



ANIRIT VENTURES LIMITED

(Formerly Known as Flora Textiles Limited)

CIN: L72100TZ1993PLC004290

Registered Office: 23, Bharathi Park Road, Coimbatore - 641043, Tamil Nadu, India.

Website: www.aniritventures.com

Email: secretarial@aniritventures.com

Date: March 05, 2025

To,
The Listing Department,
BSE Limited,
Floor 25, P. J. Towers,
Dalal Street, Mumbai 400 001
BSE Scrip Code: 530705

Dear Sir/Madam,

Subject: Publication of information regarding forthcoming Postal Ballot of Anirit Ventures Limited (Formerly known as Flora Textiles Limited) ("the Company") by way of electronic voting ('Remote e-Voting') facility.

Ref: Newspaper advertisement disclosure under Regulations 30 and 47 of the SEBI (Listing Obligations and Disclosure Requirements) Regulations, 2015.

This is to inform you that the Company has published newspaper advertisement with regard to the captioned subject and in compliance with the provisions of the Companies Act, 2013 ("Act") and Regulations 30 and Regulation 47 of the SEBI (Listing Obligations and Disclosure Requirements) Regulations, 2015 ("Listing Regulations") and all applicable circulars issued by the Ministry of Corporate Affairs ("MCA") and the Securities and Exchange Board of India ("SEBI"), in today's newspaper i.e. "Trinity Mirror" in English and "Makkal kural" in Tamil language.

Copy of the above notice as published in the newspapers are enclosed.

You are requested to take the above information on record.

Thanking you,

Yours faithfully,

For Anirit Ventures Limited
(formerly known as Flora Textiles Limited)

Visha Jain
Company Secretary & Compliance Officer
Membership No. 73776
Encl: A/a

IT matters

While we are remarkably capable of generating our own goals, beginning with child's play and continuing into adulthood, we don't yet have computer models for understanding this human ability.

However, a team of New York University scientists has now created a computer model that can represent and generate human-like goals by learning from how people create games. The work could lead to AI systems that better understand human intentions and more faithfully model and align with our goals. It may also lead to AI systems that can help us design more human-like games.

"While goals are fundamental to human behavior, we know very little about how people represent and come up with them -- and lack models that capture the richness and creativity of human-generated goals," explains Guy Davidson, the paper's lead author and an NYU doctoral student. "Our research provides a new framework for understanding how people create and represent goals, which could help develop more creative, original, and effective AI systems."

Despite considerable experimental and computational work on goals and goal-oriented behavior, AI models are still far from capturing the richness of everyday human goals. To

address this gap, the paper's authors studied how humans create their own goals, or tasks, in order to potentially illuminate how both are generated.

The researchers began by capturing how humans describe goal-setting actions through a series of online experiments.

They placed participants in a virtual room that contained several objects. The participants were asked to imagine and propose a wide range of playful goals, or games, linked to the room's contents -- e.g., bouncing a ball into a bin by first throwing it off a wall or stacking games involving building towers from wooden blocks. The researchers recorded the participants' descriptions of these goals linked to the devised games -- nearly 100 games in total. These descriptions formed a dataset of games from which the researchers' model learned.

While human-goal generation may seem limitless, the goals study participants created were guided by a finite number of simple principles of both common sense (goals must be physically plausible) and recombination (new goals are created from shared gameplay elements). For instance, participants created rules in which a ball could realistically be thrown in a bin or bounced off a wall (plausibility) and combined basic throwing elements to create various games (off the wall,

onto the bed, throwing from the desk, with or without knocking blocks over, etc., as examples of recombination).

The researchers then trained the AI model to create goal-oriented games using the rules and objectives developed by the human participants. To determine if these AI-created goals aligned with those created by humans, the researchers asked a



AI generates playful, human-like games

new group of participants to rate games along several attributes, such as fun, creativity, and difficulty. Participants rated both human-generated and AI-produced games, as in the example below:

Human-created game:
 1. Gameplay: throw a ball so that it touches a wall and then either catch it or touch it
 2. Scoring: you get 1 point for each time you

successfully throw the ball, it touches a wall, and you are either holding it again or touching it after its flight

AI-created game:
 a. Gameplay: throw dodgeballs so that they land and come to rest on the top shelf; the game ends after 30 seconds
 b. Scoring: you get 1 point for each dodgeball that is resting on the top shelf at the end of the

game

Overall, the human participants gave similar ratings to human-created games and those generated by the AI model. These results indicate that the model successfully captured the ways humans develop new goals and generated its own playful goals that were indistinguishable from human-created ones.

Currently, Alexa's primary functions are limited to simple tasks such as music playback, weather updates, and smart home control. Alexa Plus, however, is designed to function as a virtual agent, capable of executing complex actions on command.

Demonstrations at the launch event showcased Alexa Plus's advanced capabilities, including:

Task Automation: Booking concert tickets, sending text messages, planning trips, and updating shared calendars.

Data Analysis: Analysing security camera footage to determine if a specific task, such as walking a dog, has been completed.

Creative Content Generation: Creating personalized stories with user-specified characters and generating custom songs, such as tributes to pets.

By leveraging the power of generative AI, Alexa Plus aims to significantly expand the everyday utility of voice assistants, moving beyond basic commands to more complex, personalized interactions. This upgrade signifies Amazon's commitment to remaining at the forefront of the AI revolution and solidifying its position in the competitive AI assistant market.

World's smallest shooting video game using nano tech

A research team led by Professor Takayuki Hoshino of Nagoya University's Graduate School of Engineering in Japan has demonstrated the world's smallest shooting game by manipulating nanoparticles in real time, resulting in a game that is played with particles approximately 1 billionth of a meter in size. This research is a significant step toward developing a computer interface system that seamlessly integrates virtual objects with real nanomaterials.



These beams generate dynamic patterns of electric fields and optical images on a display surface, allowing researchers to control the force field acting on the nanoparticles in real time to move and manipulate them.

The aim of the team was to create an intuitive and engaging way to showcase their technology.

As fans of vintage video games, they designed an interactive shooting game inspired by classic

arcade titles. Dubbed by Hoshino as the "world's smallest shooting game," it enables players to interact with objects at the nanoscale level.

MR is designed to blend the real world with virtual ones, allowing digital objects to interact with the physical environment. A joystick was used to modify the scanning pattern of the electron beam, which appears onscreen as movement of a triangular spaceship.

Players then attempted to strike enemy charac-

ters (actually, nano-sized polystyrene balls) using the electron beam.

"The system projects the game ship onto real nanophysical space as an optical image and force field, creating an MR where nanoparticles and digital elements interact," Hoshino said.

"The game is a shooting game in which the player manipulates a ship and shoots bullets at real nanoparticles to repel them. Through this, we successfully demonstrated real-time interaction between digital data and

physical nano-objects."

Beyond gaming, this technique makes it possible to manipulate and assemble biomolecular samples at the smallest levels, with potential applications in nanotechnology and biomedical engineering.

"We could 3D print the created objects in real time, potentially revolutionizing the world of 3D printing," Hoshino said. "Or use the same guidance technique to guide toxic agents to virus cells in living organisms and kill them."

Morphing robot turns challenging terrain to advantage

From mountain goats that run up near-vertical rock faces to armadillos that roll into a protective ball, animals have evolved to adapt effortlessly to changes in their environment. In contrast, when an autonomous robot is programmed to reach a goal, each variation in its predetermined path presents a significant physical and computational challenge.

Researchers led by Josie Hughes in the CREATE Lab in EPFL's School of Engineering wanted to develop a robot that could traverse diverse environments as adeptly as animals by changing form on the fly. With GOAT (Good Over All Terrains) they have achieved just that -- and created a new paradigm for robotic locomotion and control in the process.

Thanks to its flexible yet durable design, GOAT can spontaneously morph between a flat 'rover' shape and a sphere as it moves. This allows it to switch between driving, rolling, and even swimming, all while consuming less energy than a robot with limbs or appendages.

"While most robots compute the shortest path from A to B, GOAT considers the travel modality as well as the path to be taken," Hughes explains. "For example, instead of going around an obstacle like a stream, GOAT can swim straight through. If its path is hilly, it can passively roll downhill as a sphere to save both time and energy, and then actively drive as a rover when rolling is no longer beneficial."

To design their robot, the CREATE team took inspiration from across the animal kingdom, including spiders, kangaroos, cockroaches, and octopuses. The team's bioinspired approach led to a design that is highly compliant, meaning it adapts in response to interaction with its environment, rather than remaining rigid. This compliance means that GOAT

can actively alter its shape to change its passive properties, which range from more flexible in its 'rover' configuration, to more robust as a sphere.

Built from inexpensive materials, the robot's simple frame is made of two intersecting elastic fiberglass rods, with four motorized rimless wheels. Two winch-driven cables change the frame's configuration, ultimately shortening like tendons to draw it tightly into a ball. The battery, onboard computer, and sensors are contained in a payload weighing up to 2 kg that is suspended in the center of the frame, where it is well protected in sphere mode -- much as a hedgehog protects its underbelly.

CREATE Lab PhD student Max Polzin explains that compliance also allows GOAT to navigate with minimal sensing equipment. With only a satellite navigation system and a device for measuring the robot's own orientation (inertial measurement unit), GOAT carries no cameras onboard; it simply does not need to know exactly what lies in its path.

"Most robots that navigate extreme terrain have lots of sensors to determine the state of each motor, but thanks to its ability to leverage its own compliance, GOAT doesn't need complex sensing. It can leverage the environment, even with very limited knowledge of it, to find the best path: the path of least resistance," Polzin says.

Future research avenues include improved algorithms to help exploit the unique capabilities of morphing, compliant robots, as well as scaling GOAT's design up and down to accommodate different payloads. Looking ahead, the researchers see many potential applications for their device, from environmental monitoring to disaster response, and even extraterrestrial exploration.

New device to taste cake in virtual reality

Novel technology intends to redefine the virtual reality experience by expanding to incorporate a new sensory connection: taste.

The interface, dubbed 'e-Taste', uses a combination of sensors and wireless chemical dispensers to facilitate the remote perception of taste - what scientists call gustation. These sensors are attuned to recognize molecules like glucose and glutamate - chemicals that represent the five basic tastes of sweet, sour, salty, bitter, and umami. Once captured via an electrical signal, that data is wirelessly passed to a remote device for replication.

Field testing done by researchers at The Ohio State University confirmed the device's ability to digitally simulate a range of taste intensities, while still offering variety and safety for the user.

"The chemical dimension in the current VR and AR realm is relatively underrepresented, especially when we talk about olfaction and gustation," said Jinghua Li, co-author of the study and an assistant professor of materials science and engineering at Ohio State. "It's a gap that needs to be filled and we've developed that with this next-generation system."

The system, whose development was inspired by previous biosensor work of Li's, utilizes an actuator with two parts: an interface to the mouth and a small electromagnetic pump. This pump connects to a liquid channel of chemicals that vibrates when an electric charge passes through it, pushing the solution through a special gel layer into the mouth of the subject.

Depending on the length of time that the solution interacts with this gel layer, the intensity and strength of any given taste can easily be adjusted, said Li.

Amazon Alexa Plus upgrade promises human-like interaction

Amazon has announced a significant upgrade to its Alexa voice assistant, introducing "Alexa Plus," a generative AI-powered iteration designed to deliver more human-like interactions and sophisticated capabilities. The announcement, made at a launch event in New York, positions Alexa Plus as a direct competitor in the rapidly evolving AI assistant market.

"I'm not just an assistant. I'm your new best friend in the digital world," Alexa Plus declared during the event, highlighting the shift towards a more personalized and intuitive user experience. This upgrade comes amidst intense competition, with Microsoft's audio-enabled Copilot, Google's Gemini AI, and Apple's ongoing efforts to enhance Siri with generative AI functionalities all vying for market share.

While Alexa and Siri have traditionally dominated the voice assistant space, they have faced challenges in delivering truly intuitive interactions. Amazon's move to integrate generative AI aims to address these limitations, fulfilling long-standing promises of enhanced performance.

The rollout of Alexa Plus reflects the broader trend of tech giants investing heavily in AI development. Companies like Amazon, Google, Microsoft, Meta, OpenAI, and Elon Musk's xAI are pouring billions into AI research, despite the uncertainty surrounding immediate returns. Amazon, however, boasts a significant advantage with its established base of over 600 million Alexa-enabled devices.

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 Website: www.aniritventures.com Email: secretarial@aniritventures.com

NOTICE OF POSTAL BALLOT

- Members are hereby informed that pursuant to Section 108 and 110, and other applicable provisions of the Companies Act, 2013, read together with Companies (Management and Administration) Rules, 2014 as amended from time to time, SEBI (Listing Obligations and Disclosure Requirements) Regulations, 2015 and in compliance with the Ministry of Corporate Affairs Circular No. 09/2024 dated 19th September, 2024 and Circular- SEBI/HO/CFD/CFD-PoD-2/P/CIIR/2024/133 dated October 3, 2024 issued by Securities and Exchange Board of India ("SEBI") (hereinafter collectively referred to as "the Circulars"), Secretarial Standard on General Meetings issued by the Institute of Company Secretaries of India ("SS-2"), Regulation 44 of the SEBI (Listing Obligations and Disclosure Requirements) Regulations, 2015 ("Listing Regulations") and other applicable laws, rules and regulations (including any statutory modification(s) or re-enactment(s) thereof for the time being in force), the Company shall dispatch the Postal Ballot Notice only through electronic mode to those members whose email IDs are registered with the Company/ Depository Participants and whose names appear on the Register of Members / List of Beneficial Owners as on **Friday, February 28, 2025** ("cut-off date") for seeking the approval of the members of the Company by Postal Ballot, only through remote e-voting system, for business as may be specified in the Postal Ballot Notice. Detailed instructions on remote e-voting shall be given in the Postal Ballot Notice.
- The Postal Ballot Notice will also be made available on the Company's website www.aniritventures.com, website of KFin Technologies Limited ("KFinTech") i.e. <https://evoting.kfintech.com> and website of the stock exchange where equity shares of the Company are listed i.e. BSE Limited viz. www.bseindia.com.
- The Members in order to receive the Postal Ballot Notice and future communications from the Company shall register their email addresses with the Company/Depositors in the following manner:

- Manner of registering / updating email addresses:**
- Shareholders holding shares in physical mode and who have not updated their email addresses are requested to update their email by writing to the Company at secretarial@aniritventures.com along with the copy of the signed request letter mentioning the name and address of the Shareholder, self-attested copy of the PAN card, and self-attested copy of any document (eg.: Driving License, Election Identity Card, Passport, Aadhar) in support of the address of the Shareholder.
 - Shareholders holding shares in dematerialized mode are requested to register / update their email addresses with the relevant Depository Participants.

The login credentials for casting the votes through e-voting shall be made available to the Shareholders through email after successfully registering their email addresses in the manner provided above.

The detailed procedure for casting the vote through e-voting shall be provided in the Notice of the Postal Ballot. The details will also be made available on the website of the Company.

By order of the Board
For Anirit Ventures Limited
 Formerly Flora Textiles Limited
 Sd/-
Visha Jain
 Company Secretary &
 Compliance officer
 (M No. A73776)

VASTU HOUSING FINANCE CORPORATION LTD
 Unit 203 & 204, 2nd Floor, "A" Wing, Navbharat Estate, Zakaria Bunder Road, Sewri (West), Mumbai 400015. Maharashtra.
 CIN No.: U65922MH2005PLC272501

POSSESSION NOTICE

Whereas, the undersigned being the Authorised Officer of Vastu Housing Finance Corporation Limited under the Securitisation and Reconstruction of Financial Assets and Enforcement of Security Interest Act, 2002 and in exercise of powers conferred to him under section 13 (12) read with Rule 9 of the Security Interest (Enforcement) Rules 2002, issued a Demand Notice calling upon the borrowers mentioned herein below to repay the amount mentioned in the respective notice within 60 days from the date of receipt of the said notice. The borrowers having failed to repay the amount, undersigned has taken possession of the property described herein below in exercise of powers conferred on me under Section 13(4) of the said Act read with Rule 9 of the said rules on the date mentioned below. The borrower and guarantor in particular and the public in general is hereby cautioned not to deal with the property and any dealings with the property will be subject to the charge of the Vastu Housing Finance Corporation Limited Branch for an amount mentioned as below and interest thereon, costs etc.

S/N	Name of Borrower, Co-Borrower and LAN No.	Date & Amount of Demand Notice	Description of Property	Date & Type of Possession
1	Malathi Ramesh, Manavalan Ramesh LP0000000063247	12-Dec-24 Rs.1413615 as on 09-Dec-24	S F No 36/1, Punjai Hec.0.59.0, Punjai Acre 1.46 Cents, Kistrs.3.29, (Patta No.L258), Punjai Acre 1.18 Cents, For An Extent 2208 3/4 Sq.Feet Patta No.1258, Edappadi Village And Municipality, Tiruchengode, Edappadi, Salem, Tamil Nadu, 637101. North : Kumarapalayam Road Southern Side East - West 16 Feet Breadth Share Thadam Parimala Lands, South : Rukkumani, Kulanthasamy Lands, East : Gopinath Remaining Land, West : Gopinath Remaining Land	Symbolic Possession Taken on 01-Mar-25

Date : 05.03.2025
 Place : Salem

Authorised officer
 Vastu Housing Finance Corporation Ltd

