

1.3.2 Criteria of the model

a . Face number: The pressure of the model on the program mainly comes from the number of meshes (face number) of the model and the resolution of the mapping. There is no need for mapping in this project, so try to control the number of faces of the model. Suggestion: Cartoon machinery, such as globe, automobile, airplane and other general surface control should not exceed 10,000 or so, cartoon characters should not exceed 20,000, and realistic creatures should not exceed 50,000.

b. Format: Models used in Unity generally use Fbx format。

c. Normal: Make sure the model's normal is outward。

d. Soft and Hard Edges: Use soft edges in the excessive position of the surface. Hard edges are used in excessive positions with strong turning points.

e. Coordinate axis: After the model is made, if there is no need for interactive control, the coordinate axis is placed on the bottom section of the whole model and slightly above the position. The bottom section is placed in order to make it more convenient to place the model in Unity, slightly relying on it to make the model and the supporting surface slightly interpolate to avoid the feeling of suspension.

In special cases, such as when the earth needs to rotate, the

coordinate axis is placed at the center of the earth.

