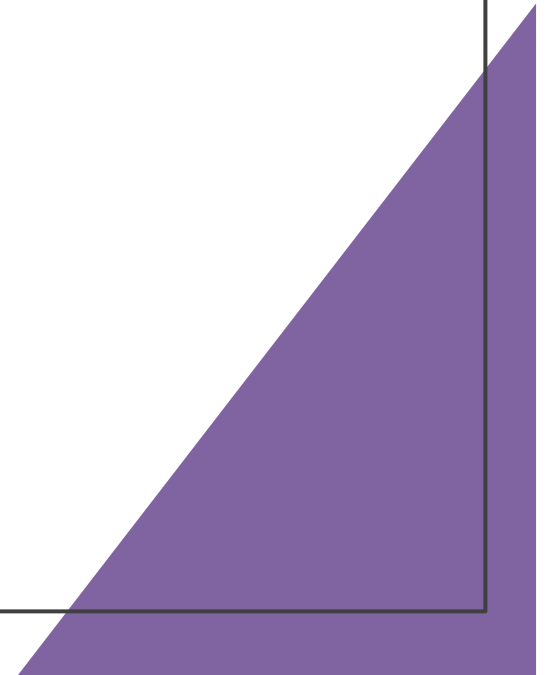
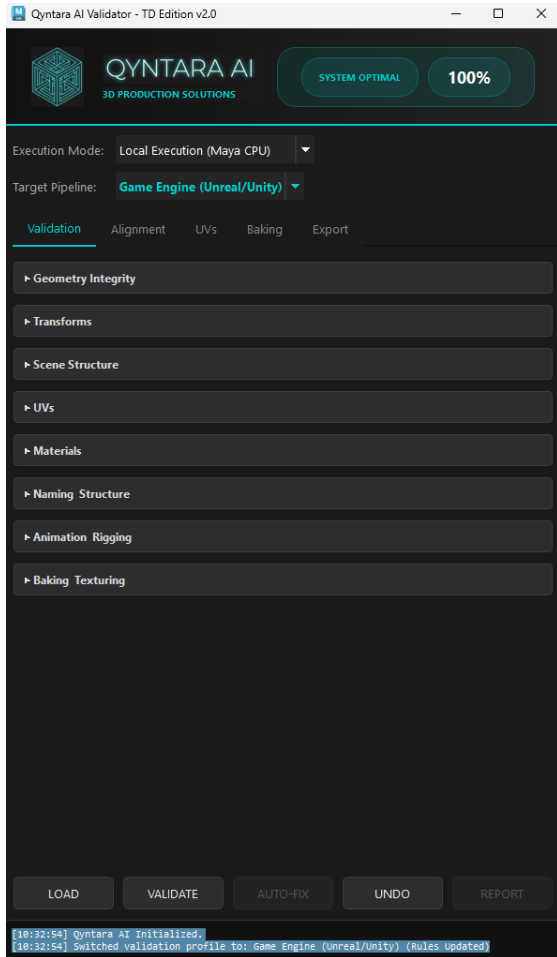


Qyntara AI – Feature Breakdown

End-to-End Asset Assurance Pipeline for
Game Development (Unreal/Unity)





Core Validation (Health Check)

- - Pipeline Profiles: Switch rules per target (Game, VR, VFX, Web)
- - Geometry Checks: N-gons, Open Edges, Non-Manifold, Lamina Faces
- - Transform Checks: Frozen transforms, pivot position, scale
- - UV Checks: Overlap, out-of-bounds, missing sets
- - Visualizer highlights errors in viewport
- - HTML summary reporting

Smart Auto-Fix (One-Click Solution)

- - Automatic cleanup: history, transforms, normals
- - Handles N-gons and open edges when suitable
- - Undo/Redo safe through chunks

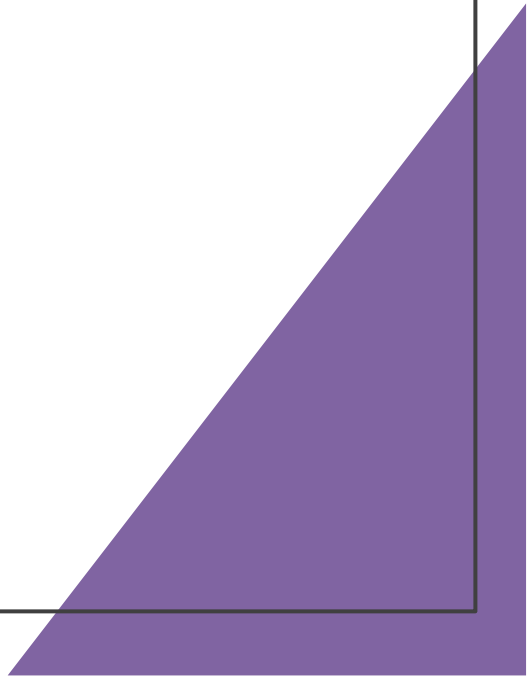
Advanced Baking & Lighting (Virtual Studio)

- - 3-point lighting rig + HDRI dome
- - AI resolution suggestion based on scale
- - Ambient Occlusion & Lightmap baking via Arnold
- - Lightmap packing: Heuristic, Strip, Tetris



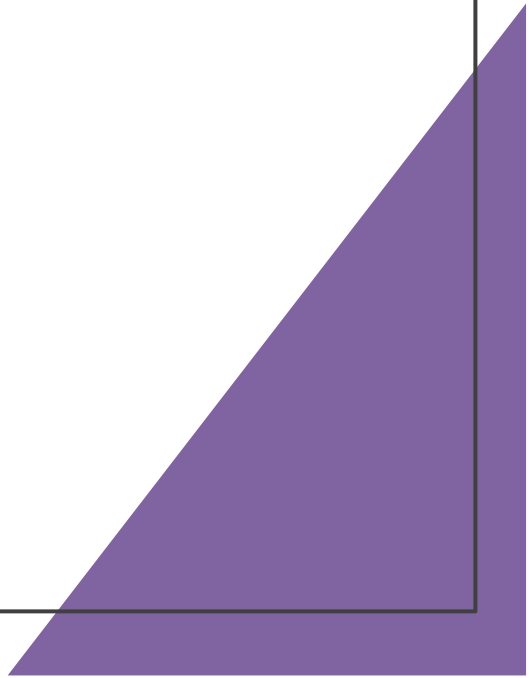
UV Toolkit

- - Texel density standardization
- - Smart unwrap (AI-assisted)
- - Material utilities (Checker, Grey reset)



Alignment & AI (Experimental)

- - Smart snapping for object gaps
- - MeshAnomalyNet detects topology issues
- - Dataset procedural tools



Game Export

- - Unreal preset: Z-Up, Scale 1.0
- - Unity preset: Y-Up
- - Safe export sanitation prior to FBX

