make a new reply because i realized that I should have made this as a reply to idel’s post. So yeah the now deleted post in the topic had the exact same text before the parenthesis start.) The consensus seems to be that this tool is only going to lower the overall level of quality in games. This garbage does not even deserve to exist on the same platform with other games that have taken actual human effort and time to develop 4 Likes idelww: Models also got an unnecessary amount of vertices & triangles in them. wait until you see the vertices in an ai cube… 1 Like Great, another tool enabling more sloppily made games. Long gone are the days where making your own thing was encouraged now that you can just lazily type what you want and get it handed to you in a silver platter. 1 Like Very cool. Imagine infinity craft but 3d. stormeus: Great, another tool enabling more sloppily made games. Long gone are the days where making your own thing was encouraged now that you can just lazily type what you want and get it handed to you in a silver platter. Its useful. You can make your game more immersive. Together with the Text AI you can for example have infinity unique crops for a farm game. Imagine Infinity craft but 3d. The model is great, but the texture looks like a bad LIDAR scan. What??? 16 Likes Thats cool but it’d be better if you kept peoples’ jobs (i bet some of them are doing it for a living) and NOT kill it with AI. It’d be better if you made people LEARN how to model and texture, not the AI. AI should be only used for learning and finding info. Nothing else. This update feels like a spit on the face for 3D modellers and builders like me. 1 Like Misterx113: Imagine infinity craft but 3d. The moderation, the time it generates in and the limit makes it almost impossible though as a 3d and digital artist, this is genuinely beyond disgusting and disrespectful to all of the artists using their own time and energy to keep this game platform afloat. This should be scrapped. This isn’t a “new era” this is enabling the ever-growing amount of slop games. This budget should’ve been allocated for anything else, like upgrading future lighting, adding more proccessing effects (even ones that were featured in hack week 2015), better code documentation, code “templates” for beginners, a man-made texture/material library or more variants for existing materials, reviewing games to discourage slop game made to scam kids… ANYTHING but not more ai features. no one wants them and no one truly needs them. 10 Likes Don’t really want this update but not much I can do about it. At least when this goes into effect it better have REALLY good auto moderation. Uhhh, needs a lot of work… Prompt: SIG Sauer XM7 assault rife Output: Impressive, but that’s very much not this: Also, how do I get Assistant to generate models? It’s refused to create anything other than scripts, importing toolbox models, or vague part “recreations”. photorealistic bunny rabbit with a gun he is egg 2 Likes FPS Enjoyer: get Assistant to generate models? I believe that is one of the Beta features you need to enable in Studio in File > Beta Features 1 Like Oh, I should have clarified that I enabled the beta. Does it not describe some kind of keyword in the beta feature description? I think it was /generate 1 Like As an environmental science major, I want to know. How much electricity and water does this use per generation? Hm? Seeing as this has a limit of 5 generations per MINUTE, I’d imagine very little. AI’s gotten a lot more efficient in the last few months. Let’s play a quick game of which item was made by a human (me). Axe (Far left) Baseball Bat (Second from left) Electric Guitar (Middle) Stop Sign (Second from right) Sword (Far Right) I promise that I actually modeled and textured one of these. 1 Like interesting update for a company whos slogan is ‘‘powering imagination’’ The model for 3D generation is trained on 1.5M 3D assets that utilize a combination of licensed and publicly available datasets, as well as the free data assets that are available in our Creator Store. It does not include experience data. 3D models being free for use on the marketplace doesn’t mean you can just steal them and frankenstein them into ugly poorly optimised nightmares omg 6 Likes And Roblox’s CEO is currently using this bundle on their avatar. I guess it must be nice to see that they’re supporting this. 4 Likes Page 12 That’s brilliant. I’m glad people are using this tech and pushing it forward. 2 Likes not only that, these generators produce worse results than having to manually model it yourself for example, i used meshy.ai and generated a simple sci-fi cube. all was good until you noticed that the model doesn’t look consistent, contained typical AI artifacting, bad topology, all for a grand total of 227,540 tris… for a simple sci-fi cube decimating it to lower the tri count did help, but it caused so much artifacting you might as well model your own – which i did and managed to get 1.6k tris these ai’s don’t care about the actual process of modeling, they only guess where each vertices go… which is NOT what you want when you’re making models for REAL TIME GRAPHICS, ESPECIALLY ON THIS PLATFORM. what i see happening is inexperienced people scratching their heads wondering why their games perform crap, yeah because you used an AI generator that spat out garbage 9 Likes blender took me roughly a few weeks to get used to and another month to start actually making some sick models, to me it looks like people not wanting to put any effort into a game and then being shocked when it doesn’t end well Obviously it isn’t completely ready to use yet, it’s working in progress. It’s brilliant we’ve gotten this far. It’s the start. 3 Likes dude, when they see the complexity of 3d studio max, maya or houdini, they’ll definitely have a second choice with blender, like they’re used by industry professions with YEARS of experience blender isn’t hard as people make it out to be, it’s the most accessible than the former mentioned. with that said, use resources, practice daily and reach out for help, that’ll bring you so far with getting ahold of blender, or even life in general 2 Likes More features to suck the life out of creation I guess. I think we all know very well these features will never just be used for “prototyping” especially if they get better. In 2025 you can code without coding, model without modeling and make art without caring. You are powering slop not imagination. 3 Likes the start of more job security for us 3d artists when people start to complain why their 100k tri ai generated 3d models wont work properly. likewise with the whole vibe coding stuff in regards to programming & cybersecurity. even then, we literally wont bother trying to fix the model, might as well start from the ground up 3 Likes Literally I cant even comprehend how this is seen as useful at all. Literally the engine has so many features missing and we get this… 3 Likes This is great!! It helps a lot to visualize ideas being materialized. It improves the coding experience by enabling a tangible asset (quite close to what we have in mind, despite not being perfect) to replace a random part when programming. I’ve tried downloading Cube and couldn’t use the EngineFast on my RTX 3060 Ti with 8GB VRAM. Engine works fine, although it takes about 15 minutes to generate an asset. Any suggestions on how to update parameters for a faster generation? It also comes without any texture. I assume Cube doesn’t provide textures, they are made only in Roblox Studio using the texture generation. Is this correct or am I doing something wrong? Looking forward to more innovations like this that help developers bring ideas to life! The implementation seems super scuffed, if you use /generate it just pulls assets out of the Toolbox and the only other option seems to be the API which you can’t really use while in edit mode I don’t get why there isn’t an option to generate meshes similar to the texture generator Did you enable the “Assistance Mesh Generation” beta feature? 2 Likes There needs to be better simplification. This is “a cube with sharp edges”: 7 Likes I do actually agree this is just going to make actual developers more useful. But, I view these AI advancements like freemodels. There is no problem with somebody using a free model, and AI will probably replace these free model eventually. While real developers will remain in demand. 2 Likes Nox: personally i think there’s better features to spend development time on but oh well This is likely a separate division than the studio team, since they would have need a different skillset. 1 Like My personal feedback is… Some of the things cube 3D generated are really low quality now there are a few things that look pretty good, I believe it needs a little more improvement but this is progress. 3 Likes Great, more garbage AI. I already see how great Meshly is performing. I can already see how good this works from the preview. 4 Likes Decimate modifier go brrrrrrrrrrrr 1 Like Exactly. Roblox could have invested their time into much more useful and resourceful things to improve the platform instead of this—a silly AI that could potentially take jobs. Roblox doesn’t even realize it, but this could actually cause their funds to go down. Hiring someone and paying them a small amount of Robux benefits Roblox, but with this, it’s free—so Roblox doesn’t get that small cut of Robux. 2 Likes I don’t think the quality is good enough to be used in real games, but it is shocking how close it is to being at that quality. I’m not sure how long it’ll be until then, or if it’ll even happen, but it is pretty good. It’s great meshes and 3D models are becoming more accessible to beginners and people who can’t afford to hire anyone, but also a bit scary for people who have it as a job? 2 Likes cool. when are we going to get shaders??? 6 Likes Page 13 I don’t get the arguments against AI People who hate it say that it makes low quality work yet fear that its so good that their jobs will be taken? Like pick a side man 5 Likes performance > good models (10000 tris for a cube) CrazedBrick1: People who hate it say that it makes low quality work yet fear that its so good that their jobs will be taken? I think that’s just cope tbh 3 Likes Training it off toolbox models may not be the best idea. When I asked for a scary monster, it just gave me retextured versions of sirenhead, the blue dude from poppy playtime, and some what seemed to be piggy characters. Also any time it say to generate water, it makes a gun. Other generations were pretty good though. 1 Like Yo I think they fixed it. Like just now one of my meshes went from 10K tris to 500 looking MUCH better prompt: /generate character Result: Tris: I generated a fine chap (all seperately, was even able to generate an individual left/right dress shoe of the same style!!) Edit: another model 500 tris again, seems like they added an lod sort of thing thats dependent on the complexity of the mesh My friend is messing around in the same studio place as me and the meshes im sending are all still 10k for him. NO IDEA how this works or why but I have the upgrade version of this feature I guess lol This version of the tool makes my vision of a museum map possible without costing 10 trillion robux for 100+ background models!!! 6 Likes smashman65: image515×687 64.8 KB i cant even lie (with our current marketplace) this is honestly almost sellable 3 Likes Almost? Your standards are too high! If we can sell a literal Blender Cube, we can sell this AI model. 8 Likes Broken Spawn: performance > good models My concern is… what makes a game functional? Part of that is actually having visual rather than just out right alienating 3D poly-shapes that seems unrecognizable. I also don’t get how a cube would take 10k, and I agree that’d ef up the performance, but there’s always a room for change. I might also have to do a better job than AI. 3 Likes What AI spews out now is the worst it will be. Chances are it will just become better and better looking. And, as long as it’s making money, no one cares whether it looks low quality. That’s why so many businesses in real life use AI generated images despite looking abysmal. 3 Likes This is really good, but I think you should make some features not locked of ID verify, but I try this feature and I generate a cat with top hat , it work ! Seems like Roblox is just testing new waters in order to “improve” the development experience. I wouldn’t worry about it. consistency and creativity will always out perform AI. We set the standard while AI plays catch-up. 4 Likes r/topologygore moment Ima be real… this looks really bad… When you released image generation it was a bit iffy at first but bad actual uses. This does not simply because the quality of meshes it produces is crap. Looks not bad now but I see potential 1 Like It generated the laptop right, except… What is this mess . 8 Likes Wrong place but i totally agree. i need shaders 1 Like A solution to not being able to hire someone is to putting the hard work and dedication into someone you enjoy and being hired for it. yeeaaah chief this aint it, I think we would rather something like custom shader support. 1 Like Can we get a blender plugin so they can be modified easily? 1 Like There’s multiple solutions not just one. Wow , it make unicorn 2 Likes Page 14 I would suggest lowering your expectations for modeling efficiency for now; after all, it is in beta, and that must be considered. 1 Like While I do think this is a great feature, what’s unfortunate is that the mesh/image api is locked behind an ID verification wall. I don’t understand the reason for such a requirement, and I don’t see myself using it anytime soon unless this restriction is lifted. Instead of focusing on AI yall should have added more requested features to the Roblox engine tbh. 4 Likes im genuinely impressed by spongebob and wall-e Dont like how everyone is saying how bad this feature is. It is bad for a reason in my opinion, so it doesnt replace Modelers. This feature is still usable and fine to me. “Works” may be a bit of an overstatement… (but yes, I get what you mean lol) 7 Likes Yo guys remember Ugly Sonic? He’s back in full force now! 1 Like This feature is in beta, with limited generations per minute as mentioned within the original announcement. Every AI generation has a cost-per-request, which Roblox is waiving for free. It has its own challenges, including bad actors abusing the generation, which they have stopped a significant portion of by mandating identity verification to keep this service free. Another concern could be related to privacy and data collection, as these services are free, which there is a saying - if a service is free, then you are the product. In this instance, by utilising the service, you’re providing data to the team responsible for this project, which they will process in developing their algorithm. I do believe it will become a state where it doesn’t require users to be identity verified, mostly when ROBLOX optimises their algorithm and computational processing to reduce the cost-per-request to widen their accessibility. 1 Like These tools and services with AI-generated content widen the potential for social development. I’ve personally worked with educational institutions (under 13’s) in allowing students to create their own creative ideas in platforms, such as ROBLOX. These students generally have no experience with 3d modelling, or any programming (set for block-based coding such as Scratch), which are required to have to start any project. We also have time constraints, as these are short courses to bring students innovative ideas into practice. ROBLOX’s solutions, specifically their AI coder, have brought success with the students I work with - and seeing how joyful they are to have their ideas for others to play is amazing. This brings amazing opportunities to introduce students to different industries much faster and allows them to develop skills in a specific field that they’re interested in with direct help from Artificial Intelligence. In the video game industry, companies are venturing into artificial intelligence tools to speed up their development pipeline. For example, a crate model with a base texture is created by a 3D Modeller. However, a game set in a battlefield will require 10 variations of this crate with different levels of destruction and aging. It will take a significantly long time to hand-paint each texture, compared to utilising the data and lifting the work out so they can prioritise other tasks. All of these case examples bring more potential to the development space, if used correctly with the correct intentions. 3 Likes exactly!! this benefits quite literally no one lol 4 Likes I wish Roblox Corporation would spend all the resources elsewhere, than following whatever is trendy in Silicon Valley... 4 Likes Maybe instead we should start getting updates that benefit ROBLOX’s actual creators, the ones that aren’t using AI slop to spit out junk for them. Let’s look at that platform to creator revenue split as well while we’re at it. 30% for something I made AI gag out at me? Fair enough. 30% for something I spent hours, days even, modelling and texturing with my own hard work and skill? Abysmal! Ugly Sonic (2019): I’m the ugliest Sonic ever. Ugly Sonic (2025): Are you sure about that? 1 Like Seriously, Roblox? Obviously these models are in no way better than something that a modeler could make, and look straight out of a mobile horror game, but there might be a day where they don’t, and that’s terrifying. I’m okay with AI when it comes to learning, but come on, if people don’t use this feature to generate brainrot simulators, then I’m not a Roblox user and you know it. Please don’t release this update to the public, please don’t continue to encourage the trend of using AI for games. 4 Likes If people do not want AI slop games to take over Roblox then just don’t give them any attention and focus on the ones that aren’t slop. Games will thrive if people engage with them, and vice versa. It’s that simple. You don’t seem to grasp the concept that young children use Roblox, and that they’ll play anything that has bright flashy colors. We may not engage with them, but the larger (and younger) portion of Roblox probably will, and they will continue this junk of AI updates since they get money from it. I think @iHA3CH4N made a good point on this. Adding onto that, everyone hated Rthro avatars, but then you have mostly those same people using hyper-realistic UGC bundles. 2 Likes Exactly, I don’t get how someone can change opinions so fast. This is why ROBLOX never does anything or reverts anything, because people will soon go along with it. How could you hate rthro but then use UGC versions? Either you like realism or you don’t. I get they’re different styles but people literally used the complaint “realism doesn’t belong on ROBLOX”…but then use other realistic bundles…? Either you wanted an update to be reverted or you don’t!!! At this point, even ROBLOX must know that they can do whatever updates they want because complaining users will soon forget and support it! I only glanced at the comments to get a consensus and replied to voice my opinion. I wasn’t replying to you at all. Anyhow, I’m aware that children have no sense of quality and that is an issue that cannot be fixed without quite literally messing with their brains. While we can avoid games like these, they won’t. I failed to remember this, and I’m sorry about that. If these games do thrive and Roblox decides to push out more AI features then that’s entirely on them for being a greedy company that wants to make as much money as humanly possible. These new AI features should be tools to assist us and I have already made this point in my first reply. Roblox seriously needs to address this issue and fast, before it gets too out of hand. Also, I don’t understand the Rthro comparison, as I’ve never seen anyone (excluding staff members) using Rthro (or other realistic bundles) unironically. To add onto this, this game slop issue has been around for years and people still criticize it. AI will only enable developers to produce these slop games faster than before. I can’t even fathom that people will soon “support” these AI games. 1 Like Page 15 Revazion: Also, I don’t understand the Rthro comparison, as I’ve never seen anyone (excluding staff members) using Rthro (or other realistic bundles) unironically. There’s literally a whole community of people that use them? Without having to name other players, many people use them. Mainly female, I’ve even used them “unironically”. (Then again, I never personally complained about rthro.) Many users will use only the body and not the head of a realistic body too, as they’ll use a “makeup head” face accessory instead, as seen in many role play games - even in the thumbnails of them. Revazion: I can’t even fathom that people will soon “support” these AI games. Even if they don’t straight out support it, they’ll stop asking ROBLOX to stop giving us updates like this. If you stop telling ROBLOX, they’ll see it as support. ROBLOX barely reverts things as it is, let alone if people stop complaining because they can’t be bothered to anymore or whatever their reasoning may be. Some brain rot kids will play the games, therefore supporting them - whether they mean to or not. Some developers/creators will just stop arguing their case, therefore ROBLOX will think it’s okay to keep making trash updates like this one. It all comes down to how the community reacts to ROBLOX’s updates, at the end of the day. 1 Like Listening to Dave’s Tech Talks “AI in Game Development” (Episode 24) Podcast brings a lot of perspective to this topic. It’s rare to get a behind-the-scenes look at how companies make decisions, but Roblox shares a surprising amount in their Tech Talk podcast series. Revazion: I only glanced at the comments to get a consensus and replied to voice my opinion. I wasn’t replying to you at all. Ah, apologies then! The context of your reply really did seem like you were talking to me. Revazion: These new AI features should be tools to assist us and I have already made this point in my first reply. Roblox seriously needs to address this issue and fast, before it gets too out of hand. I completely agree. And again, sorry for misunderstanding your replies. I usually read any kind of text extremely fast, skipping over important parts at times. Revazion: Also, I don’t understand the Rthro comparison, as I’ve never seen anyone (excluding staff members) using Rthro (or other realistic bundles) unironically. What I meant is that users mock roblox-made high detail bundles, but then they’re perfectly content with even uglier UGC bundles. Sounds a bit hypocritical. I’m not saying everyone should equip those bundles, but people should stop criticizing things similar to what they actually support. P.S, sorry if I overuse quotes, and once again for the whole misunderstanding thing. 2 Likes It’s all good, man. Mistakes happen. 1 Like How? The basic model is surprisingly good, but the textures are low res. Overall, I can’t believe this is possible… 1 Like Just wait until you see the amount of vertices and tris… In my opinion, Performance > Quality 2 Likes Tried testing the feature out, the texture looks so odd 1 Like yes and no tools need update left handle right handle or both no use a 2 script like add motor 6D or weld constain or something else for Dual object so you dont see 3d artists, enviroment artists, texture artists, animators or concept artists as “actual developers” then? I said the exact opposite of that, in fact. I said real developers will remain in demand and AI made stuff will be viewed like free models. I actually don’t use AI while making 3D models but I wanted to try the Cube 3D. Seems like doors are not allowed. I don’t know if it’s a bug or something. Yay now we will get even more slop games and catalog items on Roblox! 1 Like I can’t even generate a revolver for my game, which feachers weapons. Reproduction Steps Currently, I am on the latest production version of Chrome. Recently, I have been trying to join any private servers. None of them seems to work? Here are the steps: Find a game that allows private servers Use a link of the private server No response Expected Behavior I expect my client to join in the private instance of a server. Actual Behavior Nothing happens! The site refuses to respond. All join buttons are inactive on the page, and no prompt to open roblox shows up. Issue Area: Roblox Website Page URL: Any Impact: High Frequency: Constantly 182 Likes Same here! Even on Edge the join button doesnt work but everything else does! 38 Likes Same, can’t join any private servers from shareable links 31 Likes Same here, have to join someone already in one. 18 Likes I’m experiencing the same issue. I’ve tried clearing all my cookies and using a fresh browser without any extensions, but nothing resolved the problem. However, I noticed that when I switched to another account, private server links seemed to work. The only workaround that worked for my main account was downloading the Roblox app on my phone and accessing the shareable link through mobile. 26 Likes I found numerous users were experiencing issues when accessing private server links. Currently this seems to be the only forum people have found explaining the issue. As of far, there is no solution, while I can’t replicate what PS2 says, I cannot access through mobile for some odd reason. I have my own suspects to the root cause, but I can’t be certain 10 Likes Yeah, alt accounts worked for me as well. Not sure why. 10 Likes I’m having the same issue as well, I can’t press play if its a private server and I also can’t join my friends’ private servers either 4 Likes Update to the above I managed to replicate the issue over 3/10 alt accounts among testing, here’s what I found; The issue for LINKS seems to be at random, perhaps a roblox bug, I doubt this is intentional For private servers themselves, you can still join private servers. To join private servers, you can launch them directly from the game page. To join a PS, you need to join it through the servers tab off of the experiences page. You cannot have the private-server link in the searchbar (for whatever platform you use), as this invalidates all the buttons (to play, or join) for the game you try to play. This means you can still play with friends, or launch personal private servers. 10 Likes Okay, I’m happy that I’m not the only one going through this. For me, the links only stop working on my alts and not my main. I tried testing it on three browsers, and they’re all the same issue (Client won’t open and play button doesn’t respond). 11 Likes Having the same problem here. I can reproduce this issue every single time I attempt to join a private server via a sharable link. As to what’s causing it, I’ve got no clue. Attempting to reinstall the client and clearing the browser cookies had no effect. If I had to guess, this issue has something to do with authenticating the account credentials because a few of the times I’ve clicked on a link to try joining the private server I was greeted with the add account screen even though I’m already logged into the account I’m attempting to join on: 24 Likes If it’s any help to anybody issue began on the 15th November for me. 9 Likes Happening here, on the doors discord it is a major problem right now and people are complaining. (so it isn’t a isolated case) 6 Likes Cannot join private servers via links Roblox Application and Website Bugs this appears to happen only on specific accounts, I’m guessing roblox is doing some sort of A/B testing, on the image the bottom part is a functional part of the page, and the top part is the new one with Google Analytics (RobloxLaunch._GoogleAnalyticsCallBack) that doesn’t work [image] if you want to join on an account for which vip links don’t work, open the vip link, inspect element or press f12, paste this script into the console (don’t paste if you don’t trust the script) var content = … 4 Likes Yeah, this wasn’t the original issue I had but it has started happening. 2 Likes Thanks all for reporting. This should now be fixed, please let us know if the issue persists. 16 Likes This topic was automatically closed 14 days after the last reply. New replies are no longer allowed.

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