3D Asset Delivery Checklist

Use this checklist to make sure your 3D assets are clean and professional

1) **Is the mesh clean?**
   Check for: Clean topology, Double vertices, Broken edges, Inverted faces.

2) **Is the pivot and mesh location correct?**
   Often this should be at the origin or scene center. 0.0.0.

3) **Is the scale correct?**
   Check scene scale and object scale.

4) **Are the Transform, Rotate & Scale values correct?**
   Freeze or Reset your transform values.

5) **Is the normal smoothing correct?**
   Especially important when baking normal maps.
   Changes these afterwards will break your normal maps.

6) **Are the UV channels correct?**
   Check and clean up the UV channel list.

7) **Are the materials correctly assigned?**
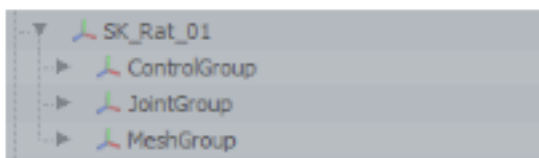   Check the material list, material assignment and material names.

8) **Is the naming correct?**
   Aa common example:
   a) Meshes: SM_ / SK_ObjectName_01
   b) Materials: M_MaterialName_01
   c) Joints: J_BoneName_01
   d) Animations: A_AnimationName_01
   e) Textures: T_TextureName_C, _M, _R, _N

9) **Is the hierarchy correct?**
   A common example:

10) **Are the animations correct?**
    Check for: Correct FPS, No animations on root object, Correct curves, Correct looping.

11) **Correct timeline frame length and/or animation track/clip amount?**
    Check for: Correct track/clip amount and naming, Correct time line length per track/clip.

12) **Check correct export settings**
    Check for: What to export, Export unit scale, Format version, Animations & bake/sample rate