

3D Model Design Review Checklist

GENERAL

- ☐ Model naming conventions followed
- ☐ Proper unit and scale
- ☐ Origin point/cursor set correctly
- ☐ Model orientation is correct

GEOMETRY & TOPOLOGY

- ☐ All faces are manifold (no holes or non-manifold edges)
- ☐ No internal or overlapping geometry
- ☐ No unnecessary polygons, optimized polycount
- ☐ Normals are consistent and correctly oriented
- ☐ All mesh transformations applied

UV MAPPING & TEXTURES

- ☐ UVs are unwrapped and not overlapping (if required)
- ☐ UV islands arranged within 0-1 space
- ☐ Texture resolution is adequate
- ☐ Texture maps named and organized

MATERIALS

- ☐ Correct material assignment
- ☐ No unused materials
- ☐ PBR workflow followed (if applicable)

RIGGING & ANIMATION (IF APPLICABLE)

- ☐ Clean joint hierarchy/naming
- ☐ No unnecessary bones/controls
- ☐ Animations play correctly
- ☐ No stray keyframes or animation curves

EXPORT

- ☐ Exported in correct file format
- ☐ All required assets included
- ☐ Test import successful

REVIEWER NOTES