

ml  **ar** /mə'lig'za: /

MACHINE LEARNING EXTENDED ARCHITECTURE

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.



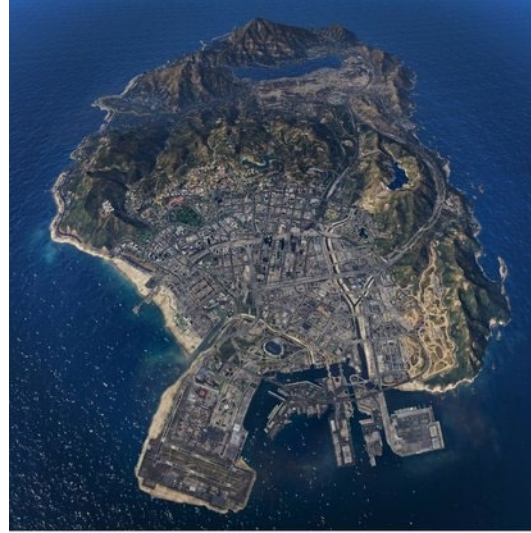
IT'S NOT JUST THE
MAIN ASSET WE
CARE ABOUT.



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



FIVE YEARS.



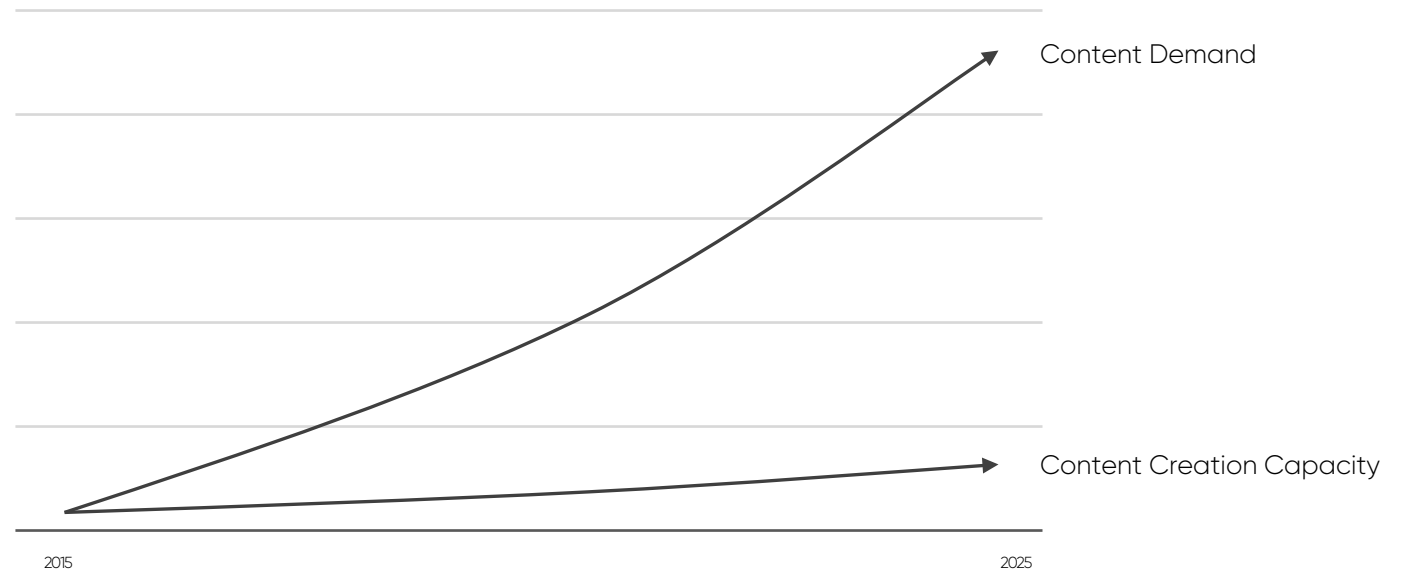
265 MILLION USD.



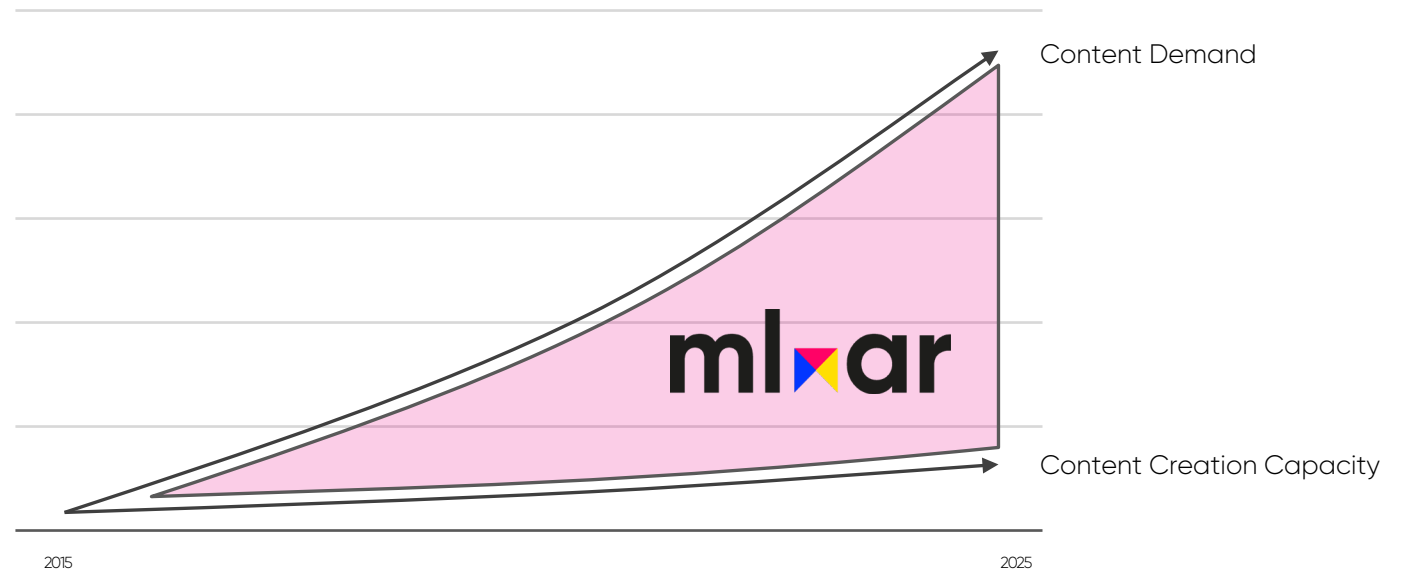
A HUGE & RAPIDLY
GROWING
MARKET.

**\$300
BILLION
BY 2025**

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



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



WHY AI?

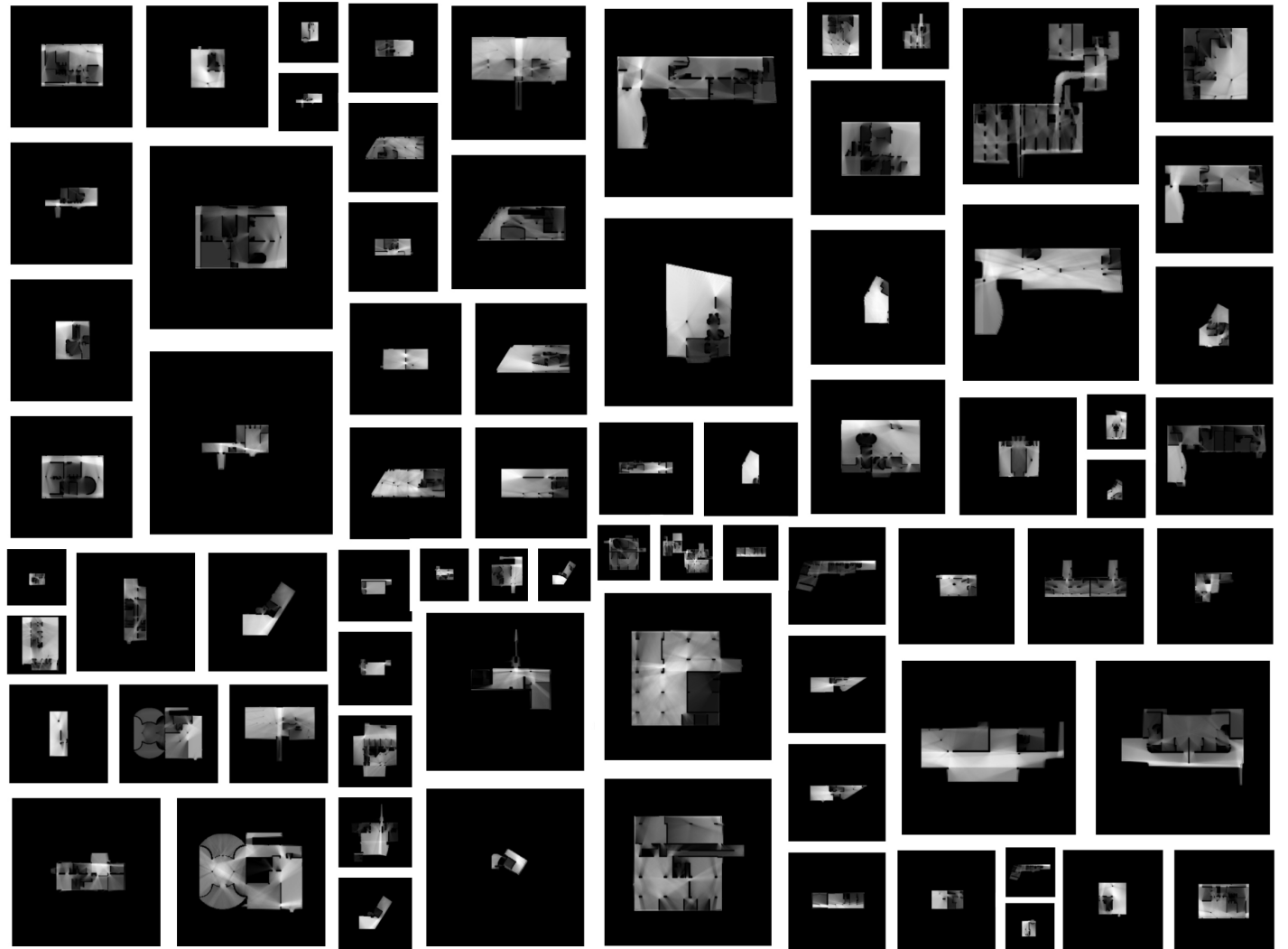


Houdini Generated Designs (Procedural Approach)



mlxr Generated Designs (AI Approach)

ARCHITECTURE & AI



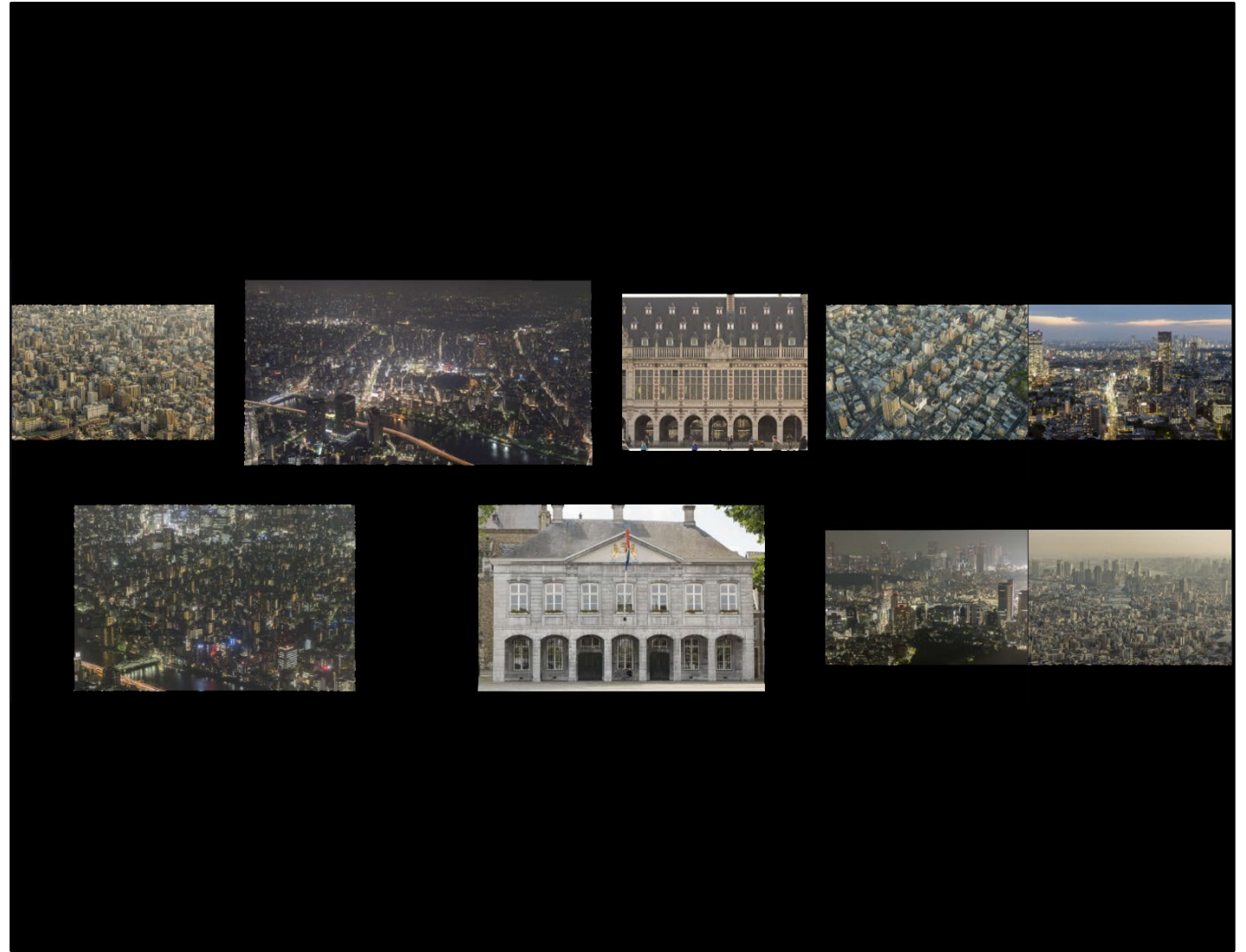
AI Learning Circulation & Narrative

ARCHITECTURE VS GAME DESIGN

The screenshot shows the website for 'architektur.aktuell'. The top navigation bar includes links for 'Newsletter', 'Über uns', 'Mediadaten', 'Hefthemen', 'Einzelhefte', and 'Kontakt', along with social media icons and a shopping cart. The main navigation menu lists 'Abo', 'News', 'Termine', 'Projekte', 'ARCHITECTS', and 'Baucommunity&Showcase'. The central focus is a large architectural rendering of a modern, multi-level building with a mix of concrete, glass, and wood, situated in a lush green field. To the right, there is a promotional graphic for 'Splendid Isolation #15', which includes the magazine's logo, the tagline 'the art of building', the issue title, the date 'architektur.aktuell 03/2021', and two buttons: 'BESTELLEN' and 'ABONNIEREN'.

MLXAR GENERATED BUILDING (MAY 2021)

REFERENCE
IMAGES VS
ARCHITECTURE
DRAWINGS







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