

Avatar Technical Specifications
Human, Non-human, Organic and Hard Surface Avatars

MODELING

- Model may be done in the software of choice. Final delivery should be staged in a recognizable 3D format (for example: .ma, .mb, .obj, .fbx, .ztl, etcetera)
- Models should be cleaned, including the removal of n-gons. Polygons are preferred four sided, three sided are acceptable.
- Avatars can be a mixture of soft body organic modeling (human or alien skin) and mechanical or robotic hard surface components.
- Avatars may vary in poly count but should range between 30,000 and 250,000 poly faces.
- All normals should face out.
- All geometry should be frozen and zeroed out to world space.

TEXTURING

- A single texturemap per effect.
 - That map can be 4k or 8k if needed, but should be a single map and UVs contained in 0-1 UV space per effect (UVs may not touch or cross map's border edge).
- The following are the only texture effects allowed:
 - a single diffuse color, specular color, emissive color maps (8-bits per channel)
 - bump greyscale 0-1.0 range .5 centered _or_ a 'normal' map (16 bits per channel)
 - roughness greyscale 0-1.0 range - 0 is like chrome, 1 is like rubber (16 bits per channel)
 - Texture effects should be named as follows: diffColor, specColor, emissiveColor, bump, normal and specRoughness (which will affect both specular and diffuse)
 - UV layouts should not be restricted to any specific method, but should reflect efficient practices.

RENDERING

- All Submissions must include a front and side rendered view of the avatar in portrait view at 1080x1920 resolution as a .png or .jpg