



Checklist 3d models with PBR materials HUBSTAIRS (eng)

model check

1. modelling

- ☐ **1.1** one smoothing group for all elements of the model (exception - straight joints)
- ☐ **1.2** isolated Vertices, overlapping faces, multiple edges, inverted normals are excluded
- ☐ **1.3** NGons are excluded
- ☐ **1.4** there are no intersections of geometry, holes
- ☐ **1.5** there are no snags on the model
- ☐ **1.6** all roundness are cut off from the plane by support edges, correct shading
- ☐ **1.7** modifier stack for each object is collapsed, all geometry - Editable Poly
- ☐ **1.8** model objects in the scene are linked to the Point Helper
- ☐ **1.9** object's pivots (coordinates and rotation) - 0,0
- ☐ **1.10** if there is a light bulb in the scene .. the light bulb object is named -

bulb, material and textures -glass

the bulb object's pivot is centered on the bulb's sphere. Bulb coordinates are multiples of 1 mm

☐ **1.11** dimensions of the model are multiples of 1mm

☐ **1.12** ResetXForm is applied

2. UV map

☐ **2.1** padding between elements is not less than 50 px on UV map of 2048x2048 px

☐ **2.2** UV map element's scale (texel density) - 50 and higher

☐ **2.3** all elements on the UV map have the same scale (texel density)
except for "hidden" elements (can be reduced up to 10%), except for elements which are not visible under normal conditions (can be reduced up to 75%)

☐ **2.4** there is no noticeable distortion on the UV map

☐ **2.5** there are no inverted & overlapped polygons on the UV map

☐ **2.6** all elements on the UV map are aligned parallel to the x, y axes

3. textures

☐ **3.1** all textures - png

☐ **3.2** texture size 2048x2048 or 4096x4096

☐ **3.3** textures of the same material have the same resolution

☐ **3.4** all textures are universal

☐ **3.5** size of textures depends on the element's scale on UV map: scale 50-95

- textures 4096x4096 px \\ scale 95 and higher - textures 2048x2048 px

☐ **3.6** textures with directional patterns are arranged horizontally

☐ **3.7** texture paths are set to \textures\

☐ **3.8** Height map - if filled, by default - rgb 128.128.128, Normal map - if filled, by default - rgb 128.128.255

☐ **3.9** I didn't bake AO on transparent glass

AO - solid fill, white

4. materials

☐ **4.1** all materials - Physical Material

☐ **4.2** Material Editor contains only the materials used on the model

☐ **4.3** roughness metalness and normal textures loaded with Override 1.0

☐ **4.4** all texture slots are named D R M N - respectively

☐ **4.5** if there is fabric in the scene, the Falloff map is set up correctly, ior 1.0

5. scene

☐ **5.1** scene layer (two cameras, ground) is hidden, the model with Point Helper is on the default layer

☐ **5.2** both cameras are set up for preview, the model is located in the center of the preview

☐ **5.3** viewports in the scene are positioned correctly, the model is centered in

all viewports

6. archive structure

- ☐ **6.1** archive structure is respected
- ☐ **6.2** the model itself with the Point Helper is exported to the export folder
- ☐ **6.3** export folder and final archive are packed in .zip
- ☐ **6.4** preview is saved in .png format 1000x1000 px (without alpha channel)
- ☐ **6.5** there are three hdri files in the "scene\textures" folder besides textures
- ☐ **6.6** the scene is saved in version 3ds max 2018

Создано с помощью онлайн сервиса Чек-лист | Эксперт: <https://checklists.expert>

как это убрать?