

3D Model - Trial and Validation Methods

3D Modeling Software

- Rotate and inspect model for geometry issues
- Run automated topology and non-manifold checks
- Import into a test scene or engine
- Measure poly count and performance impact

Sculpting Software

- Check detail clarity at different resolutions
- Bake and apply textures to ensure correct mapping
- Compare silhouette and form against concept
- Solicit feedback from peers or intended users