Check List 3D

Checking the model before sending.

1. Checking Geometry

☐ **1.1** Vertices, edges, polygons, hidden and duplicated polygons

A polygon has a maximum of 4 edges. There should be no hidden geometry, isolated vertices, or duplicated or reversed polygons. Apply the script: rapidTools -- CleanUp -- rapidMeshCleanUp

☐ **1.2** Shading

We check the presence of support edges on all chamfers and transitions of flat elements to fillets. All elements have the same Smoothing Groups = 1, except for cases with a direct seam.

☐ **1.3** Element placement and intersection checking

All main elements must be in the center of coordinates, especially if the model is symmetrical, all elements must be in symmetry. There should be no intersections of geometry, except for upholstered furniture, where this is indispensable.

☐ **1.4** Pivot check. Coordinates of bulbs in multiples of 1 mm!

Scale - (100,100,100), Pivot, Move, Rotate - (0,0,0). Read additional instructions on positioning objects relative to Helper, e.g. corner couch. !!!! The Pivot is in the center of the bulb!!! All coordinates of bulb bulbs must be multiples of 1 mm!

☐ **1.5** Check the model dimensions L.mm x W.mm x H.mm

The model must match the reference and fall within the dimensions shown on the site. It is not allowed to stretch the model according to the dimensions of the dimensional container with a violation of the proportions. If the dimensions do not fall, but the model is fully consistent with the reference, then write to the supervisor about it.

☐ **1.6** All objects have been converted to Editable Poly and Reset XForm has been applied!

2. UVs, textures and materials

☐ **2.1** Unwrap UVW unwrap check.

No everted, distorted, mirrored or overlapping UV islands are allowed. Elements that are not visible to the observer under any circumstances are reduced to 10%, such as the bottom of the couch at the floor itself. Elements that would not be visible under normal conditions can be reduced to 75%, such as the bottom of a tabletop or chair.

☐ **2.2** Check Padding minimum 6-8 px by 2048 px.

☐ **2.3** Texelation. Texel density > 50

If the density is less than 50, then we divide the object into several parts with an identical set of textures: ..._a ..._b !!! In case of splitting the model into several parts by color or by unfolding density, on objects with the same material or with the same texture, the density of the islands must be the same. For example, fabric or leather with the same texture, which differ only in color.

☐ **2.4** Name of textures and materials in accordance with the specification

*Example: 559625-CONFORAMA-BED_BELEM-paint_b_D.png !!!!!! The name of the texture maps for all bulb bulbs: ******-bulb_D(H,M,N,R).png. Without adding the prefixes a b _c, etc.!!!!!!! The material editor should have only the materials used.*

☐ **2.5** Material check

On all texture maps the Tiling on U and V must be 1. On "fabric" materials, Perpendicular / Parallel should be selected in Falloff Type and the fading curve should be adjusted for it. Displace and Opacity maps are added only when necessary, for example for fur or weave textures.

☐ **2.6** Checking Textures

All textures must be universal, i.e. they can be applied to any other object (wood, plastic, fabric, etc.). Exceptions are carpets, paintings, logos, etc.

☐ **2.7** Texture format and resolution

|| 100 > Texel density > 50 =>4k ||......|| 200 > Texel density > 100 =>2k ||......||| Texel density > 200 =>1k || Each material must have all its sub-textures of the same resolution.

The format of all textures is .png.

☐ **2.8** Reset paths to \textures\

3. Scene check

☐ **3.1** Name of objects in accordance with the statement of work
*Example: 559625-CONFORAMA-BED_BELEM-paint_b Pay special attention to underlines and hyphens. !!!!!! All bulbs should be named the same: ******-bulb. Without adding prefixes a b _c, etc.!!!!!!!*

☐ **3.2** Hierarchy check.
All objects must be inside the base Helper. See TK

☐ **3.3** Enable Backface Cull for all objects

☐ **3.4** Displaying the model in the viewport
The Layer Explorer should be hidden. Types Top; left; front; Camera (active). In all views, the model is centered. Make the mesh of the model dark grey, Helper should be red.

☐ **3.5** Preview matches the camera in the scene
We set the light to Default, except for the request of the customer to change the type of lighting. Resolution 1000x750 px, PNG format without alpha channel.

☐ **3.6** Making an Export with Packshoter
The finished model must be exported to FBX and OBJ formats with an .mtl file. In the OBJ export settings, uncheck render procedurals in Map-Export.., otherwise an additional file will be created with an image of Falloff procedural maps ____ || ____ Only the model with the base point can be exported. Check if all 3 files are in the export folder. If the last export was done by you manually in .obj format, then Packshoter automatically "forgets" to export the model in .fbx format.

☐ **3.7** Checking and packing the final archive
Use Packshoter and Don't Forget to Bake AO