

Meta is closing down three VR studios as part of its metaverse cuts

Meta is laying off about 10 percent of its Reality Labs metaverse division, and the cuts include closing down some of its VR gaming studios.

Twisted Pixel Games, the developer of *Marvel's Deadpool VR*, Sanzaru Games, the developer of the *Asgard's Wrath* franchise, and Armature Studio, which worked on the *Resident Evil 4* VR port, are all being closed down, according to an internal memo viewed by *Bloomberg*. The team behind the VR fitness app Supernatural will no longer develop new content or features for it, though the "existing product" will still be supported, *Bloomberg* says. Meta spokesperson Tracy Clayton confirmed to *The Verge* that *Bloomberg's* reporting is accurate.

Laid off staffers have posted about the closures online.

Meta acquired Supernatural developer Within in 2023 (after a fight with the FTC), Twisted Pixel and Armature in 2022, and Sanzaru in 2020. The company closed *Echo VR* developer Ready at Dawn, which it also acquired in 2020, in 2024.

In a statement about the broader Reality Labs layoffs, Clayton said that "We said last month that we were shifting some of our investment from Metaverse toward Wearables. This is part of that effort, and we plan to reinvest the savings to support the growth of wearables this year."

Update, January 13th: Added details from Bloomberg about the studio closures.

<https://www.theverge.com/news/861420/meta-reality-labs-layoffs-vr-studios-twisted-pixel-sanzaru-armature>