

WorldPlay2: Extending Real-Time Interactive World Models in Control and Horizon

Original summary — NOT the original paper or model card.

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Coverage: Video topic

What the source reports

Interactive world model combining factorized action/semantic controls, compressed historical memory, and Stable Forcing distillation for real-time, longer-horizon generation. [1]

Managing expectations

Characters can drift visually and semantically over long rollouts; infinite-horizon stability and geometric consistency remain unsolved. [1]

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