



A KEYWORDS STUDIO

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## 3D ARTIST - ENTRY LEVEL BENCHMARKS

**Description:** As a 3D Artist, you will focus on Props and/or Environments, to create unique assets outside and inside of game engines. Work with a team and under the supervision of the Art Director and Art Leads, to ensure that all models are consistent and meet the quality standards.

**Soft Skills:** Know how to handle feedback on your work and be motivated to improve. Continuously improve skills and stay up-to-date with the latest techniques, tools and good practices.



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Pipeline:	REFERENCES	BLOCKOUT	High Poly / Mid Poly	Low Poly / Retopo	BAKE	TEXTURES	INTEGRATION	
Time:	1 day	1 day	3 days	1.5 days	1 day	2 days	0.5 days	Total Time: 10 days (working days)
Tools:	PureRef	Maya 3dsMax Blender	Zbrush Plasticity Blender	Maya 3dsMax Blender	M. Toolbag S. Painter Blender	S. Painter 3D Coat Zbrush Photoshop Q. Mixer	M. Toolbag Unreal Unity Sketchfab	<b>Learning Resources:</b>
KPIs:	10 refs: <ul style="list-style-type: none"> <li>3 Real Life</li> <li>3 3D Example</li> <li>3 Textures</li> <li>1 LP</li> </ul>	Base Mesh: <ul style="list-style-type: none"> <li>Size and Proportion</li> <li>Well defined silhouette</li> </ul>	HP Mesh: <ul style="list-style-type: none"> <li>Consistent Bevel Shape</li> <li>Good Level of Detail</li> <li>Craftsmanship</li> <li>Bake Ready</li> <li>Storytelling</li> </ul>	LP Mesh: <ul style="list-style-type: none"> <li>Target Polycount</li> <li>Clean Topology</li> <li>No Ngons</li> <li>No Unwelded Vertex</li> <li>No Flipped Faces / Normals</li> </ul> UV: <ul style="list-style-type: none"> <li>1 UV Set</li> <li>Straighten UVs</li> <li>Good Texel Density</li> <li>No Overlapping UVs</li> </ul>	Baked Maps: <ul style="list-style-type: none"> <li>Target Texture Size</li> <li>No Artifacts</li> <li>No Jagged Textures</li> <li>Padding (min 8px)</li> <li>No 100% Black in AO</li> </ul>	Texture Maps: <ul style="list-style-type: none"> <li>Target Texture Size</li> <li>PBR Pipeline</li> <li>Variations in Details</li> <li>No abuse of auto-generated</li> <li>Storytelling</li> </ul>	Materials: <ul style="list-style-type: none"> <li>1 for non-opacity</li> <li>1 for opacity</li> </ul> Real Time: <ul style="list-style-type: none"> <li>PBR Pipeline</li> <li>1 Shadow</li> <li>3 Point Lighting</li> </ul>	<b>Topology</b> <ul style="list-style-type: none"> <li><a href="https://youtu.be/xo9JRPhGi68?si=D2lr29VKo4uFyVfK">https://youtu.be/xo9JRPhGi68?si=D2lr29VKo4uFyVfK</a></li> <li><a href="https://youtu.be/6Kt0gW3_kio">https://youtu.be/6Kt0gW3_kio</a></li> </ul> <b>Modeling Workflow</b> <ul style="list-style-type: none"> <li><a href="https://youtu.be/ncULijTPblo">https://youtu.be/ncULijTPblo</a></li> <li><a href="https://youtu.be/pSFeDo7aOp4">https://youtu.be/pSFeDo7aOp4</a></li> <li><a href="https://youtu.be/-udAYOcf320">https://youtu.be/-udAYOcf320</a></li> <li><a href="https://youtu.be/Xgitl_Gtd-I">https://youtu.be/Xgitl_Gtd-I</a></li> <li><a href="https://youtu.be/S8hbDhdGQu0">https://youtu.be/S8hbDhdGQu0</a></li> <li><a href="https://youtu.be/eS6gl1bAvPA">https://youtu.be/eS6gl1bAvPA</a></li> </ul> <b>Texturing</b> <ul style="list-style-type: none"> <li><a href="https://youtu.be/CRrYRu0CTBc">https://youtu.be/CRrYRu0CTBc</a></li> <li><a href="https://youtu.be/2-mIY87314g">https://youtu.be/2-mIY87314g</a></li> <li><a href="https://youtu.be/_ZbkOZNgwNk">https://youtu.be/_ZbkOZNgwNk</a></li> </ul>