

I'm not a robot



























[illegible]

use it for serious projects I like Cube 3D - Avatar Auto Setup CAN make bundles that validate! I made one. //devforum.uploads.s3.dualstack.us-east-2.amazonaws.com/uploads/original/5X/9/d/4/Cube3Dnew?token=eyJ0eXciOiJkaW50IiwiaWF0Ijpmj0521221443436625d8e882b97f653e387.m4 It took a couple of tries. Went for something as humanoid as possible that wasn't a human, to avoid any textured on clothes or lack of modesty layer. Might be the first ever published bundle made 100% in studio! Only took about 7 minutes from prompting to on sale. Certainly a contender for the fastest bundle ever created from scratch. Check it out: Roblox Customize your avatar with the AI Robot and millions of other items. Mix & match this bundle with other items to create an avatar that is unique to you! 5 Likes Page 9 You will be replaced by AI programmers just like 3D modellers are being replaced right now. Your job is actually much easier to replace now than 3D modelling. Good luck. This is likely not gonna happen for quite a long time. LLMs aren't powerful enough to fit an entire codebase and all of its dependencies in a single context window at once yet and as we can see in this thread 3D model generation AI is not even remotely there yet to fully replace a real 3D artist. 5 Likes The point here is that it'll eventually happen. Being a programmer myself, I have seen other programmers I can't even tell if the guy that originally posted the message I replied to is actually a programmer, but I honestly couldn't care less! ask smug about others potentially losing their job, especially considering that OUR job security is at a much higher risk than 3D modellers right now, even if it isn't going to happen immediately. The fact that this thing can generate and has knowledge of famously strict protected intellectual property from many large companies such as Nintendo says a lot about the data set used to train it. Just because something is "publicly available" doesn't mean it's free to use. Beyond a myriad of other ethical concerns with generative AI, using any asset created from this model, no matter how original, feels like you're stealing from the people who created it. I don't think it's fair to use something that was created by someone else and then use it to create something that could potentially replace their job. I hope it dies in a fire 3 Likes A very good opportunity to help developers in terms of optimizing the platform, a servside method of bringing the old topbar back and limiting the performance drain of the TextChatService would be nice, as well as any other forced services that may just be eating up precious performance in terms of improvement, manual controls or even a way to disable all this automated stuff might be nice, so you could manually assign graphics or remove annoying banners 2 Likes wtf, didn't know roblox made their own ai though... What is the assistant's llm made out of tho? Finetuned Llama 3.1? who knows. 1 Like Prepare for a new generation of brainless slop moneygrabs made with minimal developer involvement. Generate 3D models using AI, ask ChatGPT to write the code, generate a thumbnail and you've got yourself the dull, soulless simulacrum of a game. Being a game developer, like anything else requires hard work and effort, the desire to create your dream game should be a driving force to underpin your growth as a creator and ultimately a person but that requires hard work and patience. Let's give developers tools that they can work with instead of harbouring an environment of laziness and creative bankruptcy. Sure, jumping on the most recent tech bro bandwagon could appease shareholders for a short while, people who'll easily accept whatever flashy, sci-fi reinvented fad as the "next big thing" but don't forget that it's developers keeping your platform afloat. 9 Likes And of those developers, a lot of smaller ones probably have given up due to roblox focusing on popular or money generating games, meanwhile the good popular games are being driven out by garbage or something else that just makes them money, and then some of those larger developers are simply suspicious Despite being around 20 years old, the platform still feels underbaked in certain aspects I am even going to mention some lacking aspects in this edit: Searching, there is no way to filter by popularity, and there simply aren't enough search filters, if any, while the search results are mostly irrelevant. I don't think it's fair to use something that was created by someone else and then use it to create something that could potentially replace their job. I hope it dies in a fire 3 Likes A very good opportunity to help developers in terms of optimizing the platform, a servside method of bringing the old topbar back and limiting the performance drain of the TextChatService would be nice, as well as any other forced services that may just be eating up precious performance in terms of improvement, manual controls or even a way to disable all this automated stuff might be nice, so you could manually assign graphics or remove annoying banners 2 Likes wtf, didn't know roblox made their own ai though... What is the assistant's llm made out of tho? Finetuned Llama 3.1? who knows. 1 Like Prepare for a new generation of brainless slop moneygrabs made with minimal developer involvement. Generate 3D models using AI, ask ChatGPT to write the code, generate a thumbnail and you've got yourself the dull, soulless simulacrum of a game. Being a game developer, like anything else requires hard work and effort, the desire to create your dream game should be a driving force to underpin your growth as a creator and ultimately a person but that requires hard work and patience. Let's give developers tools that they can work with instead of harbouring an environment of laziness and creative bankruptcy. Sure, jumping on the most recent tech bro bandwagon could appease shareholders for a short while, people who'll easily accept whatever flashy, sci-fi reinvented fad as the "next big thing" but don't forget that it's developers keeping your platform afloat. 9 Likes And of those developers, a lot of smaller ones probably have given up due to roblox focusing on popular or money generating games, meanwhile the good popular games are being driven out by garbage or something else that just makes them money, and then some of those larger developers are simply suspicious Despite being around 20 years old, the platform still feels underbaked in certain aspects I am even going to mention some lacking aspects in this edit: Searching, there is no way to filter by popularity, and there simply aren't enough search filters, if any, while the search results are mostly irrelevant. I don't think it's fair to use something that was created by someone else and then use it to create something that could potentially replace their job. I hope it dies in a fire 3 Likes A very good opportunity to help developers in terms of optimizing the platform, a servside method of bringing the old topbar back and limiting the performance drain of the TextChatService would be nice, as well as any other forced services that may just be eating up precious performance in terms of improvement, manual controls or even a way to disable all this automated stuff might be nice, so you could manually assign graphics or remove annoying banners 2 Likes wtf, didn't know roblox made their own ai though... What is the assistant's llm made out of tho? Finetuned Llama 3.1? who knows. 1 Like Prepare for a new generation of brainless slop moneygrabs made with minimal developer involvement. Generate 3D models using AI, ask ChatGPT to write the code, generate a thumbnail and you've got yourself the dull, soulless simulacrum of a game. Being a game developer, like anything else requires hard work and effort, the desire to create your dream game should be a driving force to underpin your growth as a creator and ultimately a person but that requires hard work and patience. Let's give developers tools that they can work with instead of harbouring an environment of laziness and creative bankruptcy. Sure, jumping on the most recent tech bro bandwagon could appease shareholders for a short while, people who'll easily accept whatever flashy, sci-fi reinvented fad as the "next big thing" but don't forget that it's developers keeping your platform afloat. 9 Likes And of those developers, a lot of smaller ones probably have given up due to roblox focusing on popular or money generating games, meanwhile the good popular games are being driven out by garbage or something else that just makes them money, and then some of those larger developers are simply suspicious Despite being around 20 years old, the platform still feels underbaked in certain aspects I am even going to mention some lacking aspects in this edit: Searching, there is no way to filter by popularity, and there simply aren't enough search filters, if any, while the search results are mostly irrelevant. I don't think it's fair to use something that was created by someone else and then use it to create something that could potentially replace their job. I hope it dies in a fire 3 Likes A very good opportunity to help developers in terms of optimizing the platform, a servside method of bringing the old topbar back and limiting the performance drain of the TextChatService would be nice, as well as any other forced services that may just be eating up precious performance in terms of improvement, manual controls or even a way to disable all this automated stuff might be nice, so you could manually assign graphics or remove annoying banners 2 Likes wtf, didn't know roblox made their own ai though... What is the assistant's llm made out of tho? Finetuned Llama 3.1? who knows. 1 Like Prepare for a new generation of brainless slop moneygrabs made with minimal developer involvement. Generate 3D models using AI, ask ChatGPT to write the code, generate a thumbnail and you've got yourself the dull, soulless simulacrum of a game. Being a game developer, like anything else requires hard work and effort, the desire to create your dream game should be a driving force to underpin your growth as a creator and ultimately a person but that requires hard work and patience. Let's give developers tools that they can work with instead of harbouring an environment of laziness and creative bankruptcy. Sure, jumping on the most recent tech bro bandwagon could appease shareholders for a short while, people who'll easily accept whatever flashy, sci-fi reinvented fad as the "next big thing" but don't forget that it's developers keeping your platform afloat. 9 Likes And of those developers, a lot of smaller ones probably have given up due to roblox focusing on popular or money generating games, meanwhile the good popular games are being driven out by garbage or something else that just makes them money, and then some of those larger developers are simply suspicious Despite being around 20 years old, the platform still feels underbaked in certain aspects I am even going to mention some lacking aspects in this edit: Searching, there is no way to filter by popularity, and there simply aren't enough search filters, if any, while the search results are mostly irrelevant. I don't think it's fair to use something that was created by someone else and then use it to create something that could potentially replace their job. I hope it dies in a fire 3 Likes A very good opportunity to help developers in terms of optimizing the platform, a servside method of bringing the old topbar back and limiting the performance drain of the TextChatService would be nice, as well as any other forced services that may just be eating up precious performance in terms of improvement, manual controls or even a way to disable all this automated stuff might be nice, so you could manually assign graphics or remove annoying banners 2 Likes wtf, didn't know roblox made their own ai though... What is the assistant's llm made out of tho? Finetuned Llama 3.1? who knows. 1 Like Prepare for a new generation of brainless slop moneygrabs made with minimal developer involvement. Generate 3D models using AI, ask ChatGPT to write the code, generate a thumbnail and you've got yourself the dull, soulless simulacrum of a game. Being a game developer, like anything else requires hard work and effort, the desire to create your dream game should be a driving force to underpin your growth as a creator and ultimately a person but that requires hard work and patience. Let's give developers tools that they can work with instead of harbouring an environment of laziness and creative bankruptcy. Sure, jumping on the most recent tech bro bandwagon could appease shareholders for a short while, people who'll easily accept whatever flashy, sci-fi reinvented fad as the "next big thing" but don't forget that it's developers keeping your platform afloat. 9 Likes And of those developers, a lot of smaller ones probably have given up due to roblox focusing on popular or money generating games, meanwhile the good popular games are being driven out by garbage or something else that just makes them money, and then some of those larger developers are simply suspicious Despite being around 20 years old, the platform still feels underbaked in certain aspects I am even going to mention some lacking aspects in this edit: Searching, there is no way to filter by popularity, and there simply aren't enough search filters, if any, while the search results are mostly irrelevant. I don't think it's fair to use something that was created by someone else and then use it to create something that could potentially replace their job. I hope it dies in a fire 3 Likes A very good opportunity to help developers in terms of optimizing the platform, a servside method of bringing the old topbar back and limiting the performance drain of the TextChatService would be nice, as well as any other forced services that may just be eating up precious performance in terms of improvement, manual controls or even a way to disable all this automated stuff might be nice, so you could manually assign graphics or remove annoying banners 2 Likes wtf, didn't know roblox made their own ai though... What is the assistant's llm made out of tho? Finetuned Llama 3.1? who knows. 1 Like Prepare for a new generation of brainless slop moneygrabs made with minimal developer involvement. Generate 3D models using AI, ask ChatGPT to write the code, generate a thumbnail and you've got yourself the dull, soulless simulacrum of a game. Being a game developer, like anything else requires hard work and effort, the desire to create your dream game should be a driving force to underpin your growth as a creator and ultimately a person but that requires hard work and patience. Let's give developers tools that they can work with instead of harbouring an environment of laziness and creative bankruptcy. Sure, jumping on the most recent tech bro bandwagon could appease shareholders for a short while, people who'll easily accept whatever flashy, sci-fi reinvented fad as the "next big thing" but don't forget that it's developers keeping your platform afloat. 9 Likes And of those developers, a lot of smaller ones probably have given up due to roblox focusing on popular or money generating games, meanwhile the good popular games are being driven out by garbage or something else that just makes them money, and then some of those larger developers are simply suspicious Despite being around 20 years old, the platform still feels underbaked in certain aspects I am even going to mention some lacking aspects in this edit: Searching, there is no way to filter by popularity, and there simply aren't enough search filters, if any, while the search results are mostly irrelevant. I don't think it's fair to use something that was created by someone else and then use it to create something that could potentially replace their job. I hope it dies in a fire 3 Likes A very good opportunity to help developers in terms of optimizing the platform, a servside method of bringing the old topbar back and limiting the performance drain of the TextChatService would be nice, as well as any other forced services that may just be eating up precious performance in terms of improvement, manual controls or even a way to disable all this automated stuff might be nice, so you could manually assign graphics or remove annoying banners 2 Likes wtf, didn't know roblox made their own ai though... What is the assistant's llm made out of tho? Finetuned Llama 3.1? who knows. 1 Like Prepare for a new generation of brainless slop moneygrabs made with minimal developer involvement. Generate 3D models using AI, ask ChatGPT to write the code, generate a thumbnail and you've got yourself the dull, soulless simulacrum of a game. Being a game developer, like anything else requires hard work and effort, the desire to create your dream game should be a driving force to underpin your growth as a creator and ultimately a person but that requires hard work and patience. Let's give developers tools that they can work with instead of harbouring an environment of laziness and creative bankruptcy. Sure, jumping on the most recent tech bro bandwagon could appease shareholders for a short while, people who'll easily accept whatever flashy, sci-fi reinvented fad as the "next big thing" but don't forget that it's developers keeping your platform afloat. 9 Likes And of those developers, a lot of smaller ones probably have given up due to roblox focusing on popular or money generating games, meanwhile the good popular games are being driven out by garbage or something else that just makes them money, and then some of those larger developers are simply suspicious Despite being around 20 years old, the platform still feels underbaked in certain aspects I am even going to mention some lacking aspects in this edit: Searching, there is no way to filter by popularity, and there simply aren't enough search filters, if any, while the search results are mostly irrelevant. I don't think it's fair to use something that was created by someone else and then use it to create something that could potentially replace their job. I hope it dies in a fire 3 Likes A very good opportunity to help developers in terms of optimizing the platform, a servside method of bringing the old topbar back and limiting the performance drain of the TextChatService would be nice, as well as any other forced services that may just be eating up precious performance in terms of improvement, manual controls or even a way to disable all this automated stuff might be nice, so you could manually assign graphics or remove annoying banners 2 Likes wtf, didn't know roblox made their own ai though... What is the assistant's llm made out of tho? Finetuned Llama 3.1? who knows. 1 Like Prepare for a new generation of brainless slop moneygrabs made with minimal developer involvement. Generate 3D models using AI, ask ChatGPT to write the code, generate a thumbnail and you've got yourself the dull, soulless simulacrum of a game. Being a game developer, like anything else requires hard work and effort, the desire to create your dream game should be a driving force to underpin your growth as a creator and ultimately a person but that requires hard work

[illegible]

[illegible]