



Checklist 3d models with PBR materials HUBSTAIRS (eng)

model check

modelling

- one smoothing group for all elements of the model (exception - straight joints)
- isolated Vertices, overlapping faces, multiple edges, inverted normals are excluded
- NGons are excluded
- there are no intersections of geometry, holes
- there are no snags on the model
- all roundness are cut off from the plane by support edges, correct shading
- modifier stack for each object is collapsed, all geometry - Editable Poly
- model objects in the scene are linked to the Point Helper
- object's pivots (coordinates and rotation) - 0,0
- 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

- dimensions of the model are multiples of 1mm
- ResetXForm is applied

UV map

- padding between elements is not less than 50 px on UV map of 2048x2048 px
- UV map element's scale (texel density) - 50 and higher
- 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%)
- there is no noticeable distortion on the UV map
- there are no inverted & overlapped polygons on the UV map
- all elements on the UV map are aligned parallel to the x, y axes

textures

- all textures - png
- texture size 2048x2048 or 4096x4096
- textures of the same material have the same resolution
- all textures are universal

- 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
- textures with directional patterns are arranged horizontally
- texture paths are set to \textures\
- Height map - if filled, by default - rgb 128.128.128, Normal map - if filled, by default - rgb 128.128.255

- I didn't bake AO on transparent glass
AO - solid fill, white

materials

- all materials - Physical Material
- Material Editor contains only the materials used on the model
- roughness metalness and normal textures loaded with Override 1.0
- all texture slots are named D R M N - respectively
- if there is fabric in the scene, the Falloff map is set up correctly, ior 1.0

scene

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

- both cameras are set up for preview, the model is located in the center of the preview

- viewports in the scene are positioned correctly, the model is centered in all viewports

archive structure

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

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

как это убрать?