/məˈligˈzaː/

MACHINE LEARNING EXTENDED ARCHITECTURE

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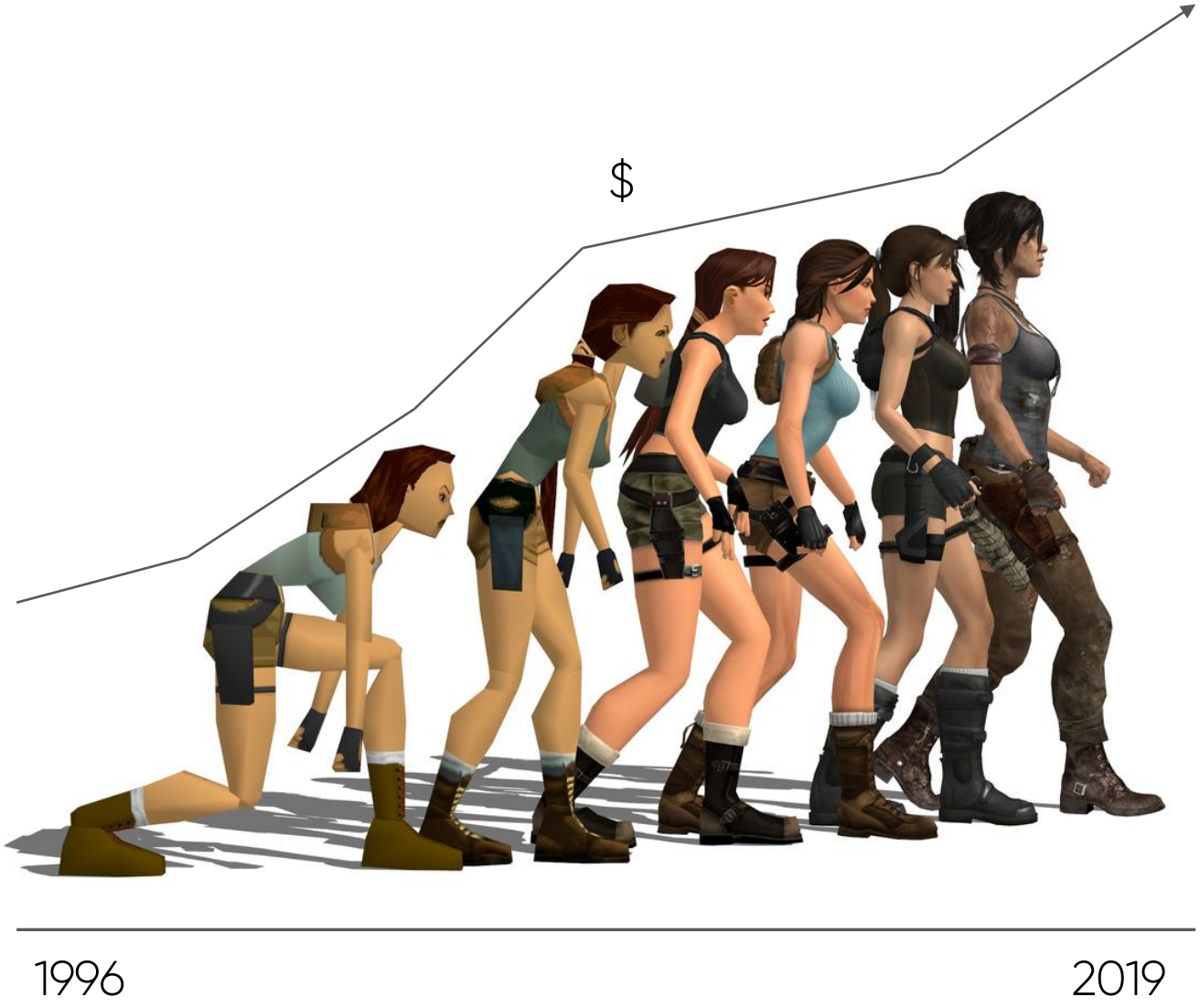
ARCHITECTURE DESIGN IS A MANUAL, INEFFICIENT AND INFLEXIBLE PROCESS.

AS THE QUALITY OF VIDEO GAME ASSETS HAVE INCREASED, SO HAS THE TIME REQUIRED TO MAKE THEM.



IT'S NOT JUST THE MAIN ASSET WE CARE ABOUT.

IT'S ALL THE OTHER ONES IN THE BACKGROUND THAT TAKE FOREVER.

FIVE YEARS.

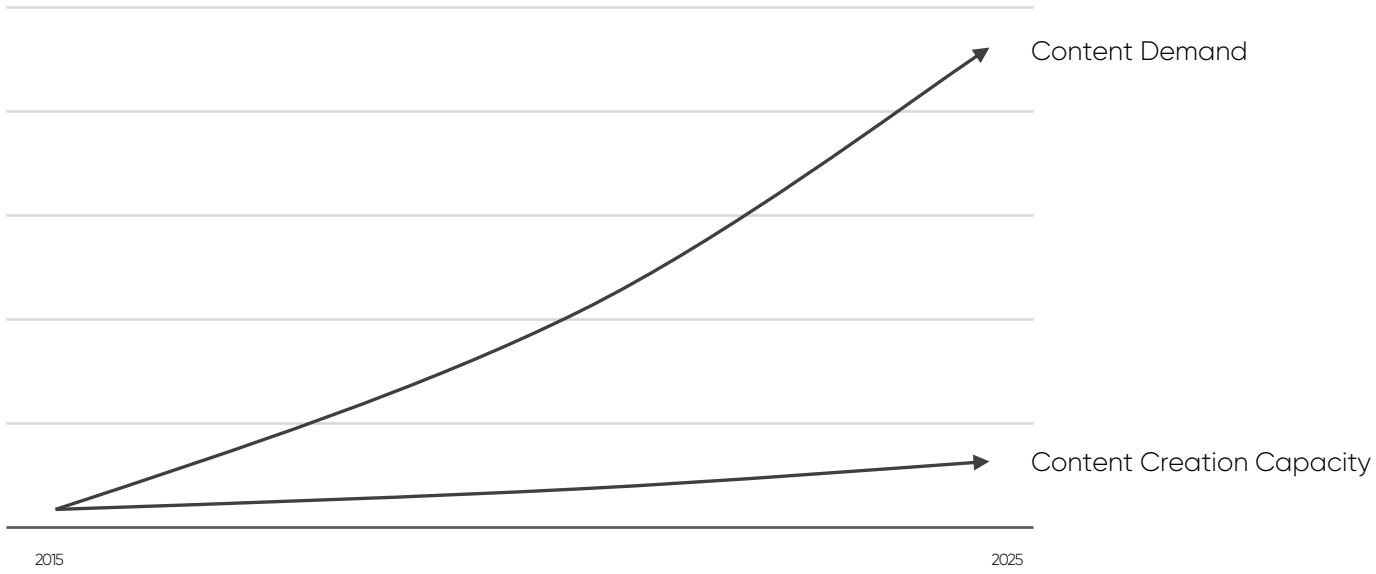
265 MILLION USD.

A HUGE & RAPIDLY GROWING MARKET.

$300 BILLION BY 2025

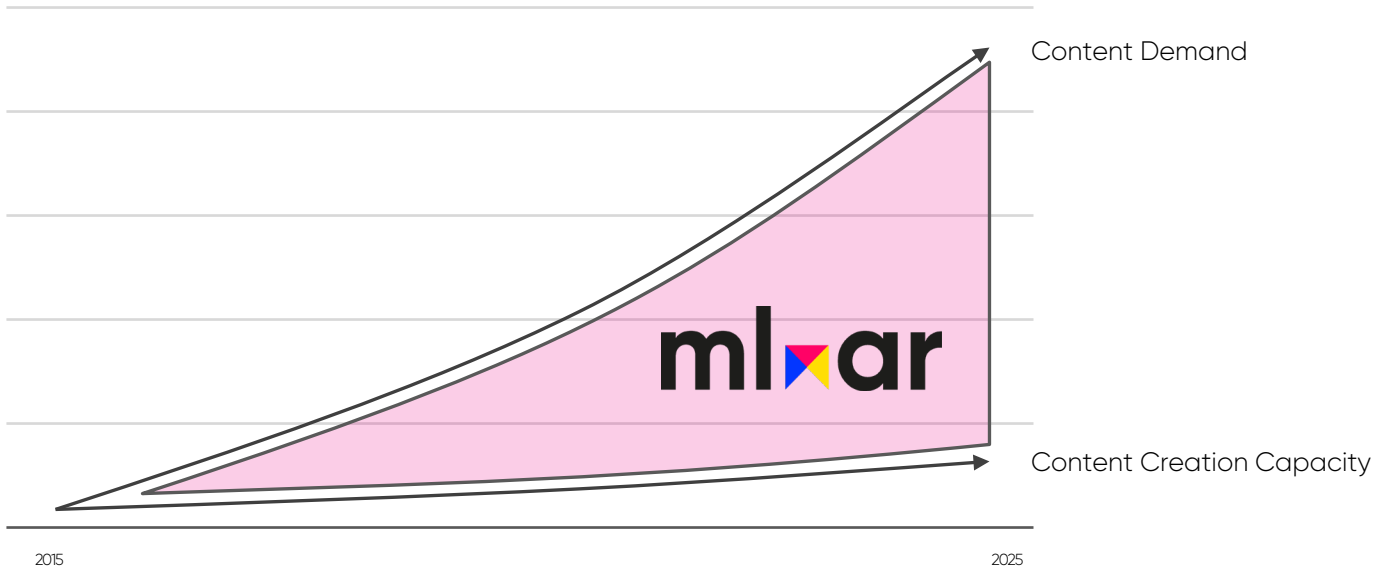
SOURCE: FORBES

THE REASON GAMES ARE TAKING LONGER IS ASSET DESIGN IS AN ALMOST ENTIRELY MANUAL PROCESS.



SOURCE: UNITY TECHNOLOGIES

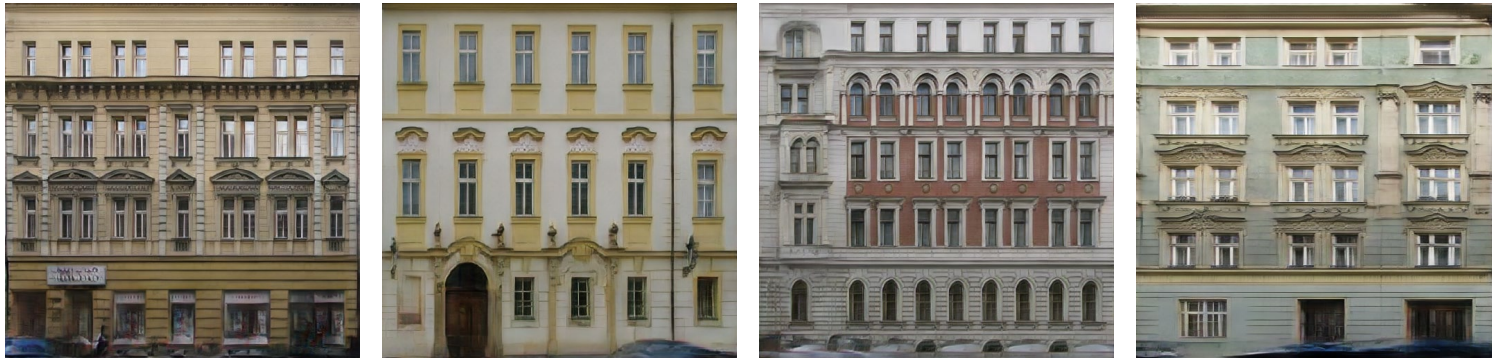
MLXAR'S MISSION IS TO INTRODUCE AUTOMATION TO VIDEO GAME ARCHITECTURE DESIGN.



SOURCE: UNITY TECHNOLOGIES

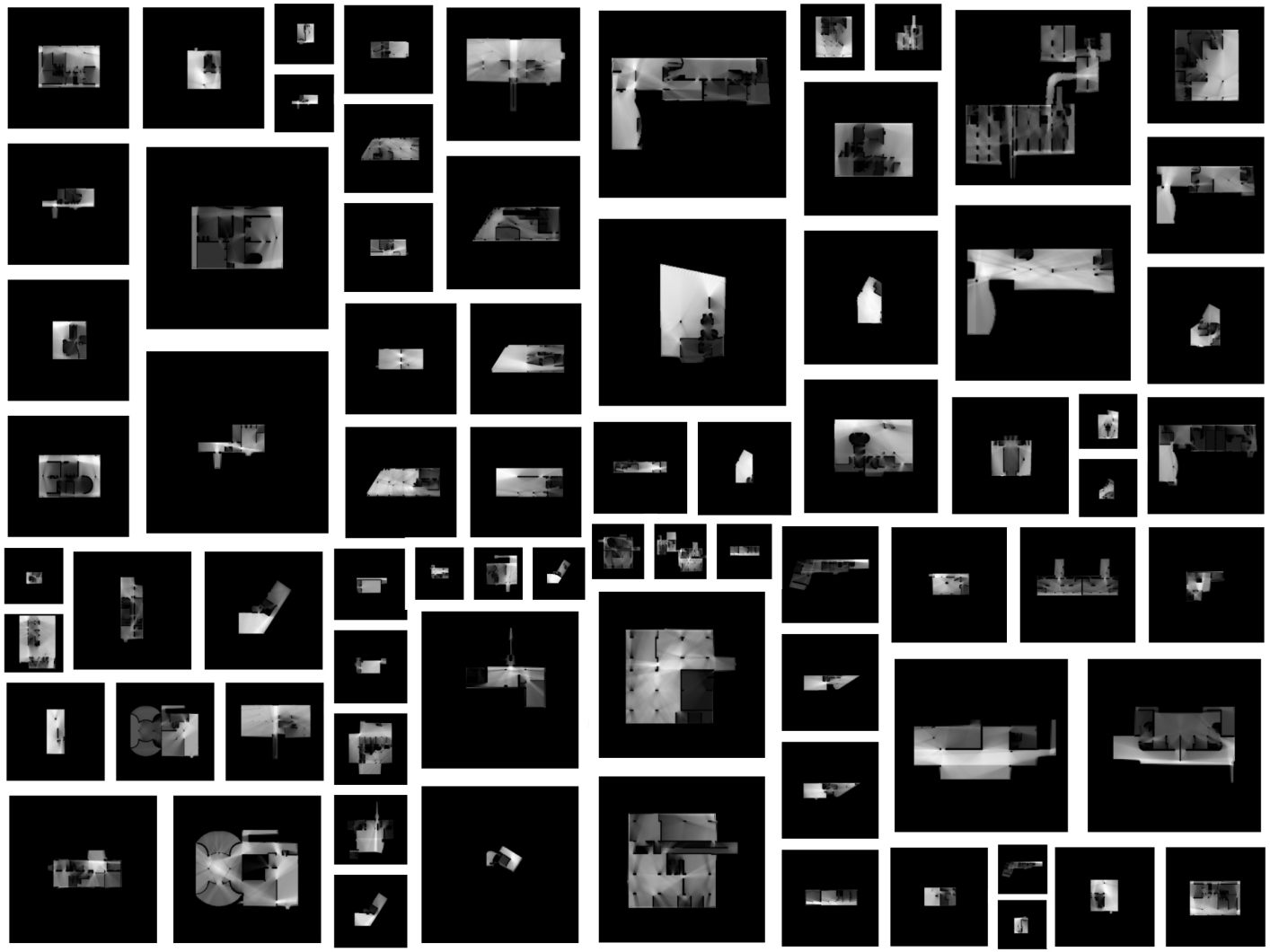
WHY AI?

Houdini Generated Designs (Procedural Approach)



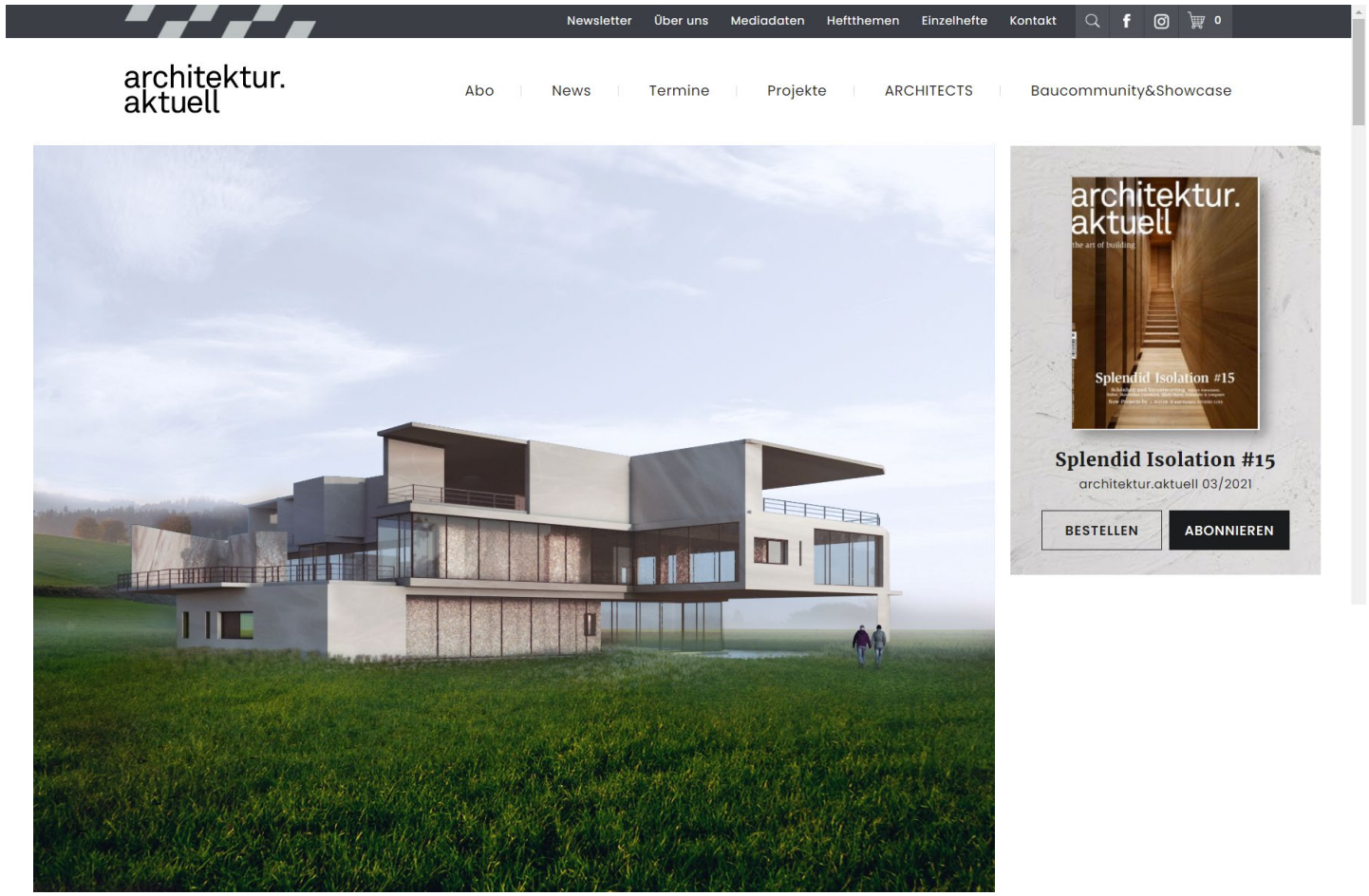
mlxar Generated Designs (AI Approach)

ARCHITECTURE & AI



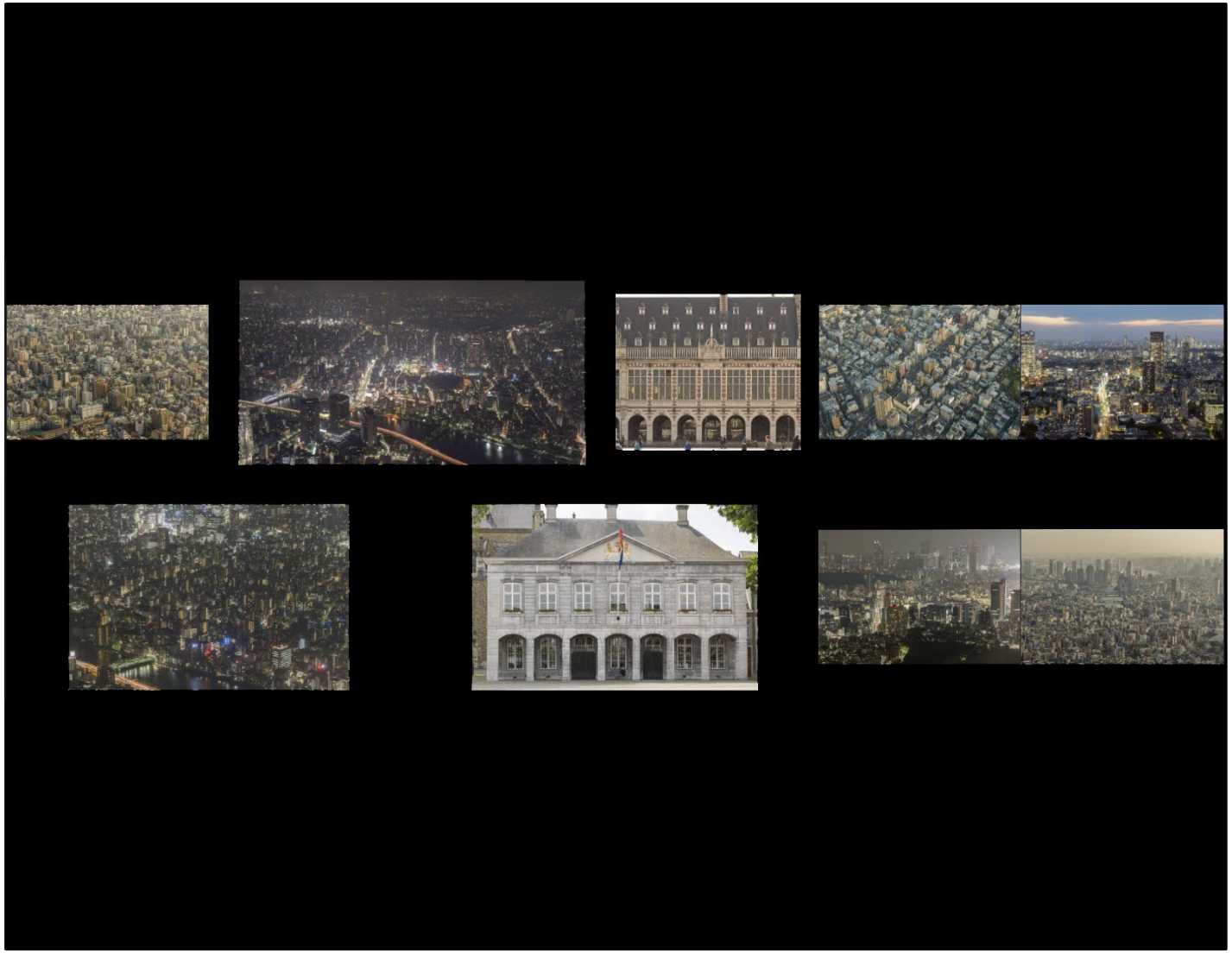
AI Learning Circulation & Narrative

ARCHITECTURE VS GAME DESIGN



MLXAR GENERATED BUILDING (MAY 2021)

REFERENCE IMAGES VS ARCHITECTURE DRAWINGS



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