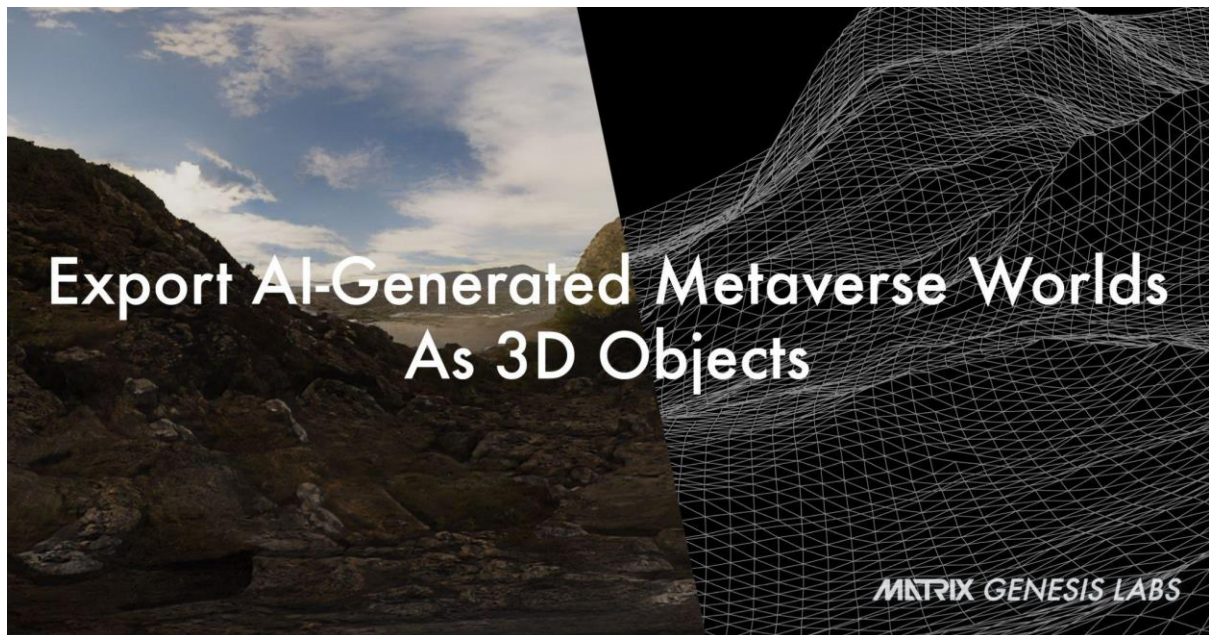


News Release

MATRIX Announces AI-generated Worlds can be Output and Edited in Unity, Blender, etc.
Aiming to Build a Collaborative Work Environment Between AI and Creators

MATRIX Inc. (Headquarters: Chiyoda-ku, Tokyo; Representative Director: Junichi Goishi; hereinafter "MATRIX") of the MetaReal Group has announced the capability of exporting automatically-generated Metaverse Worlds as 3D objects. This technology enables editing with various 3DCG software such as Unity and Blender



Watch the video here: <https://youtu.be/6J0ocusWDtY>

About exporting AI-generated Worlds

"MATRIX GENESIS LABS" has succeeded in exporting 3D Metaverse Worlds generated using its "Genesis" automatic Metaverse World generation AI and "Dimensions" 3D transformation engine as 3D objects.

Exported objects can be imported and edited into 3DCG software such as Unity and Blender.

It is positioned as an important technology for promoting collaborative work between AI and creators, which is the goal of MATRIX.

Development

By incorporating this technology together with "Genesis" and "Dimensions" into our reality Metaverse platform DOKODEMO Doors (<https://dokodemodoors.com>), general users, creators, and AI can come together in terms of imagination, technology, and functionality. We will continue to develop infrastructure to create a rich Metaverse space.

Impact on business performance

Impact of this transaction on business results for the current fiscal year will be minor.

About MATRIX Inc.

Established in September 2020 as a subsidiary of MetaReal Co., Ltd. (formerly Rozetta). Developed reality Metaverse platform “DOKODEMO Door” with the corporate vision of “Eliminating disparities and discrimination in the old reality, such as borders, language barriers, physical differences, knowledge gaps, and all other handicaps.”

<https://www.matrix.inc>

About MATRIX GENESIS LABS (MGL)

The Metaverse advanced technology research organization “MATRIX GENESIS LABS (MGL)” imagines how various advanced technologies such as artificial intelligence and Web3 will affect the way we live in the Metaverse space in the future. We are a prototyping team that will continue to publish “touchable visions” at high speed by experimentally integrating and implementing these conceptual technologies while they are still at the earliest stage.

About MetaReal Co., Ltd.

Corporate mission: “Liberate mankind from the limitations of place, time, language, and the physical”

AI, AR (Augmented Reality), VR (Virtual Reality), 5G/6G/7G (high-speed, large-capacity, multiple simultaneous connection communication), 4K/8K/12K (super-resolution video), video distribution

By integrating the latest technologies such as solutions, wearable devices, robots, and HA (Human Augmentation), people from all over the world can interact, live, work, and enjoy their lives “anytime, anywhere, and with anyone without the impediment of language.” We will realize the goal of “global ubiquitous.”

For the last two years, we have been focusing on the “Metaverse business” as a growth field, handled by our group companies MATRIX Inc. (“DOKODEMO Door”) and TravelDX Co., Ltd. (“DOKODEMO Door Trip”).

Company name: MetaReal Co., Ltd.

URL: <https://www.metareal.jp/>

Location: New Kudan Building, 3-7-1 Kanda Jimbocho, Chiyoda-ku, Tokyo

Representative: Junichi Goishi, Representative Director

Established: February 2004

Business description: Language barrier-free services through AI translation; planning, development and operation of VR life services

Inquiries regarding this matter

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