

# 3D Model Creation Pipeline - Checklist

## IDEATION

- ☐ Define the purpose of the 3D model (e.g., game asset, animation, print, visualization)
- ☐ Identify target audience, platform, or medium where it will be used
- ☐ Write a short creative brief (goal, scale, style, constraints, delivery format)
- ☐ Sketch thumbnail concepts or silhouettes for basic shape ideas
- ☐ Create a mood board or reference sheet (visuals, anatomy, technical examples)
- ☐ Develop basic orthographic drawings or image planes (front, side, top views if needed)
- ☐ Research existing models or objects to understand form and function

## PROTOTYPING

- ☐ Block out base shapes to define proportions and structure
- ☐ Refine geometry with edge loops, extrusion, and manipulation tools
- ☐ Ensure clean topology (quads preferred, avoid non-manifold geometry)
- ☐ Apply symmetry or mirroring where appropriate
- ☐ UV unwrap and layout UVs cleanly if textures will be applied
- ☐ Apply placeholder materials or colors for clarity

## TESTING AND TRIALLING

- ☐ Test for surface artifacts, flipped normals, and clean shading
- ☐ Inspect polycount or face count for optimization and efficiency
- ☐ Verify scale and dimensions match the intended real-world or in-game usage
- ☐ Share early renders or screen captures for feedback
- ☐ Make adjustments based on feedback or visual checks
- ☐ Try exporting/importing into the target environment if applicable

## EVALUATION

- ☐ Assess whether the model meets the original design brief and technical requirements
- ☐ Check final topology, UVs, and texture application

- [ ] Review final presentation: lighting, background, camera framing if rendering
- [ ] Reflect on the design process and what could be improved
- [ ] Document the process and version history if required
- [ ] Save and archive source files and exports in an organized manner