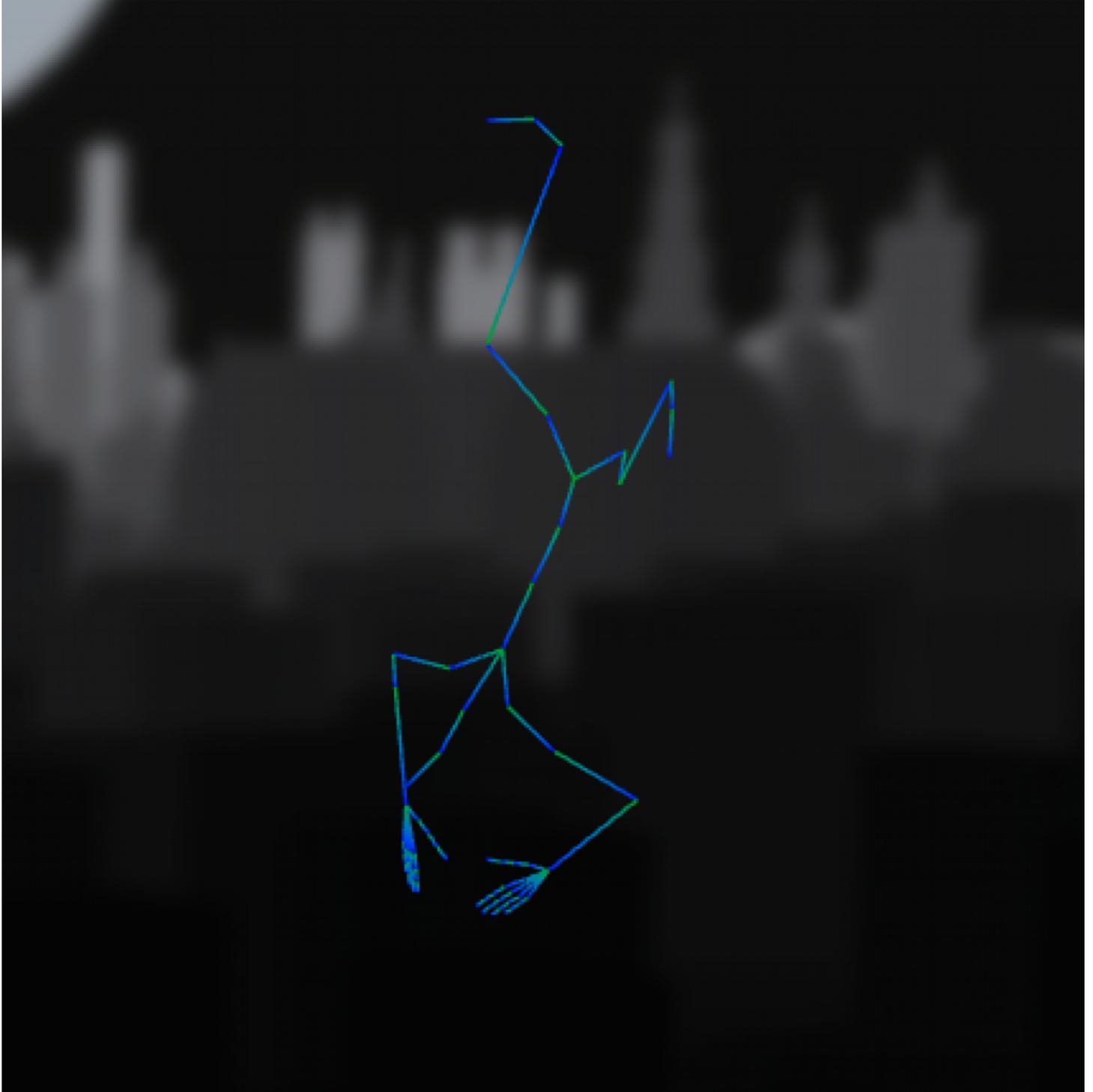


AI Startup Develops Model That Generates Long-Sequence 3D Character Animation From Text Prompts

AI company Bumblebee introduces a motion generation model designed to automate animation workflows for games, virtual creators, and digital content production.



Seoul, South Korea Mar 9, 2026 ([Issuewire.com](https://www.Issuewire.com)) - Advances in generative artificial intelligence are beginning to reshape digital content production, and animation may be one of the next industries to undergo significant transformation.

Bumblebee Inc., a Seoul-based AI startup focused on generative animation technology, has developed a model capable of producing long-sequence 3D character motion from simple text prompts.

The technology enables creators to generate animation by entering instructions such as “walk forward,” “wave to the audience,” or “run in a circle.” The system then produces motion data that can be directly applied to 3D characters used in games, virtual production, digital influencers, and immersive VR and AR environments.

Animation production traditionally requires skilled animators and specialized motion capture equipment, making it time-consuming and expensive for many creators and smaller studios. AI-driven animation tools aim to simplify this process by automating motion creation while maintaining natural movement and character realism.

Bumblebee’s system focuses on solving one of the technical challenges in generative animation: producing coherent motion sequences over longer periods of time. Many current AI motion generation systems can only generate short clips before movement becomes unstable or unrealistic.

The model developed by Bumblebee uses a diffusion-based architecture designed to generate longer animation sequences while maintaining continuity and contextual movement patterns.

In addition, the system incorporates motion refinement techniques that help reduce common animation artifacts such as foot sliding or unnatural joint movement, which are common problems in generative animation systems.

Industry analysts expect strong growth in the global animation and digital content market as demand rises across gaming, streaming media, virtual influencers, and immersive experiences. As production pipelines scale, automation technologies powered by artificial intelligence are expected to become increasingly important tools for creators and studios.

“AI has the potential to significantly expand access to animation production,” said Daeho Kim of Bumblebee. “Our goal is to allow creators to generate character motion more efficiently while maintaining production-level quality.”

Founded in 2023, Bumblebee focuses on generative AI technologies for 3D animation, digital humans, and interactive content production. The company is developing tools aimed at global creators, game developers, and digital content studios.



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Source : Bumblebee Inc.

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