

3D Quality Check

About


3D Quality Check is a feature that allows you to check the properties of the CLO file in CLO-SET.

When this function is activated in [Company Setting > Content > 3D Quality Check](#), the checklist will run against the files that are newly uploaded under that specific Company.



The Checklist editor allows you to enter the values you want to set as the input of the checklist.

In this document, there is an example of the checklist input and a detailed description of each checklist item.

Before looking into each item, there are a few key things to note about the use of the 3D Quality Check feature.



- If you do not specify a value in the input editor, then the result will be displayed as a gray checkmark. 
 - For example, if you do not specify a value for an item, then the result will be displayed as a gray checkmark.

```
particleDistance =
layer =
```

PROPERTY	CRITERIA	RESULT
Particle Distance(mm)	-	
Layer	-	

- If you do specify a value, but such value does not apply in the project file, then the result will be success.
 - For example, you have specified `avatarName` and `avatarSize`, but the file does not contain any avatar. Then, the result will be shown as success.

```
avatarName = MV2_Jinho
avatarSize = Custom
```

Name	MV2_Jinho	
Size	Custom	

Example

The value for each key can be in each of the following forms.

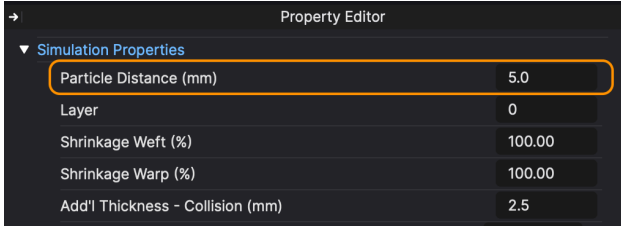


- Number
 - Exact Number Value: can be specified as a single number = **10**
 - A List of Exact Values: can be specified as a list of numbers with a square bracket = **[10, 20, 30]**
 - Range of Number Values: can be specified as a range of numbers with double square brackets = **[[10, 20]]**
 - When specifying the Number Value, the above forms can be combined.
- True or False Boolean Value
 - = **True**
 - = **False**
- Dropdown menu
 - Some items take the Dropdown menu option as the value. Please refer to the table on the Checklist Items section for details.
- Colorway
 - For Base Color of Fabric, Button, Trim, and Topstich, the Colorway Name or the Hex can be specified.


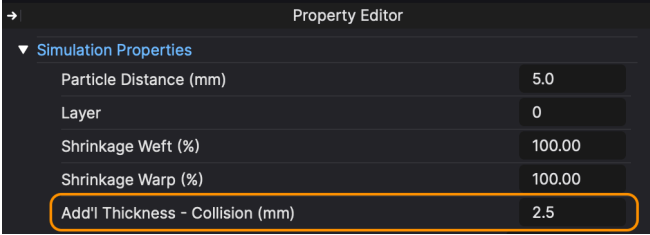
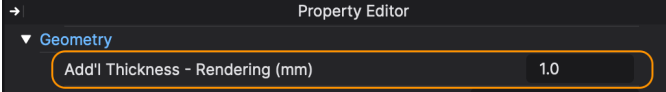
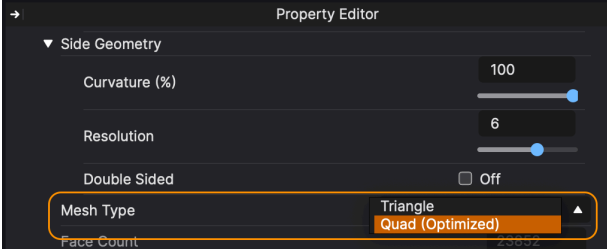
This is an example of the full checklist.

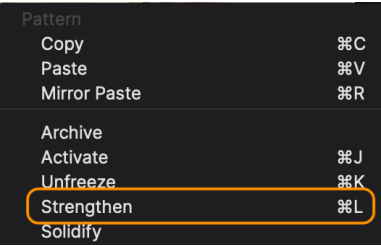
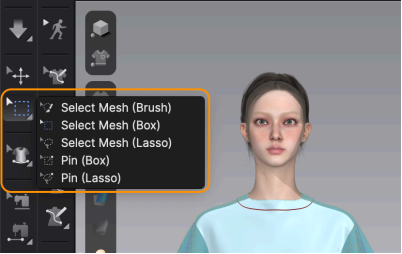
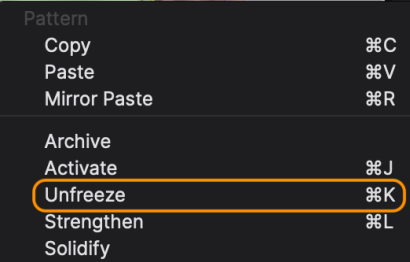
```
particleDistance= [5, 10, 20]           // This means Particle Distance value should be exactly 5 or 10 or 20
layer= 0                               // This means the Layer value should be exactly 0
shrinkageWeft= [[50,100]]              // This means the Shrinkage Weft value should be anywhere between 50 and 100
shrinkageWarp= [0, [[90, 100]]]        // This means the Shrinkage Warp value should be exactly 0 or anywhere between 90 and 100
additionalThicknessCollision= 2.5
additionalThicknessRendering= 1.0
meshType= Quad                         // Dropdown menu of Quad or Triangle
noStrengthen= True
noPin= True
noFreeze= False
noSolidify= True
noTack= True
noSteam= True
materialType= Fabric_Matte             // Dropdown menu
baseColor.fabric= PANTONE 6127 CP | 6127 CP
baseColor.button= FFFFFFFF
baseColor.trim= [000000, 001111]       // This means the Trim Color can be either 000000 or 001111
baseColor.topstitch=000000
baseColorMap= True
baseColorMapNoDesaturation= False
```

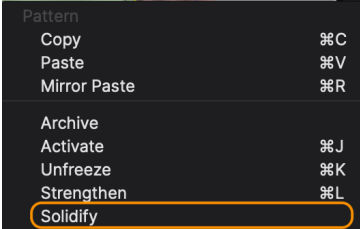
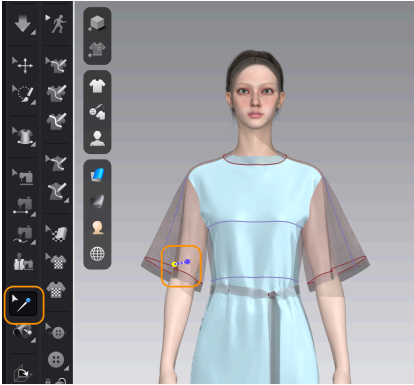
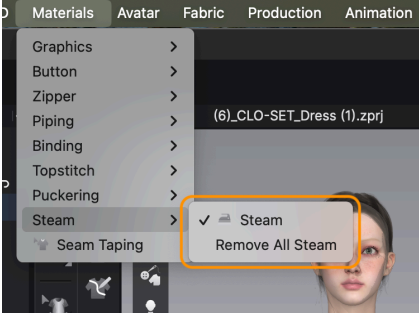
```
textureMapping= Repeat          // Dropdown menu of Repeat or Unified
normalMap= True
displacementMap= False
opacity= [50,80]
opacityMap= False
roughnessMap= False
metalnessMap= False
elasticPreset= Knitted Elastic  // Dropdown menu of Knitted Elastic or Woven Elastic
sewingLineTypeTurned= True
3dSeamline= Directional        // Dropdown menu of Plain Seam or Directional
topstitchType= OBJ             // Dropdown menu of OBJ or Texture
avatarName= MV2_Jinbo
avatarSize= Custom
avatarSkinOffset= 0.0
avatarShowHideAll= True
gradingBaseName= s
cameraFrontView= True
englishOnly= True
```

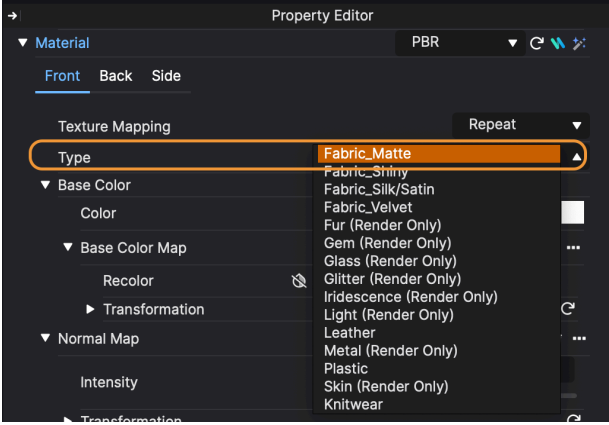
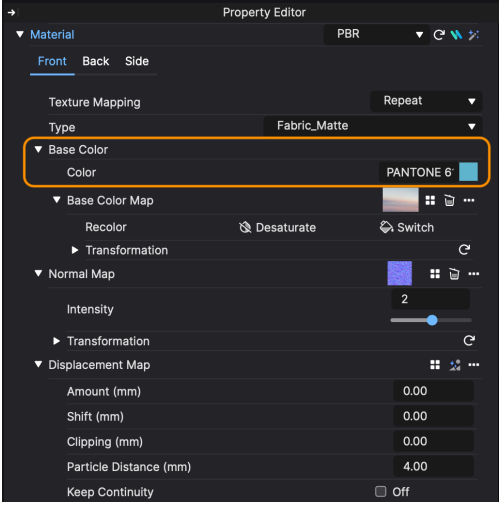
Checklist Items

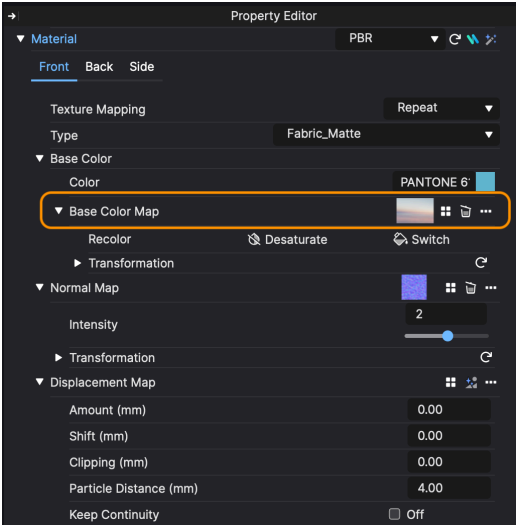
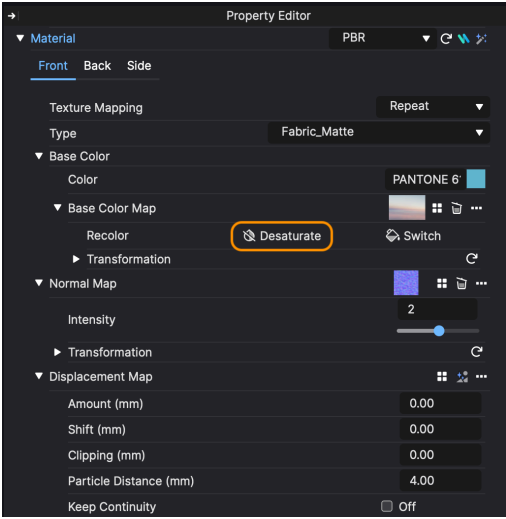
Garment Key	Input	Output	Description
particleDistance	Number (e.g. 10) AND/OR Range (e.g. [0,10])	PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Pattern and Material and its Particle Distance value	Checking the Particle Distance value as an exact number or a range 
layer	Number (e.g. 10) AND/OR Range (e.g. [0,10])	PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Pattern and its Layer value	Checking whether the Layer of Simulation Properties of each pattern is 0 or not 
shrinkageWeft	Number (e.g. 10) AND/OR Range (e.g. [0,10])	PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Pattern and its Shrinkage Weft value	Checking the Shrinkage Weft (%) value as an exact number or a range 
shrinkageWarp	Number (e.g. 10) AND/OR Range (e.g. [0,10])	PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each	Checking the Shrinkage Warp (%) value as an exact number or a range

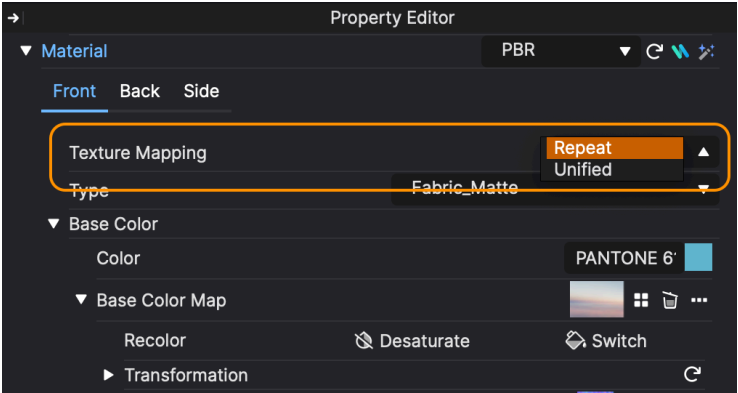
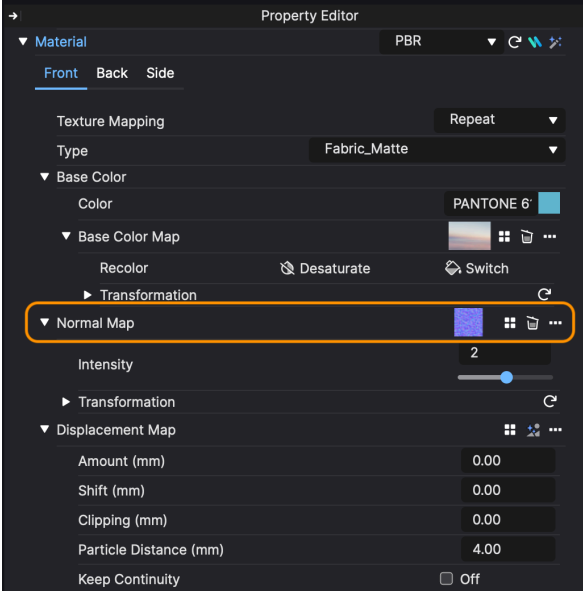
		Pattern and its Shrinkage Warp value	
additionalThickness Collision	Number (e.g. 10) AND/OR Range (e.g. [0,10])	PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Pattern and its Additional Thickness Collision value	<p>Checking the Add'l Thickness - Collision (mm) value as an exact number or a range</p> 
additionalThickness Rendering	Number (e.g. 10) AND/OR Range (e.g. [0,10])	PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Pattern and its Additional Thickness Rendering value	<p>Checking the Add'l Thickness - Rendering (mm) value as an exact number or a range</p> 
meshType	Triangle OR Quad	PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Pattern and its Mesh Type value	<p>"Triangle" or "Quad"</p> 

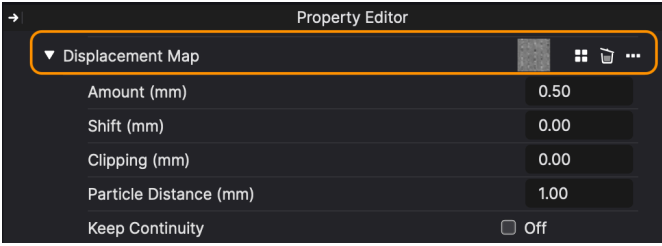
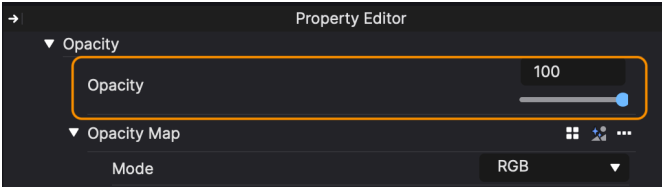
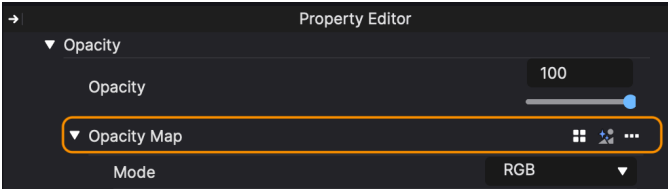
<p>noStrengthen</p>	<p>true OR false</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Pattern with Strengthen enabled</p>	<p>Checking whether there is any pattern with Strengthen or not True means Strengthen is disabled. False means Strengthen is enabled.</p> 
<p>noPin</p>	<p>true OR false</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Pattern with Pin enabled</p>	<p>Checking whether there is any pattern with Pin or not</p> 
<p>noFreeze</p>	<p>true OR false</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Pattern with Freeze enabled</p>	<p>Checking whether there is any pattern with Freeze or not</p> 

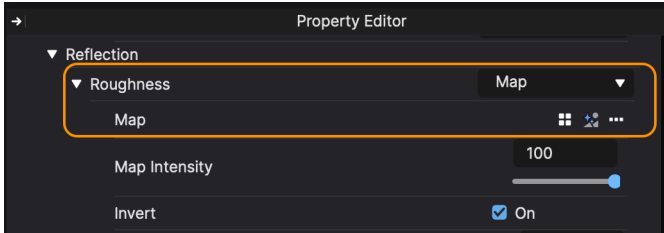
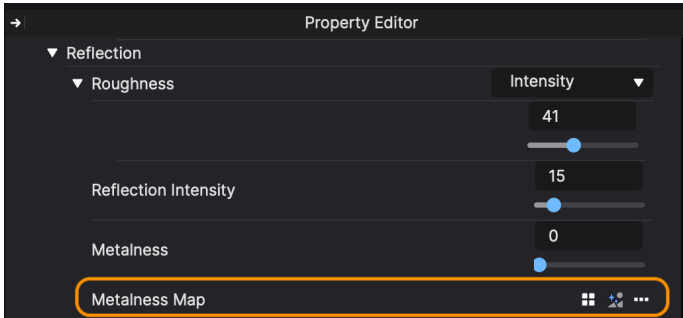
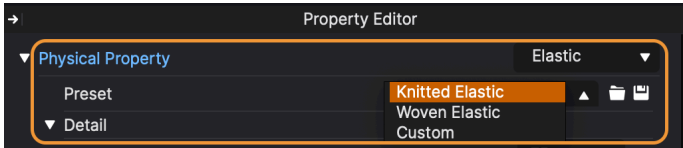
<p>noSolidify</p>	<p>true OR false</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Pattern with Solidify enabled</p>	<p>Checking whether there is any pattern with Solidify or not</p> 
<p>noTack</p>	<p>true OR false</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Pattern with Tack enabled</p>	<p>Checking whether there is any pattern with Tack or not</p> 
<p>noSteam</p>	<p>true OR false</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Pattern with Steam enabled</p>	<p>Checking whether there is any pattern with Steam or not</p> 

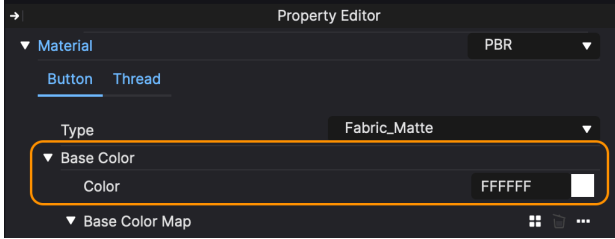
Fabric Key	Input	Output	Description
<p>materialType</p>	<p>Material Type (e.g. Fabric_Matte)</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Fabric with Steam enabled</p>	<p>Checking the Material Type</p> 
<p>baseColor/fabric</p>	<p>Hex Code (e.g. EBEBEB) AND/OR Color Name (e.g. PANTONE 6001 CP 6001 CP)</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Fabric with the Color Hex and Name</p>	<p>Checking the Base Color of the Fabric</p> 

<p>baseColorMap</p>	<p>true OR false</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Fabric with the Base Color Map</p>	<p>Checking whether the Base Color Map is used or not</p> 
<p>baseColorMapNo Desaturation</p>	<p>true OR false</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Fabric with the Desaturation value</p>	<p>Checking whether Desaturation of Base Color Map is enabled or not</p> 

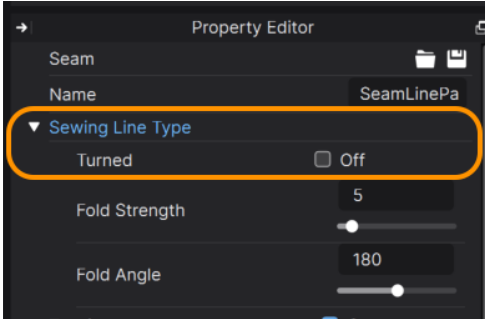
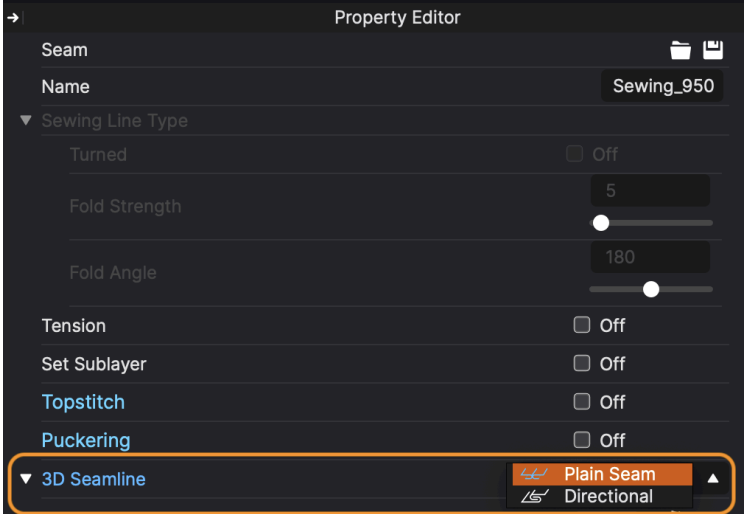
<p>textureMapping</p>	<p>Repeat OR Unified</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Fabric with its Texture Mapping value</p>	<p>Checking whether the Texture Mapping is set as "Repeat" or "Unified"</p>  <p>The screenshot shows the 'Property Editor' for a material. Under the 'Material' section, 'Texture Mapping' is set to 'Repeat'. The 'Type' is 'Fabric_Matte'. Other visible settings include 'Base Color' (PANTONE 6) and 'Base Color Map'.</p>
<p>normalMap</p>	<p>true OR false</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Fabric with its Normal Map value</p>	<p>Checking whether the Normal Map is used or not</p>  <p>The screenshot shows the 'Property Editor' for a material. The 'Normal Map' section is expanded and highlighted with a red box, showing it is enabled with an intensity of 2. Other visible settings include 'Texture Mapping' (Repeat), 'Type' (Fabric_Matte), 'Base Color' (PANTONE 6), and 'Displacement Map' (Amount: 0.00, Shift: 0.00, Clipping: 0.00, Particle Distance: 4.00).</p>

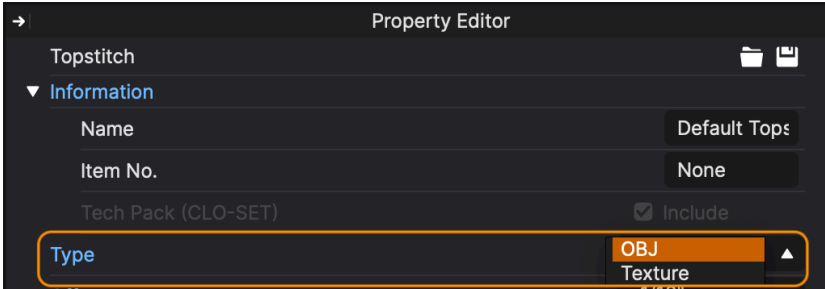
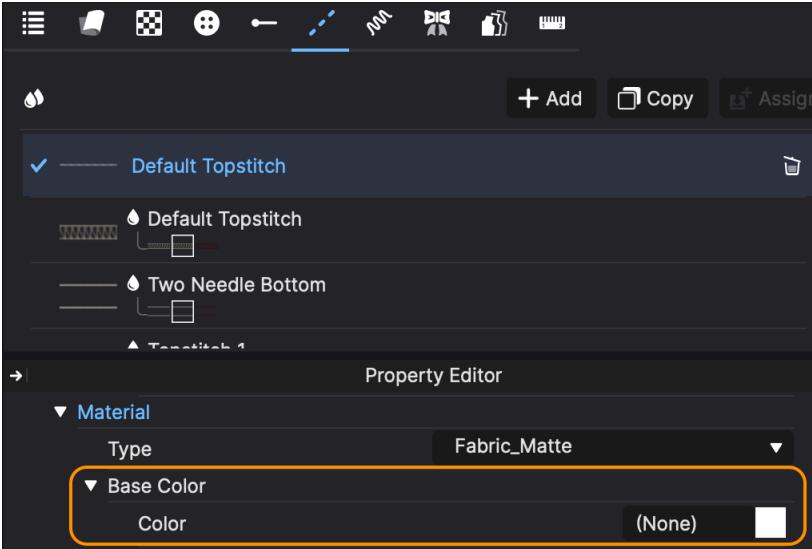
<p>displacementMap</p>	<p>true OR false</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Fabric with its Displacement Map value</p>	<p>Checking whether the Displacement Map is used or not</p> 
<p>opacity</p>	<p>Number (e.g. 10) AND/OR Range (e.g. [0,10])</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Fabric with its Opacity Value</p>	<p>Checking the Opacity value as an exact number or a range</p> 
<p>opacityMap</p>	<p>true OR false</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Fabric with its Opacity Map value</p>	<p>Checking whether the Opacity Map is used or not</p> 

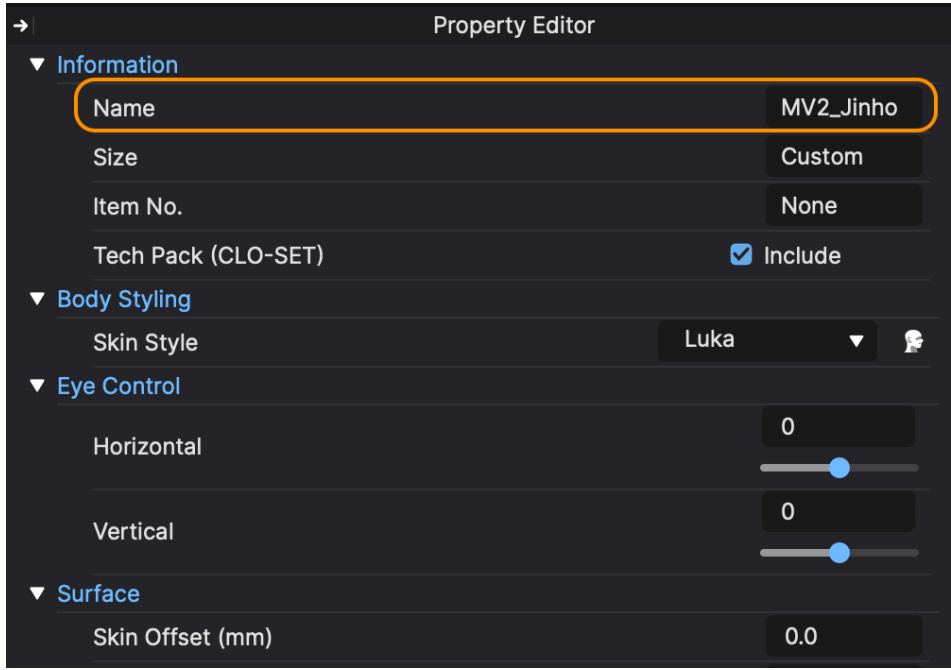
<p>roughnessMap</p>	<p>true OR false</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Fabric with its Roughness Map value</p>	<p>Checking whether the Roughness Map is used or not</p> 
<p>metalnessMap</p>	<p>true OR false</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Fabric with its Metalness Map value</p>	<p>Checking whether the Metalness Map is used or not</p> 
<p>elasticPreset</p>	<p>Knitted Elastic OR Woven Elastic</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Fabric with its Elastic Preset Value</p>	<p>Checking whether the Elastic Preset is set as either "Knitted Elastic" or "Woven Elastic"</p> 

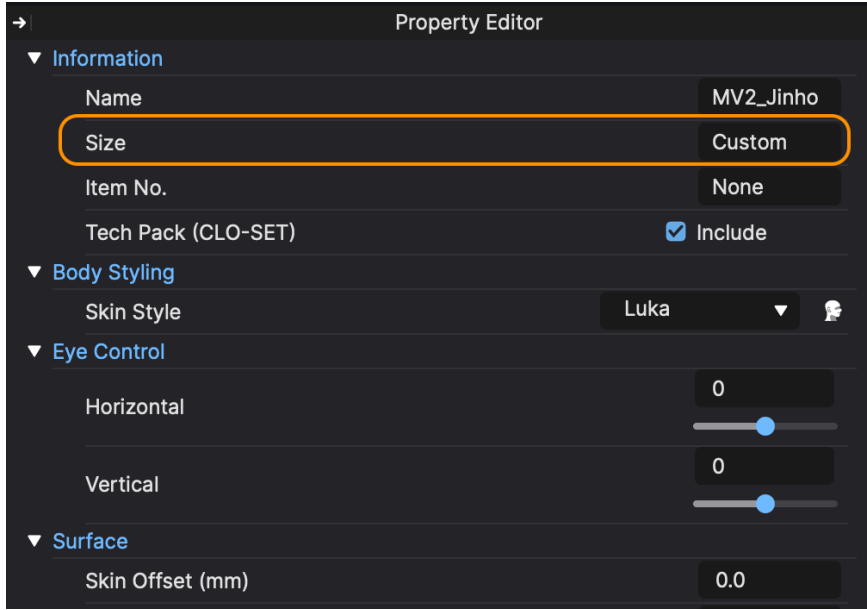
Button Key	Input	Output	Description
baseColor.button	Hex Code (e.g. EBEBEB) AND/OR Color Name (e.g. PANTONE 6001 CP 6001 CP)	PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Button Head with the Color Hex and Name	Checking the Base Color of the Button 

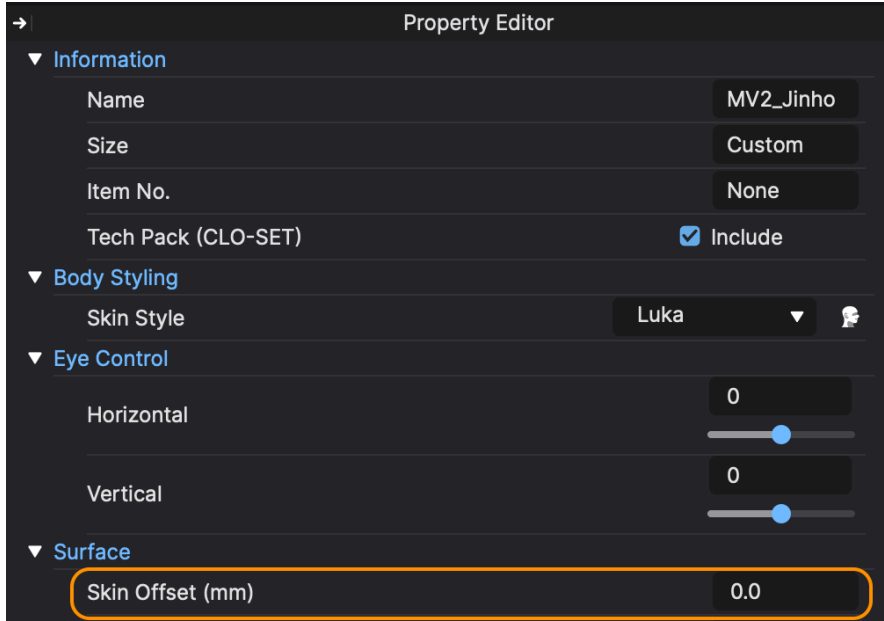
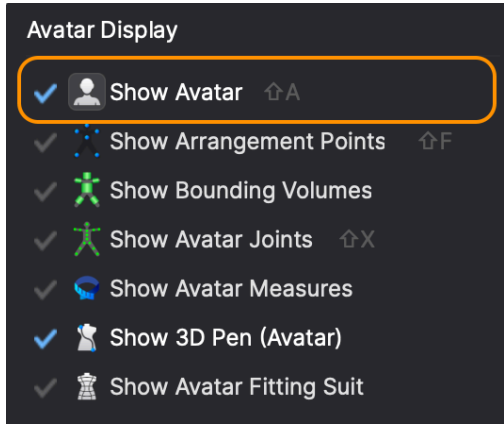
Trim Key	Input	Output	Description
baseColor.trim	Hex Code (e.g. EBEBEB) AND/OR Color Name (e.g. PANTONE 6001 CP 6001 CP)	PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Trim with the Color Hex and Name	Checking the Base Color of the Trim

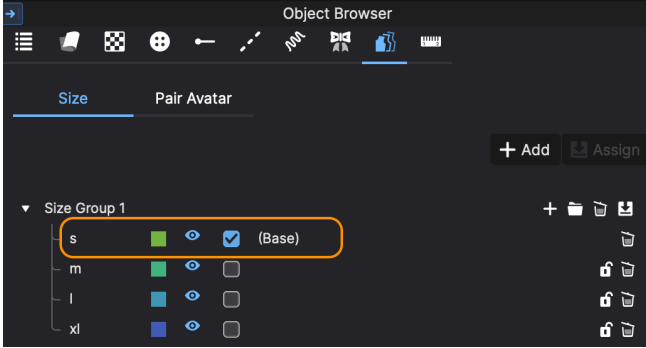
Seamline Key	Input	Output	Description
sewingLineTypeTurned	true OR false	PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Sewing Line with its Type with the Color Hex and Name	Checking whether the Sewing Line Type is Turned On or Off true: Turned: On, false: Turned: Off 
3dSeamline	Plain Seam OR Directional	PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Sewing Line with its 3D Seamline Type	Checking whether the 3D Seamline is "Plain Seam" or "Directional" 

Stitch Key	Input	Output	Description
topstitchType	OBJ OR Texture	PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Topstitch with its Type value	Checking whether the Topstitch Type is "OBJ" or "Texture" 
baseColor.topstitch	Hex Code (e.g. EBEBEB) AND/OR Color Name (e.g. PANTONE 6001 CP 6001 CP)	PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the name of each Topstitch with its Color value	

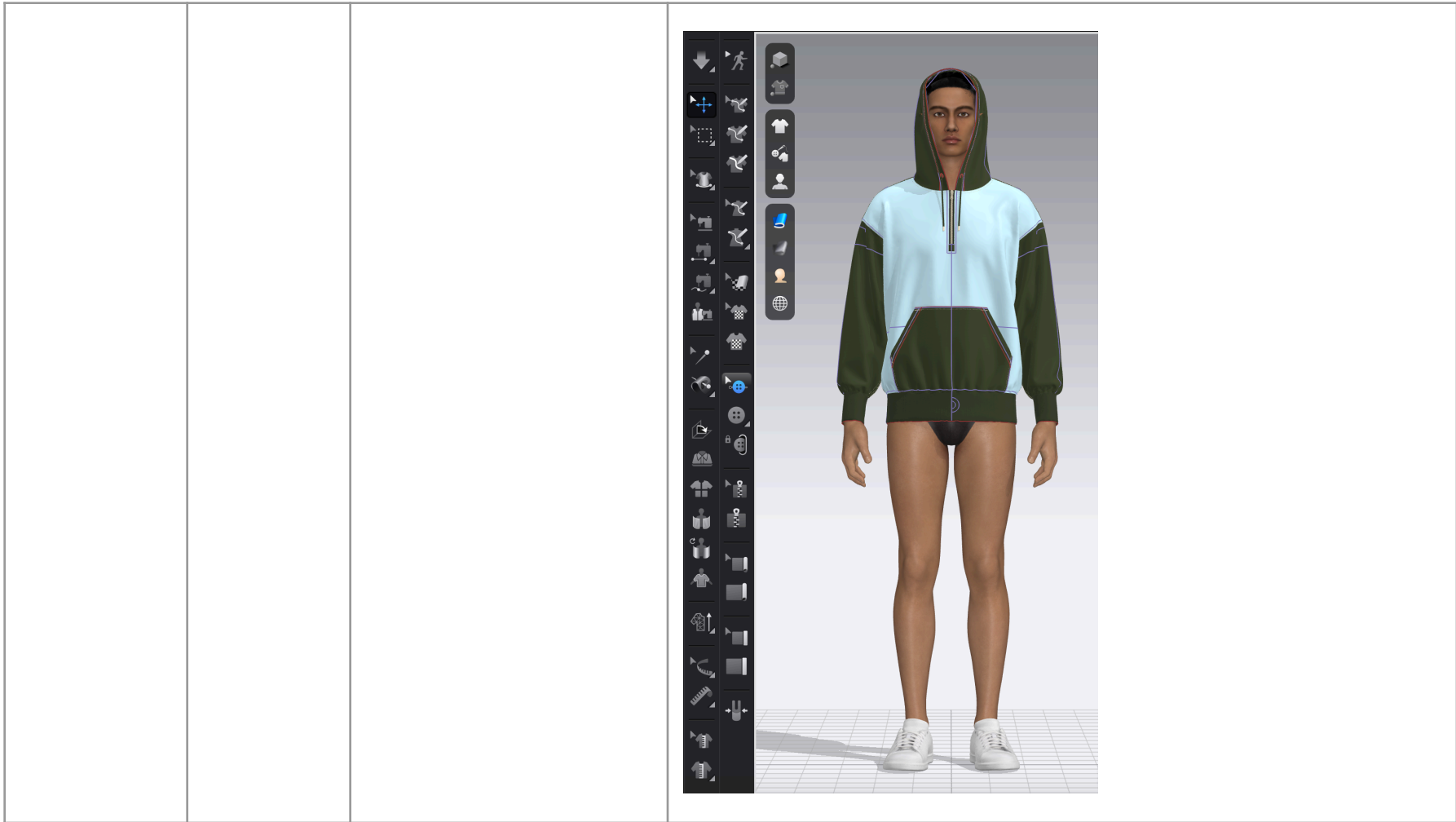
Avatar Key	Input	Output	Description
avatarName	Name of the Avatar (e.g. MV2_Jinho)	PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the Avatar	<p>Checking the Name of the Avatar</p> <p>This is case sensitive.</p>  <p>The screenshot shows a 'Property Editor' window with several sections: <ul style="list-style-type: none"> Information: Name (MV2_Jinho), Size (Custom), Item No. (None), Tech Pack (CLO-SET) (Include checked). Body Styling: Skin Style (Luka). Eye Control: Horizontal (0), Vertical (0). Surface: Skin Offset (mm) (0.0). The 'Name' field in the Information section is highlighted with an orange border. </p>

<p>avatarSize</p>	<p>Size of the Avatar (e.g. M.avs)</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the Avatar and its Size value</p>	<p>Checking the Size of the Avatar. This field is only available for CLO avatars.</p>  <p>The screenshot shows a 'Property Editor' window with the following settings:</p> <ul style="list-style-type: none"> Information <ul style="list-style-type: none"> Name: MV2_Jinho Size: Custom (highlighted with an orange border) Item No.: None Tech Pack (CLO-SET): <input checked="" type="checkbox"/> Include Body Styling <ul style="list-style-type: none"> Skin Style: Luka Eye Control <ul style="list-style-type: none"> Horizontal: 0 Vertical: 0 Surface <ul style="list-style-type: none"> Skin Offset (mm): 0.0
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<p>avatarSkinOffset</p>	<p>Number (e.g. 10) AND/OR Range (e.g. [0,10])</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the Avatar and its Skin Offset value</p>	<p>Checking the Avatar Surface Skin Offset value an exact number or a range</p>  <p>The screenshot shows a 'Property Editor' window with several sections: 'Information' (Name: MV2_Jinho, Size: Custom, Item No.: None, Tech Pack: CLO-SET with 'Include' checked), 'Body Styling' (Skin Style: Luka), 'Eye Control' (Horizontal and Vertical sliders both at 0), and 'Surface' (Skin Offset (mm): 0.0). The 'Skin Offset (mm)' field is highlighted with an orange border.</p>
<p>avatarShowHideAll</p>	<p>true OR false</p>	<p>PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the Avatar and its Show/Hide value</p>	<p>Checking whether all Avatars are hidden or not</p>  <p>The screenshot shows an 'Avatar Display' menu with several options, each with a checkmark and a keyboard shortcut: 'Show Avatar' (A), 'Show Arrangement Points' (F), 'Show Bounding Volumes', 'Show Avatar Joints' (X), 'Show Avatar Measures', 'Show 3D Pen (Avatar)', and 'Show Avatar Fitting Suit'. The 'Show Avatar' option is highlighted with an orange border.</p>

Grading Key	Input	Output	Description
gradingBaseName	Name	PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the Base Size information	Checking whether the name of the Base Size is input as expected 

Camera Key	Input	Output	Description
cameraFrontView	true OR false	PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the Base Size information	Checking whether the file is saved with the Camera Front View (keyboard shortcut 2) or not



Language Key	Input	Output	Description
englishOnly	true OR false	PASS <input checked="" type="checkbox"/> OR FAIL <input type="checkbox"/> with the non-English text	Checking whether all names of Fabric, Pattern, Graphic, Button Head, Button Hole, TopStitch, Puckering, Trim, and Colorway have been input as English or not