

3D Model Validation and Approval Checklist

General

- ☐ Model file is named according to project convention
- ☐ Scale and units are correct
- ☐ Model orientation aligns with world axes
- ☐ Origin is set appropriately

Geometry

- ☐ Topology is clean (no non-manifold edges, holes, or flipped normals)
- ☐ No overlapping or duplicated faces/vertices
- ☐ Face count is within budget
- ☐ All faces are quads or tris as required
- ☐ UVs are unwrapped with no stretching or overlapping

Textures & Materials

- ☐ Texture maps follow naming and format guidelines
- ☐ Textures display correctly and are applied properly
- ☐ Material assignments are correct
- ☐ Texture sizes are optimized

Rigging & Animation

- ☐ Skeleton/bones are correctly set up
- ☐ Animation cycles work as intended
- ☐ Deformations are smooth and correct
- ☐ No unused bones or controllers

Export & Submission

- ☐ Exported in correct file format
- ☐ All asset components are included
- ☐ Reviewed in target platform/viewer

Reviewer Notes

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