

• NOW LIVE ON BITTENSOR MAINNET

BITTENSOR • SUBNET 99

The largest open-source video model. Built on Bittensor.

A **25B+ parameter** open-source video model, built by Rendix and fine-tuned competitively by miners. Today they compete on Wan 2.2. Next, they compete on **something larger than anything open-source has shipped.**

14B

TODAY - WAN 2.2, OPEN-SOURCE SOTA

25B+

NEXT - LEOMA, OUR OWN MODEL

\$800M

2025 MARKET, GROWING 20% / YEAR

01 · THE MODEL

Bigger than anything open-source has shipped.

Leoma v2 will be a **25B+ parameter** open-source video model, built by the Rendix team and fine-tuned competitively by miners on-chain. The largest open-source video model today is 14 billion. We are going past it.

TODAY - WHAT MINERS TRAIN

LIVE

Wan 2.2 · 14B

CURRENT OPEN-SOURCE SOTA

Miners fine-tune and optimise the strongest open-source video model available. Validators rank them every 20 minutes - the top miner earns 100% of emissions.

NEXT - WHAT WE BUILD

ROADMAP

Leoma · 25B+

RENDIX-BUILT BASE, OPEN-SOURCE

Rendix builds the 25B+ base model from scratch and releases it open-source. Miners then fine-tune it, competing on-chain exactly as they do with Wan 2.2 today - the subnet selects the strongest version and serves it to users.

OPEN-SOURCE MODELS LEOMA V2 WILL SURPASS

WAN 2.2 · 14B

LTX-2.3 · 22B

LTX-2 · 19B

HUNYUAN VIDEO · 13B

COGVIDEOX · 5B

MOCHI 1 · 10B

OPEN-SORA · 2B

02 · THE OPPORTUNITY

The AI video market is approaching **\$800 million** in 2025, growing 20% a year toward **\$3 billion** by the early 2030s. Running state-of-the-art video models costs six to seven figures a day. Open-source is closing the gap - but there is no system to find the best model, verify it, and serve it to users. Leoma is that system.

03 · THE TEAM

Built by **Rendix**, a Bittensor-native subnet builder. We design from incentives outward - architecture, participant behaviour, and long-term network value shaped together, not bolted on after the fact.

04 · HOW LEOMA WORKS

Winner takes all. Every twenty minutes.

Miners build video generation models and register them on-chain. Every **20 minutes**, we send each miner an image and a text description. Their model turns it into video.

Validators judge the output across six dimensions. The top-ranked miner earns **100% of emissions**. Second place earns nothing.

Most systems split rewards across top performers - that sounds fair, but it lets "good enough" pay well and kills the pressure to improve. We want breakthroughs, not plateaus.

If no miner meets the quality bar, emissions burn. We hash model weights to catch plagiarism - copy someone else's model and you'll get nothing; only the original counts.

VALIDATORS JUDGE ON

- Match to the input image
- Follows text instructions
- Natural, plausible motion
- Coherent across frames
- Sharp, accurate visuals
- Camera moves as directed

05 · EVALUATION

We use GPT-4o for scoring. For now.

Traditional video metrics correlate poorly with human judgment. The wider research community is moving the same way.

Depending on OpenAI is a centralisation risk and we are not pretending otherwise. We are already working on adding open-source evaluation models, with full migration to evaluation on the Bittensor network on the roadmap.

06 • WHO PAYS

The customers are already here.

01

Marketing agencies

Generating ad variations from a single product photo.

02

Game studios

Prototyping cutscene animations from concept art.

03

E-commerce

Turning static product images into social video at scale.

04

Solo creators

Professional-looking video without Runway-tier pricing.

Revenue from API access and subscriptions - free tier through to enterprise. A portion buys alpha on the open market and burns it.

07 • THE FLYWHEEL

HIGHER ALPHA



STRONGER MINERS



BETTER VIDEO



MORE USERS



BUY & BURN

Alpha holders and miners want the same thing: a subnet worth showing up for.

08 • WHAT'S NEXT

NOW - V1

Live on mainnet. Miners compete on **Wan 2.2**. Validators evaluate every 20 minutes. Rankings public. Winner takes all.

LATER THIS YEAR & BEYOND

Longer videos, higher resolution, diversified evaluation, public API & SDKs, post-production tools - and the **25B+ Rendix base model** introduced on page 2 for miners to fine-tune.

The challenge is not building the model - it is funding, scaling, and continuously improving it. **Bittensor enables this by distributing cost across miners and aligning incentives toward a single objective: the best model wins.**