Art Standards for Jumping Jax

Tools

The primary modeling tool that Caos Creations uses is Blender 2.8.

Mesh Authoring

Meshes should be authored with the Y-axis forward. Scale of every object should be 1 on every axis.

Mesh Exporting

Meshes should be exported as FBX files. Import into Unity by dragging into the appropriate folder **within Windows Explorer, NOT Unity’s project window.** Use the following settings for your export:

