

Requirements for 3D models to be integrated into AR apps

- The 3D model may be developed in any 3D modelling software (3D Studio Max, Blender, Maya 3D, etc.).
- The 3D model should be exported in FBX (binary) format and include all the required assets (textures, materials, animation, sound effects and so on).
- The model origin should align with the object's center (Origin to Geometry).
- Upon the 3D model creation, the metric system should be used to set the size of units.
- The model size (in units) should not exceed 1000 in any of the three dimensions.
- The model should not contain minor details, the size of which is less than 1 unit.
- The maximum polygon count in the model – 70.000.
- The 3D model can have not more then 2 textures and 2 materials.
- The following texture formats are acceptable: PNG, JPG.
- In case of developing the 3D model as a Unity package, the package should only contain standard classes of Unity 2019.4