

Space Cat 3D Character Creation Pipeline

This is the recommended pipeline for creating high-quality Space Cat characters outside of Roblox Studio, starting from AI-generated concept art and ending with fully rigged, animated models imported into Roblox.

Step 1 – AI Image Generation (Concept Art)

Goal: Quickly generate style-locked Space Cat concept art to use as visual reference for modeling.

Recommended Tools: - **Leonardo AI** – Tailored for game asset concept art, can do multiple angles. - **Adobe Firefly** – Clean style, integrates with Photoshop for editing. - **DreamStudio / Stable Diffusion** – Fully customizable prompts & style control. - **Midjourney** – High-quality lighting & atmosphere; great for detailed concept sheets.

Tip: Generate **orthographic (front/side/back)** views if possible, or multiple images for modeling blueprints.

Step 2 – AI-Assisted 3D Modeling from Images

Goal: Import AI-generated images and have software produce a base 3D mesh automatically.

Recommended Tools: - **Meshy AI** – AI turns a single concept image into a 3D model; outputs `.glb` / `.obj`. - **Kinetix** – Upload images → AI generates animated 3D avatars; export `.fbx`. - **Avaturn** – AI avatar generation from images; customizable. - **Ready Player Me** – Fast avatar prototyping.

Step 3 – Detailed Sculpting & Refinement

Goal: Refine AI-generated base mesh in a sculpting tool for shape, anatomy, and accessories.

Recommended Tools: - **Blender** – Full sculpting, modeling, retopology, and UV mapping. - **ZBrush Core Mini / ZBrush** – Industry leader for organic sculpting. - **Nomad Sculpt** – Touch-friendly sculpting app for quick edits on iPad.

Step 4 – Texturing

Goal: Apply fur patterns, armor colors, glowing parts, and other surface details.

Recommended Tools: - **Substance Painter** – Professional PBR texture painting. - **Krita** – Hand-painted textures, UV editing. - **Procreate** – Ideal for stylized cat patterns on iPad.

Step 5 – Rigging & Animation

Goal: Prepare the model for in-game movement and attacks.

Recommended Tools: - **Blender** – Rigging & animation from scratch; compatible with Roblox Animation Editor. - **Mixamo** – Auto-rigging & animation library; export `.fbx`. - **Cascadeur** – Physics-based animation for smooth, realistic motion.

Step 6 – Import to Roblox Studio

Goal: Bring final rigged model into Roblox Studio with proper scale, bones, and textures.

Process: 1. Export `.fbx` from Blender (rigged + textured). 2. In Roblox Studio, use **Asset Manager** → **Bulk Import**. 3. Configure mesh scaling, assign textures, and test animations in the **Animation Editor**.

✓ Summary Pipeline for Space Cats

1. **AI Design** → Leonardo AI / Midjourney (concept art).
2. **AI to 3D Base Model** → Meshy AI / Kinetix.
3. **Sculpting & Detailing** → Blender / ZBrush.
4. **Texturing** → Substance Painter / Krita.
5. **Rig & Animate** → Blender / Mixamo.
6. **Import to Roblox** → Export `.fbx` → Asset Manager → Animation Editor.