Asset Submission Checklist

Use this checklist when submitting a visual or audio asset for the Mardi Gras Parade Simulator.

- [ ] **Model (glTF/GLB)**— Pivot at origin, Y-up, scale 1 unit = 1 meter
- [ ] **Triangles**— Under budget (characters < 2k, floats < 10k)
- [ ] **Textures**— Albedo, Normal, Roughness present; formats WebP/PNG; max 2048×2048
- [ ] **Materials**— No non-PBR hacks, metallic/roughness usage correct
- [ ] **LODs**— Provided if asset is high-poly
- [ ] **Animations**— Exported as clips inside GLB (if applicable)
- [ ] **Sound**— SFX 44.1kHz, normalized, short (0.1–1s)
- [ ] **Naming**— Files named kebab-case, include version number
- [ ] **Notes**— Provide short README describing pivot, anchor, and any special setup

Designer: _____ Date: _____