

GENSOKISHI ONLINE CREATORS PROGRAM

Equipment 3D Model Submission Guidelines

Submission Requirements

■ Model Requirements

At least two data files are required to submit an equipment model: a 3D model (.fbx format) and a texture map (.png or .tga format).

The following are examples of some software that can be used.

- 3D Modeling: Blender, Autodesk Maya, etc.

Any 3D modeling software that supports exporting and importing FBX formats can also be used.

*Our company uses Autodesk Maya for developing assets as well as Blender for data validation.

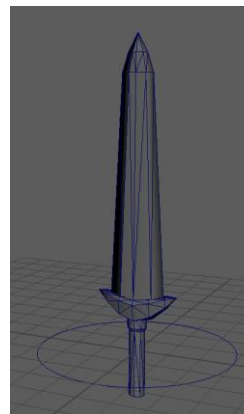
- Texture Maps: Adobe Photoshop, Clip Studio Paint, etc.

Any illustration software that supports saving in PNG format can also be used.

- Other (Optional)

You can submit a model as long as your final model and texture are in accordance with the specifications in the following slides. You are free to use any other software you wish in the process.

3D Model (.fbx)



Texture Map (.png or .tga)



Completed Model



Model Specifications ①

Slight deviations from the specifications are allowed at the time of submission, but they must be strictly adhered to if the design is to be implemented.

As such, please note that we may ask you to make adjustments if your submission is chosen.

■ Base Character Model

`genso_cp_sample¥player_model¥model`

The above folder contains the base character models for both body types.
*(Available in .fbx, .ma, and .blend formats)

Please make your equipment model by using the base models as a blueprint.

*Additional Notes

In GensoKishi, Cosplay Gear can be equipped by all characters, regardless of body type.

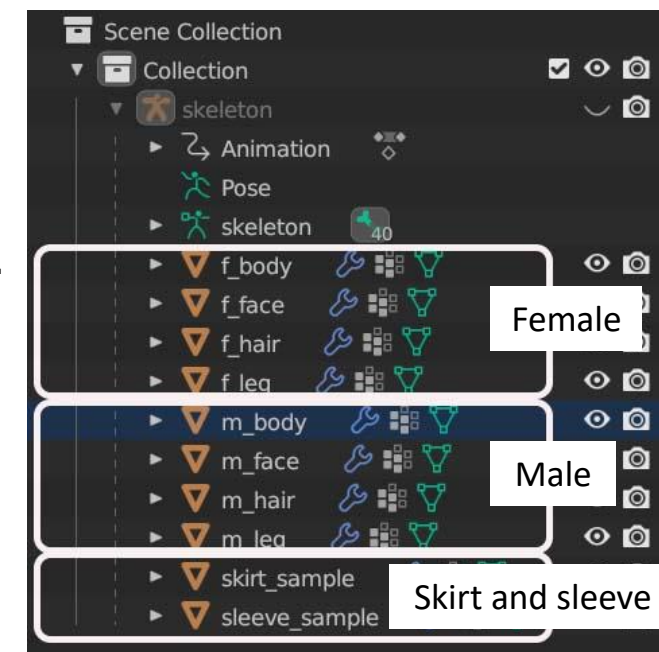
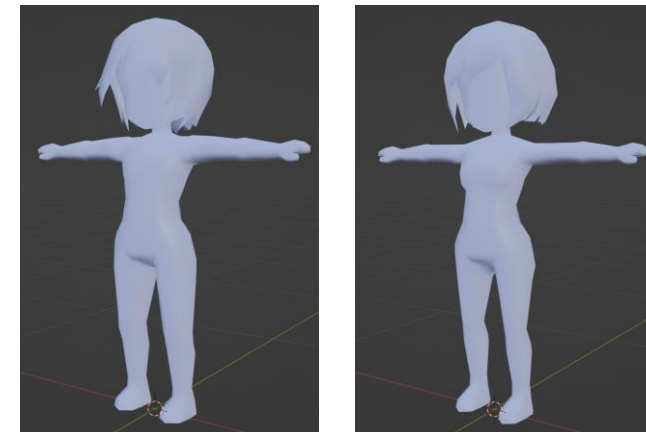
For example, Cosplay Gear designed for female avatars can be equipped by male avatars as well.

■ Measurement Unit and Size

The centimeter is the base measurement unit for all GensoKishi models.

The scale of the models is about 1/10 of actual size.

The height of the base models is about 13cm.



Model Specifications ②

Data Restrictions

■ 3D Model (.fbx)

Polygons: **Up to 2000 polygon faces (tris) per model**

Number of objects: **1 object per model**

(Various parts of the equipment model can be created as separate objects, but they must be combined as one object before submission.)

*Objects can be combined using "Combine" in Autodesk Maya or "Join" in Blender.

Number of materials: **1 material per model**

*Please use only a color texture with a simple material shader.

■ Texture (.png or .tga)

Number of textures: **1 texture map per model**

*If you have multiple textures, please combine them into a single texture map.

Resolution: **Up to 512×512**

These are the limitations for each type of data. Please try to use the lowest number of polygons or texture resolution wherever possible.

We may ask you to make adjustments if the model data exceeds the above specifications.

Model Specifications ③

■ Other Important Specifications

- Please note that semi-transparent materials cannot be used, as a general rule.

Transparency can be used in textures, but it will be rendered as invisible or without transparency.

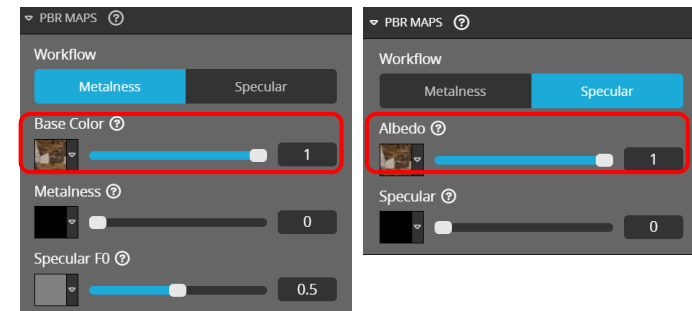
- All polygons will be rendered with "backface culling" (the back faces will not be rendered).

Please ensure that the model appears full by filling in holes, adding thickness to thin objects, etc.

- Please don't add "zero geometry faces" to the UV map. This will cause flickering.

- When submitting to Sketchfab, please do not include textures other than for Base Color or Albedo.

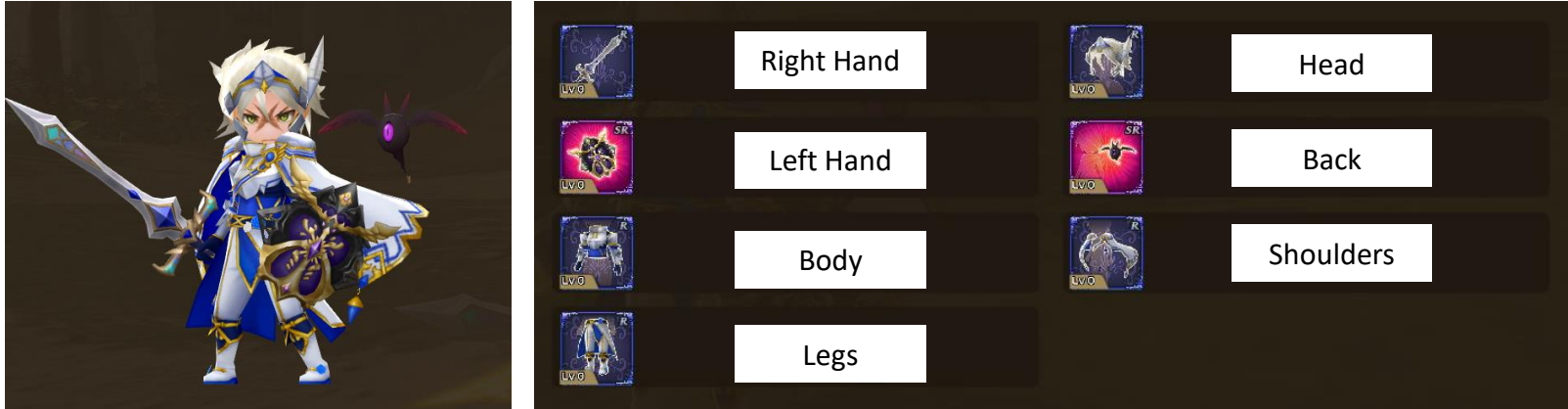
Only one texture can be used, so any additional textures will not be implemented.



About Equipment

There are a total of 7 types of equipment.

Only 1 type of equipment may be submitted. Submissions with 2 or more types will not be accepted.



The equipment types are divided into 2 groups based on the modeling specifications.

The following slides will provide supplementary details for each type.

① Body / Legs

The types in this group replace the body model from the neck down.

*Skin weights will be required for implementation, but they are not required at the time of submission.

② Head / Shoulders / Back / Right Hand / Left Hand

The types in this group attach to various parts of the character model.

If the equipment model has a part that touches the body, please make it fit the shape of the base model as much as possible.

Please refer to the sample models for each type in the folder below.

https://genso.game/download/genso_cp_sample.zip

Body / Legs Model Specifications ①

■ These models are the primary equipment worn by characters.

- They are separated into "body" and "legs".
- Please model the equipment according to the base models.



■ Important ①

- For GensoKishi, skin not covered by the equipment is also included as part of the equipment model.

This means any exposed skin, such as on the neck, hands, or legs, must be included in the equipment model.
You may also use the provided base models as is in your equipment model.

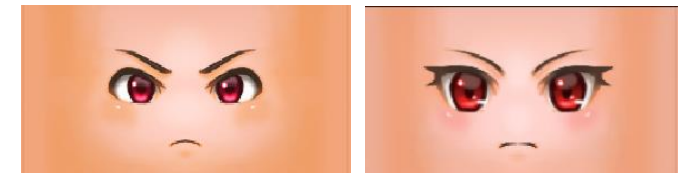
You are free to set skin textures and UV maps.

However, there is currently only one skin color, so we recommend keeping the color close to that.

Please refer to the samples included below.

[genso_cp_sample¥player_model¥textures](#)

Sample Skin Color



You may change the model design if you wish to make it more unique, such as by making it beast-like or robotic.

However, please note that the rig joints cannot be altered, so models with extremely different elbow or knee positions cannot be implemented.

Body / Legs Model Specifications ②

■ Important ②

You may only submit a model for either the body or legs, but not both.

Please note that designs such as a "kimono" or "one-piece dress" that combine both the body and legs will not be accepted.

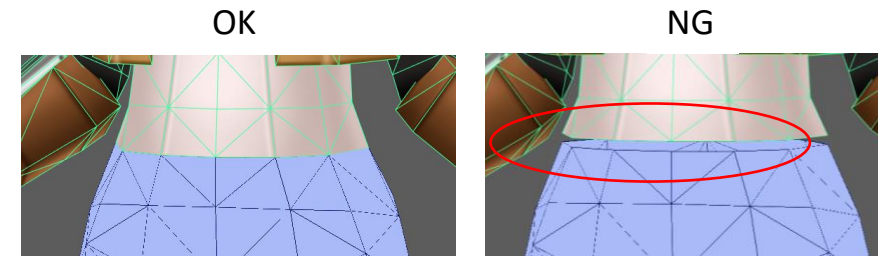
■ Important ③

The model should be created so there is no gap between the body and legs.

The body and legs are separated at the same waist position as the base body.

*The position differs for male and female models.

The vertices should be aligned with the seam or modeled to cover the split areas.



■ Regarding Skin Weights

The sample base models are fully rigged and weighted, and sample animations can be played.

If you are experienced, you may also rig your own model and pose it.

Head Model Specifications

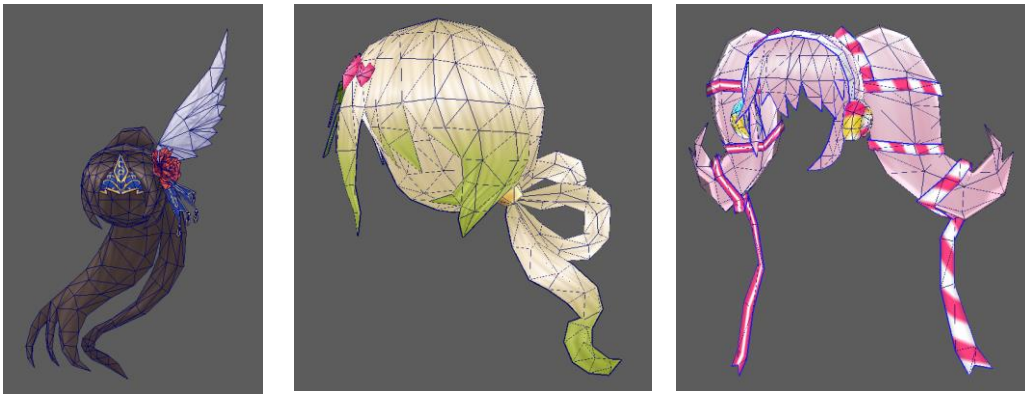
■ Hair

- Head equipment can be only an accessory like a hat or headband, but it can also include the hair as part of the model as well.
- In the base model, the hair and the head are separate objects.
If the head model includes hair, the default hair will be hidden when equipped.
- Please use the base character models as a reference.
You can find sample textures for the head and hair here: [genso_cp_sample¥player_model¥textures](#)
- Make sure that separate textures are not used for the accessory and hair, as only one texture can be implemented.

■ TIPS: Hair Shape

In GensoKishi, there is no hair physics for ponytails, braids, etc.

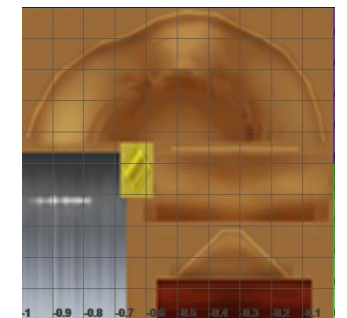
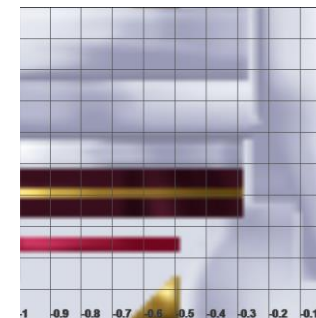
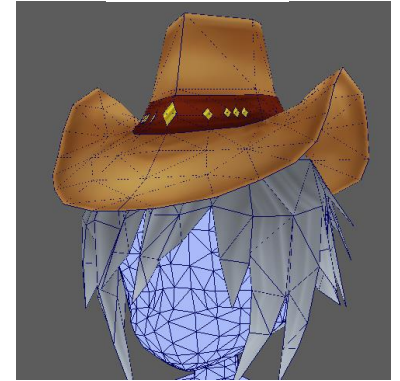
Hair will be implemented as is, so it should be modeled to look natural and wavy instead of flat, as shown below.



Without hair



With hair



Shoulder / Back Model Specifications

■ Shoulder and Back Equipment

- Shoulder and back equipment are almost identical in terms of implementation, but they are generally divided as follows.

Shoulder: Cloaks, backpacks, scarves, etc. (mainly worn on the upper body)

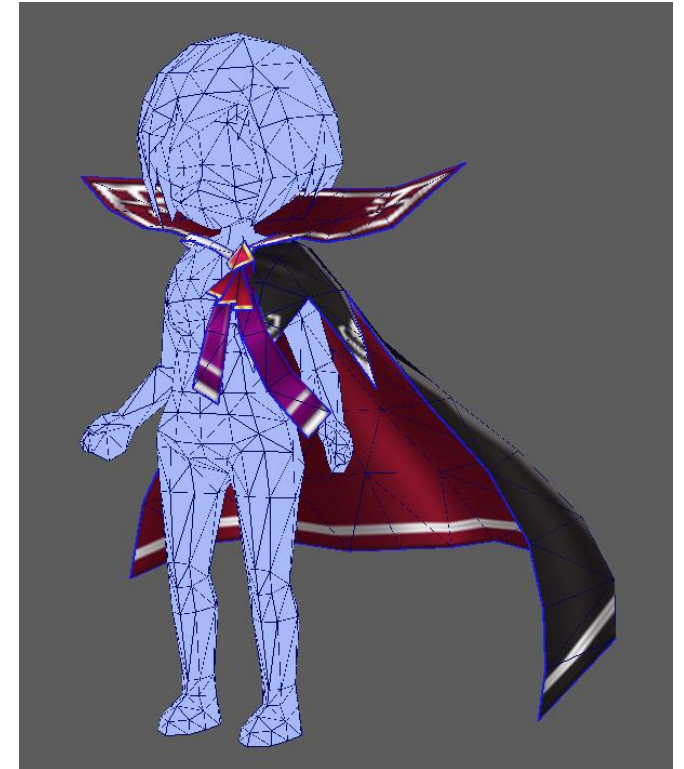
Back: Wings, belts, waistcloths, sheathed swords, etc. (mainly worn on the lower body)

- If the equipment model has a part that touches the body, please make it fit the shape of the base model.
- Other
The model does not have to be worn or attached to the body, but can also be floating around the character.

■ TIPS: Shape

In GensoKishi, there is no cloth physics for capes or other similar equipment.

If you make a model in a shape that looks as if it is swaying, it will be implemented as is.



Right Hand / Left Hand Model Specifications

■ Design

Plushies, drinks, and other non-weapon items are acceptable. There are very few restrictions.

Also, the model does not necessarily have to be held in the hand (it can be floating in the air, etc.).

Although you generally have a much wider scope of creative freedom, the following restrictions apply depending on the type of equipment.

*In particular, please note that models **consisting of two items (such as a bow and quiver or dual swords) are ineligible for this contest.**

■ Restrictions

- Shields: Can only be held in the left hand.
- Guns: Can only be held in the right hand.
- Bows: Can only be held in the left hand. Combining a bow with a quiver as a single model is not allowed.
- Dual Swords: Like above, these cannot be combined into one item, as they are considered two models.
- Claws, bucklers, and other arm equipment must be made to fit the shape of the base model.

This is the end of the submission guidelines.

We look forward to seeing everyone's designs.