

Functional testing. Smoke Checklist		
Workspace navigation, management of modeling objects	Result	Bug Report
Camera control	Pass	
Camera zoom in and out	Pass	
Moving the Modeling Object	Pass	
Group selection	Fail	<a href="#">HE3A-1</a>
Resizing an object	Pass	
Resizing an object along 1 axis	Pass	
Object Rotation	Pass	
Selection of vertices, edges, faces of objects	Pass	
Changing the position of an object using the panel for entering coordinates.	Pass	
Application modes		
Modeling mode	Result	Bug Report
Object Section		
Models Section		
Creation of modeling objects using detailed templates.	Pass	
Create Section		
Creation of modeling objects using geometric templates.	Pass	
Creating an object in front of the camera.	Pass	
The size of the object, taking into account the perspective of the camera.	Pass	
Changing the number of segments.	Pass	
Objects Section		
Delete	Pass	
Cloning	Pass	
Smoothing	Fail	<a href="#">HE3A-3</a>
Dividing	Pass	
Separation	Fail	<a href="#">HE3A-4</a>
Combining	Pass	
Soft normals	Pass	
Mirroring of modeling objects.	Pass	

More		
Lock	Fail	<a href="#">HE3A-5</a>
Display edge length	Pass	
Face Section		
Delete	Pass	
Detach	Pass	
Extrude	Pass	
Select shell	Pass	
Draw face	Fail	<a href="#">HE3A-24</a>
Clone	Pass	
More		
Reverse	Pass	
Collapse	Pass	
Edge Section		
Delete	Pass	
Select loop	Pass	
Draw cut	Fail	<a href="#">HE3A-6</a>
Cut loop	Pass	
Extrude	Pass	
Bevel	Fail	<a href="#">HE3A-7</a>
More		
Select ring	Pass	
Split	Fail	<a href="#">HE3A-9</a>
Create face by border	Pass	
Collapse	Pass	
Vertex Section		
Target merge	Pass	
Merge	Pass	
Create face by vertices	Fail	<a href="#">HE3A-10</a>
Connect	Pass	

Sculpting mode	Result	Bug Report
Pull Section		
Pull	Pass	
Smooth	Pass	
Push	Pass	
Move	Pass	
Screen	Pass	
Settings		
Strength Level	Pass	
Brush size	Pass	
Sculpting tools		
Divide	Pass	
Smooth	Pass	
Along axis	Pass	
Sculpt mirrored	Pass	
Texture paint mode	Result	Bug Report
Painting an object	Fail	<a href="#">HE3A-2</a>
		<a href="#">HE3A-23</a>
		<a href="#">HE3A-26</a>
Settings		
Brush size	Pass	
Opacity	Pass	
Smooth border	Pass	
Texture tools		
Display painted	Fail	<a href="#">HE3A-11</a>
Ortho camera	Pass	
Save texture to galery	Fail	<a href="#">HE3A-12</a>
		<a href="#">HE3A-13</a>
Load texture	Pass	
Take color	Pass	

Delete		Fail	<a href="#">HE3A-14</a>
New texture		Pass	
New texture options			
1024		Pass	
512		Pass	
Smooth pixels		Pass	
Fill new texture with main color		Pass	
Vertex paint mode		Result	Bug Report
Paint Section			
Paint an object		Pass	
Settings			
Color		Pass	
Brush size		Pass	
Fill Section			
Fill an object with paint		Pass	
Settings			
Color		Pass	
Assign		Pass	
Selection mode			
Object		Pass	
Face		Pass	
Edge		Pass	
Vertex		Pass	
UV editor mode		Result	Bug Report
Planar and Pack		Pass	
Auto-UV		Pass	
UV tools			
Display selected		Pass	
Ortho camera		Pass	
Switch to object/face mode		Pass	

Planar align 90	Pass	
Delete UV	Pass	
Material mode	Result	Bug Report
Changing the material of an object	Pass	
Settings		
Material Library	Pass	
Assign	Pass	
Soft normals	Fail	<a href="#">HE3A-15</a>
Tools Section	Result	Bug Report
Display selected	Fail	<a href="#">HE3A-17</a>
Deselect	Pass	
Grow or convert selection	Pass	
Add reference image	Fail	<a href="#">HE3A-16</a>
Reset axis orient	Pass	
Ortho camera	Pass	
Transparent	Pass	
Free move, rotate, scale	Pass	
Snap	Pass	
Main Menu/Main Functions		
File Section	Result	Bug Report
Save	Pass	
Open	Pass	
New	Pass	
Save as	Fail	<a href="#">HE3A-19</a>
Import. obj	Blocked	
Share	Pass	
Interface Section	Result	Bug Report
Transparent	Pass	
Grid	Pass	
Extra info	Pass	

Wireframe	Pass	
Shadows	Pass	
Transform values	Pass	
Grid size	Pass	
Grid step	Pass	
Snap grid step	Pass	
Render boost	Pass	
Axis	Pass	
Edge length	Fail	<a href="#">HE3A-21</a>
		<a href="#">HE3A-25</a>
Tutorial Section		Result
Case studies	Pass	Bug Report
Basic tutorial	Pass	
Settings Section		Result
Autosave	Pass	Bug Report
Preload files	Pass	
Smart camera pivot	Pass	
Language	Fail	<a href="#">HE3A-22</a>
Reser all settings	Pass	
Share feedback	Pass	
Additional functions		
Other		Result
Undo Function	Pass	Bug Report
Monetization/Subscription	Blocked	
User warnings about high CPU usage	Pass	
User warnings about the time it takes to complete a task	Pass	
<b>Traceability Matrix:</b> 95 percent of the defined features have been tested.		
<b>Functions not covered by tests:</b> functions in development, it is difficult to evaluate the behavior of the system when using a function without documentation, limitations of the software test build.		