



Roblox 3D Asset Workflow Checklist

A practical path from a source model to a tested Roblox Studio asset.

SOURCE AND RIGHTS

- ☐ Record where the model came from and keep its license information.
- ☐ Confirm that commercial use, modification, and platform use are allowed.
- ☐ Open the source file in a trusted editor before importing it into a project.

PREPARE THE MODEL

- ☐ Remove hidden geometry, duplicate faces, loose parts, and unused materials.
- ☐ Apply transforms and confirm scale, orientation, and pivot placement.
- ☐ Reduce unnecessary triangles while protecting the visible silhouette.
- ☐ Use clear object names and separate parts only when gameplay needs them.
- ☐ Check UVs and keep texture sizes appropriate for the asset's screen size.

EXPORT AND IMPORT

- ☐ Export in a format currently supported by Roblox Studio.
- ☐ Import into a test place before adding the asset to production content.
- ☐ Confirm materials, texture assignments, normals, and scale after import.
- ☐ Set collision behavior deliberately instead of accepting it by accident.



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STUDIO VALIDATION

- ☐ Test the asset near the player camera and at normal gameplay distance.
- ☐ Check collision, shadows, transparency, and moving parts in Play mode.
- ☐ Profile the asset in the context of a representative scene.
- ☐ Test on a lower-performance target device when the experience supports it.
- ☐ Keep the editable source file and document the final export settings.

PROJECT NOTES

PROJECT / FILE

TARGET / USE CASE

NOTES AND FOLLOW-UP