CC Assets Checklist

- Add the natural **fabric wrinkles and folds** to your 3D garment.
- **Skin weight** of 3D garments and hair
  - Check the skin weight results by applying the motions under Motion/ Calibration
- Add the **Soft-Cloth Physics** for your 3D garments (such as skirt, long coat, robe..) and long hair to enhance their appearance.
- **Polycount Restrictions**
  - iClone works best at medium level poly count.
  - The **Max Polycount (Quads)** of each content type is shown as below.
    - Clothed Character : 200K
    - Clothes : 10K
    - Hair : 50K (Short Hair : 20K)
    - Acc/Prop : 10K

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- **Texture**
    - **PBR** format is preferred.
    - Optimize texture resolution for all channels. The maximum resolution for a texture should be 2K~4K.
    - Any external texture image should be embedded into your content to avoid missing texture files.
- **File Size**
    - The maximum **File Size** of each content type should be
        - Clothed Character : below 300MB
        - Hair/Clothes : below 30MB
        - Acc/Prop : below 10MB
- **Content Installation**
    - Place your content under a good-structured subfolder (such like /your brand name/ pack name)