Space Cat 3D Character Creation Pipeline & Test Import Guide

This pipeline outlines how to create high-quality Space Cat assets outside Roblox Studio, starting with AI-generated concept art and ending with fully rigged, animated models imported into Roblox. It includes an AI Prompt Pack for consistent designs and a practical beginner-friendly test import workflow.

Step 1 – Pick a Simple Test Item

We'll use a **Cat Treat** as our test object. This is a small, simple shape that can be modeled quickly, allowing us to focus on learning the full toolchain before tackling complex characters.

Step 2 – Generate Concept Art

Goal: Create a visual reference for your 3D model. - Use **Leonardo AI** or **Midjourney** with a short prompt:

> "Simple cat treat, bright colors, stylized, floating in space, clean background" - Export the image for reference.

Step 3 – Create Base Model (Blender)

1. Open **Blender**.
2. Delete the default cube.
3. Add → Mesh → UV Sphere (round treat) or Cube (biscuit treat).
4. Scale and shape to match concept.
5. Assign a basic material color for visibility.
6. Save the file.

Step 4 – Refine the Model (Optional)

If you want to test your sculpting workflow: - Import the base mesh into **Nomad Sculpt** or **ZBrush Core Mini**. - Add details like small bite marks or engraved stars. - Export back to Blender.

Step 5 – Texture

1. In **Substance Painter** or **Krita**, create a simple texture map.
2. Export textures as `.png`.

3. Apply textures in Blender and check UV mapping.

Step 6 – Export for Roblox

1. In Blender: **File → Export → FBX (.fbx)**.
2. Check **Selected Objects**.
3. Scale: Set to **0.01** for Roblox-friendly size.
4. Export.

Step 7 – Import into Roblox Studio

1. Open Roblox Studio project.
2. Go to **View → Asset Manager**.
3. Click **Bulk Import**, select `.fbx` file.
4. Right-click imported asset → **Insert with Location**.
5. Adjust position/scale in the Explorer.

Step 8 – Apply Materials in Roblox Studio

1. Select your object.
2. In **Properties**, set Material to Plastic or SmoothPlastic.
3. Change Color to match design.

Step 9 – Test in Game

1. Click **Play**.
2. Move your character to check collision and scale.
3. If needed, resize in Blender and re-export.

After the Test

Once this pipeline works for a Cat Treat, reuse the exact same process for more complex assets like weapons, props, and full Space Cat characters.

Space Cat AI Prompt Pack

Base Prompt:

"A stylized, anthropomorphic space cat, [LEVEL NAME OR TRAIT], detailed sci-fi armor, vibrant lighting, in space environment, full body, front view, 8k, concept art style, symmetrical, clean background"

Example Variations: - "Astro Kitten, white space suit, bubble helmet, cute but adventurous, floating in zero-g" - "ExplodingPlanet Cat, bulky molten cracks, glowing eyes, radiating heat" - "Furball Cat, giant fluffy mane, cosmic sparkles"

Midjourney: `--ar 1:1 --v 5.2 --q 2 --style raw`
Leonardo AI: Model: Leonardo Diffusion XL, Guidance Scale: 7, Resolution: 1024x1024, Background removed.

✅Summary Test Pipeline

1. **Concept Art** → Leonardo AI / Midjourney.
2. **Base Model** → Blender.
3. **Detail Sculpting** → Nomad Sculpt / ZBrush.
4. **Texturing** → Substance Painter / Krita.
5. **Export** → FBX from Blender.
6. **Import to Roblox** → Asset Manager.
7. **Test** → Adjust scale, materials, collisions.