



**Who are we:**

Innobrix, a software company focussed on selling new-build homes through the means of configuring and ordering using our in-house developed online web application.

**What is our goal:**

We would like to expand our current furniture and decoration library with 50 high realism models suitable for real time visualization.

**What we deliver:**

We deliver 50 high-poly models in as: 3DS, FBX or OBJ.

**What we need:**

50 Low poly models delivered in the following formats

- Original .blend model file
- Original .psd texture file when applicable
- DRACO compressed .glb file including baked ambient occlusion multiplied on the diffuse texture
- DRACO compressed .glb file excluding ambient occlusion
- .glb file should be get properly imported in <https://gltf-viewer.donmccurdy.com>

**Model requirements:**

- Max 3000 triangles per model, lower is better
- One UV channel unwrapped per model when applicable
- Max 1 material (Principled BSDF) per model with separate Diffuse and Ambient Occlusion textures
- Smooth surfaces should be defined using vertex normals
- Visual quality should not be visibly deteriorated (i.e. foliage from just billboards will not be accepted)
- Only front faces will be rendered by default (i.e. make sure backface culling is enabled)
- Remodelling by hand based on the high poly version is allowed

**Texture requirements:**

- 1 Diffuse texture per material
- 1 Ambient Occlusion per material
- max texture dimensions 512x512

