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	

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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 *e.g.* `particleDistance= 10`
  - A List of Exact Values: can be specified as a list of numbers with a square bracket *e.g.* `particleDistance= [10, 20, 30]`
  - Range of Number Values: can be specified as a range of numbers with double square brackets *e.g.* `particleDistance= [[10, 20]]`
  - When specifying the Number Value, the above forms can be combined. *e.g.* `particleDistance= [[10, 20], 50]`
- String (Text) Value
  - Exact String Value: can be specified as text values *e.g.* `avatarName= Mia`
  - A List of String Values: can be specified as a list of text values *e.g.* `avatarName= ["Mia", "Yuna"]`
    Please note that you must include `""` when listing out multiple text values.
- True or False Boolean Value
  - *e.g.* `noStrengthen= True`
  - *e.g.* `noFreeze= 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 *e.g.* `baseColor.fabric= [PANTONE 6127 CP]` or `baseColor.fabric= 000000`

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
```

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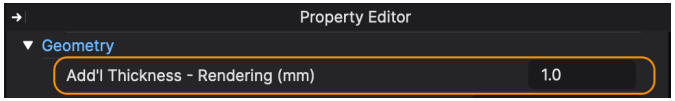
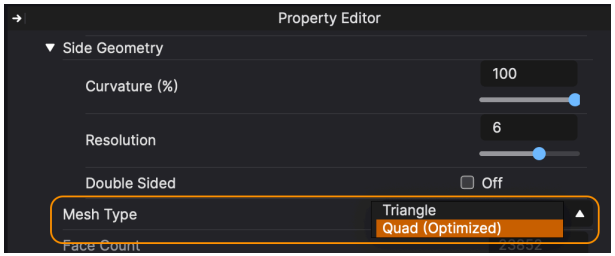
```
baseColor.button= FFFFFF
baseColor.trim= [000000, 001111]            // This means the Trim Color can be either 000000 or 001111
baseColor.topstitch=000000
baseColorMap= True
baseColorMapNoDesaturation= False
textureMapping= Repeat                      // Dropdown menu of Repeat or Unified
normalMap= True
displacementMap= False
opacity= [50,80]
opacityMap= False
roughnessMap= False
metalnessMap= False
elasticPreset= Knitted Elastic              // Dropdown menu of Knitted Elastic or Woven Elastic
elasticName= ["Name1", "Name2"]
sewingLineTypeTurned= True
3dSeamline= Directional                     // Dropdown menu of Plain Seam or Directional
hasSeamAllowance = True
topstitchType= OBJ                          // Dropdown menu of OBJ or Texture
avatarName= MV2_Jinho
avatarSize= Custom
avatarSkinOffset= 0.0
showAvatar= True
gradingBaseName= s
cameraFrontView= True
englishOnly= True
hasZvrp= True
zvrpName= rendering_setting_Top.zvrp        // "rendering_setting_Top.zvrp" the full file name
arrangementPointsApplied = True
unusedPatternsArchived = True
```

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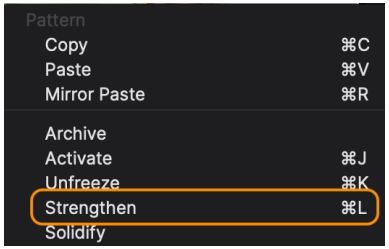
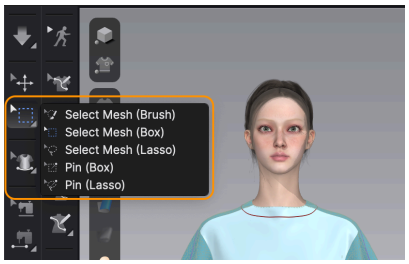
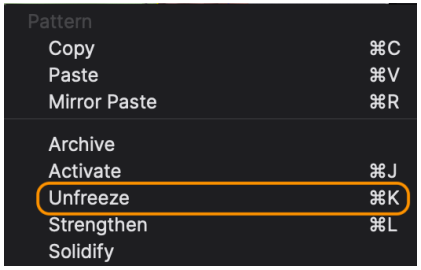
Checklist Items

Garment Key	Input	Output	Description
particleDistance	Number (e.g. 10) AND/OR Range (e.g. [0,10])	PASS ✅ OR FAIL ❗ 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 ✅ OR FAIL ❗ 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 ✅ OR FAIL ❗ with the name of each Pattern and its Shrinkage Weft value	Checking the Shrinkage Weft (%) value as an exact number or a range 

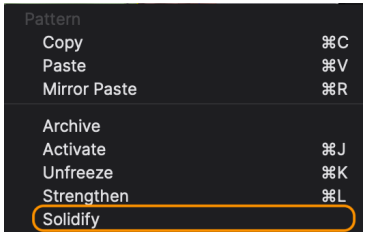
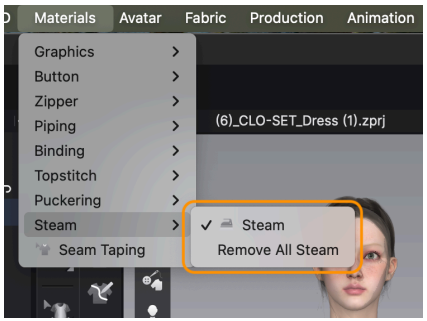
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shrinkageWarp	Number (e.g. 10) AND/OR Range (e.g. [0,10])	PASS ✅ OR FAIL ❗ with the name of each Pattern and its Shrinkage Warp value	Checking the Shrinkage Warp (%) value as an exact number or a range 
addtionalThickness Collision	Number (e.g. 10) AND/OR Range (e.g. [0,10])	PASS ✅ OR FAIL ❗ with the name of each Pattern and its Additional Thickness Collision value	Checking the Add'l Thickness - Collision (mm) value as an exact number or a range 
additionalThickness Rendering	Number (e.g. 10) AND/OR Range (e.g. [0,10])	PASS ✅ OR FAIL ❗ with the name of each Pattern and its Additional Thickness Rendering value	Checking the Add'l Thickness - Rendering (mm) value as an exact number or a range 
meshType	**Triangle** OR **Quad**	PASS ✅ OR FAIL ❗ with the name of each Pattern and its Mesh Type value	"Triangle" or "Quad" 

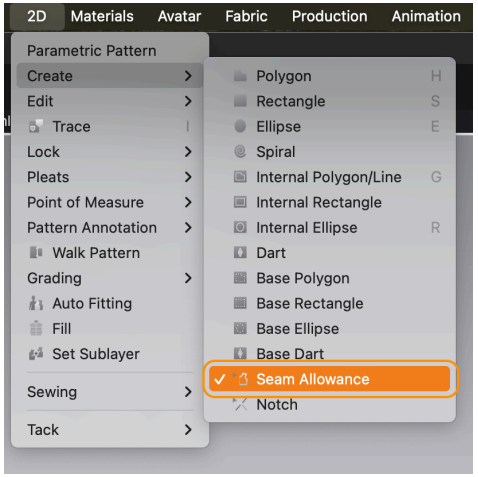
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noStrengthen	`true` OR `false`	PASS ✅ OR FAIL ❗ with the name of each Pattern with Strengthen enabled	Checking whether there is any pattern with Strengthen or not True means Strengthen is disabled. False means Strengthen is enabled. 
noPin	`true` OR `false`	PASS ✅ OR FAIL ❗ with the name of each Pattern with Pin enabled	Checking whether there is any pattern with Pin or not 
noFreeze	`true` OR `false`	PASS ✅ OR FAIL ❗ with the name of each Pattern with Freeze enabled	Checking whether there is any pattern with Freeze or not 

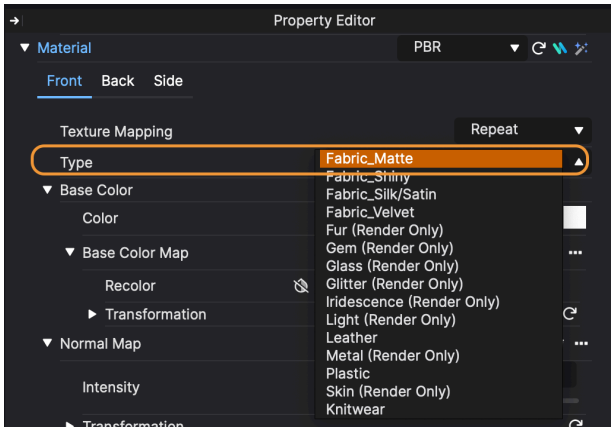
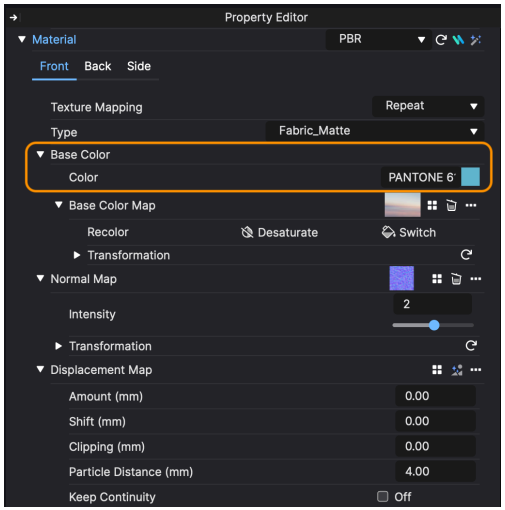
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noSolidify	`true` OR `false`	PASS ✅ OR FAIL ❗ with the name of each Pattern with Solidify enabled	Checking whether there is any pattern with Solidify or not 
noTack	`true` OR `false`	PASS ✅ OR FAIL ❗ with the name of each Pattern with Tack enabled	Checking whether there is any pattern with Tack or not 
noSteam	`true` OR `false`	PASS ✅ OR FAIL ❗ with the name of each Pattern with Steam enabled	Checking whether there is any pattern with Steam or not 

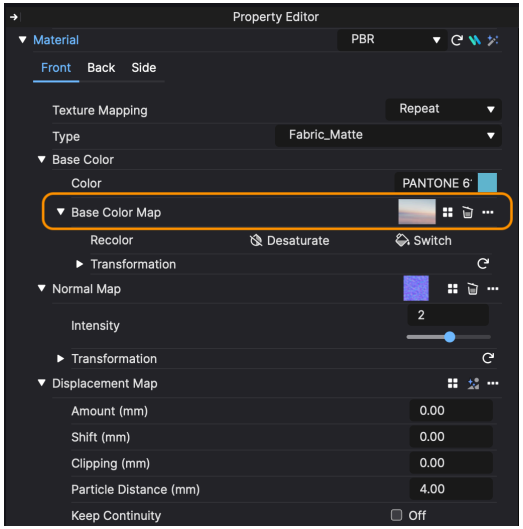
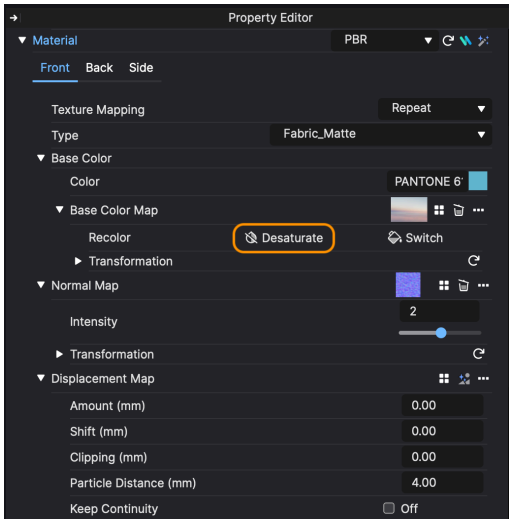
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hasSeamAllowance	`true` OR `false`	PASS ✅ OR FAIL ❗ with the name of each Pattern with seam allowance created	Checking whether there is Seam Allowance created on any pattern or not 

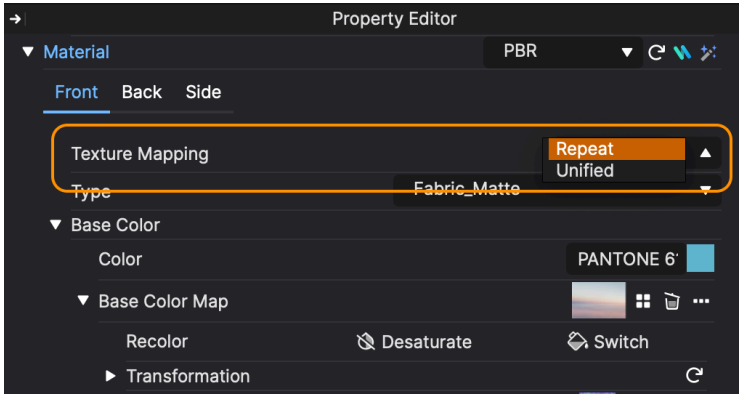
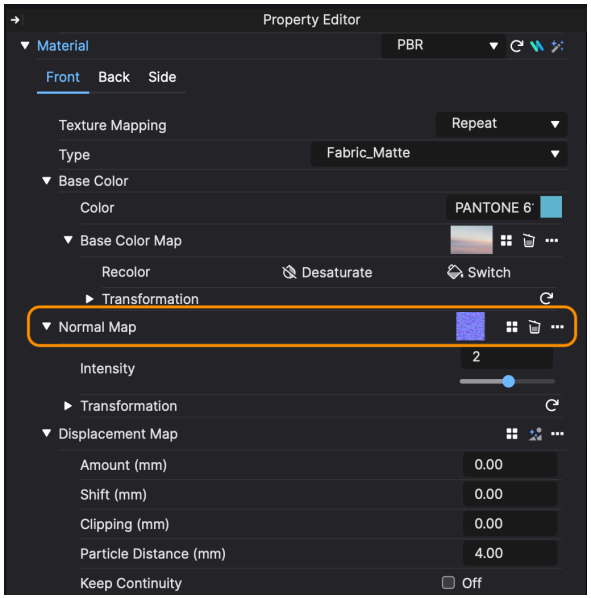
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Fabric Key	Input	Output	Description
materialType	Material Type (e.g. Fabric_Matte)	PASS ✅ OR FAIL ❗ with the name of each Fabric with is Material Type	Checking the Material Type 
baseColor.fabric	Hex Code (e.g. **EBEBEB**) AND/OR Color **Name (e.g. PANTONE 6001 CP | 6001 CP**)	PASS ✅ OR FAIL ❗ with the name of each Fabric with the Color Hex and Name	Checking the Base Color of the Fabric 

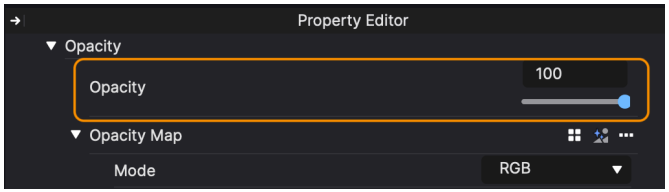
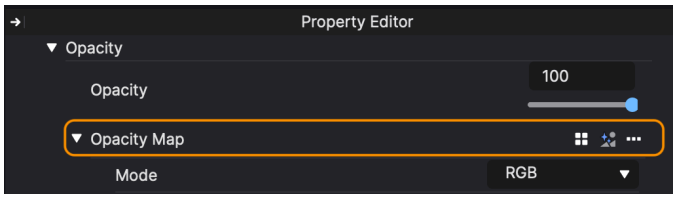
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baseColorMap	`true` OR `false`	PASS ✅ OR FAIL ❗ with the name of each Fabric with the Base Color Map	Checking whether the Base Color Map is used or not 
baseColorMapNo Desaturation	`true` OR `false`	PASS ✅ OR FAIL ❗ with the name of each Fabric with the Desaturation value	Checking whether Desaturation of Base Color Map is enabled or not 

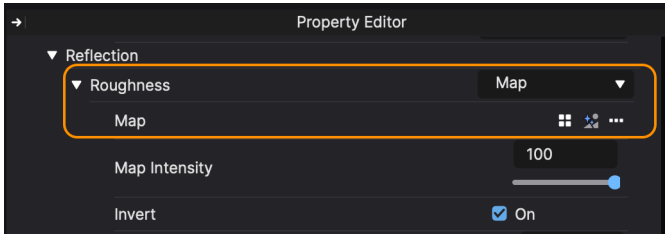
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textureMapping	**Repeat** OR **Unified**	PASS ✅ OR FAIL ❗ with the name of each Fabric with its Texture Mapping value	Checking whether the Texture Mapping is set as “Repeat” or “Unified” 
normalMap	`true` OR `false`	PASS ✅ OR FAIL ❗ with the name of each Fabric with its Normal Map value	Checking whether the Normal Map is used or not 

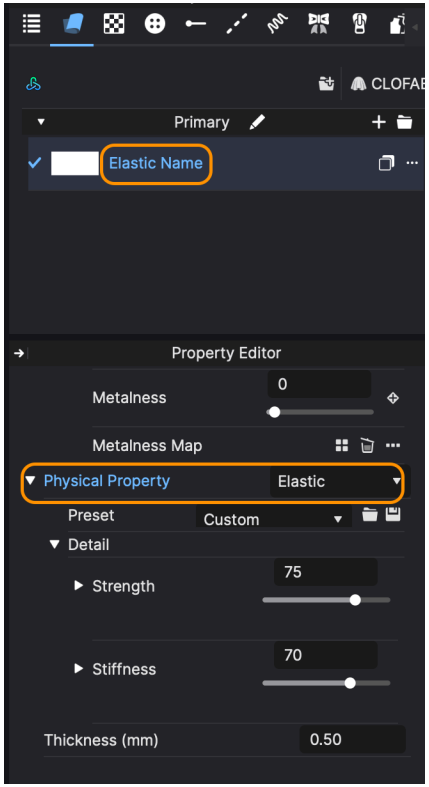
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displacementMap	`true` OR `false`	PASS ✅ OR FAIL ❗ with the name of each Fabric with its Displacement Map value	Checking whether the Displacement Map is used or not 
opacity	Number (e.g. 10) AND/OR Range (e.g. [0,10])	PASS ✅ OR FAIL ❗ with the name of each Fabric with its Opacity Value	Checking the Opacity value as an exact number or a range 
opacityMap	`true` OR `false`	PASS ✅ OR FAIL ❗ with the name of each Fabric with its Opacity Map value	Checking whether the Opacity Map is used or not 

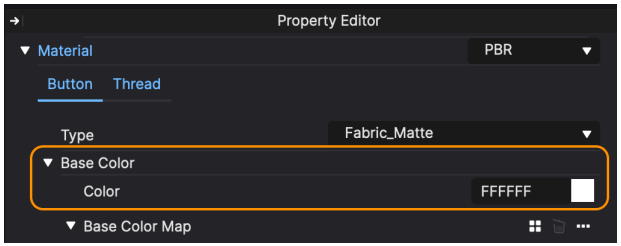
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roughnessMap	`true` OR `false`	PASS ✅ OR FAIL ❗ with the name of each Fabric with its Roughness Map value	Checking whether the Roughness Map is used or not 
metalnessMap	`true` OR `false`	PASS ✅ OR FAIL ❗ with the name of each Fabric with its Metalness Map value	Checking whether the Metalness Map is used or not 
elasticPreset	**Knitted Elastic** OR **Woven Elastic**	PASS ✅ OR FAIL ❗ with the name of each Fabric with its Elastic Preset Value	Checking whether the Elastic Preset is set as either "Knitted Elastic" or "Woven Elastic" 

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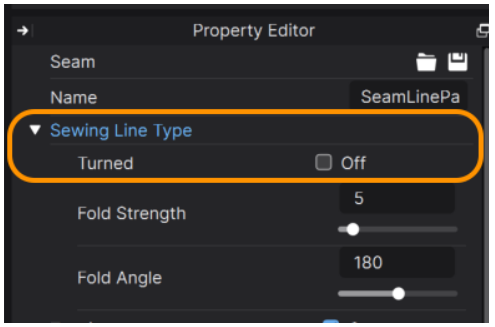
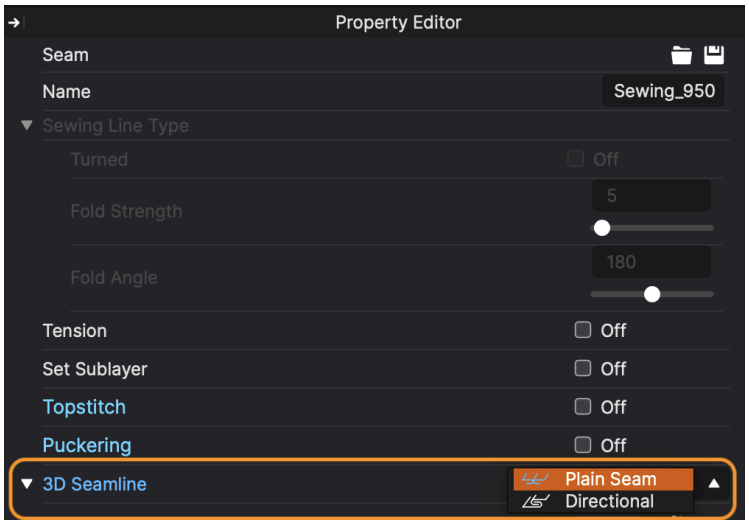
elasticName	Name of the Avatar (**e.g. Elastic Name**)	PASS ✅ OR FAIL ❗ with the name of the Elastic	When Physical Property is set to Elastic, checking the Name of the Elastic This is case sensitive 

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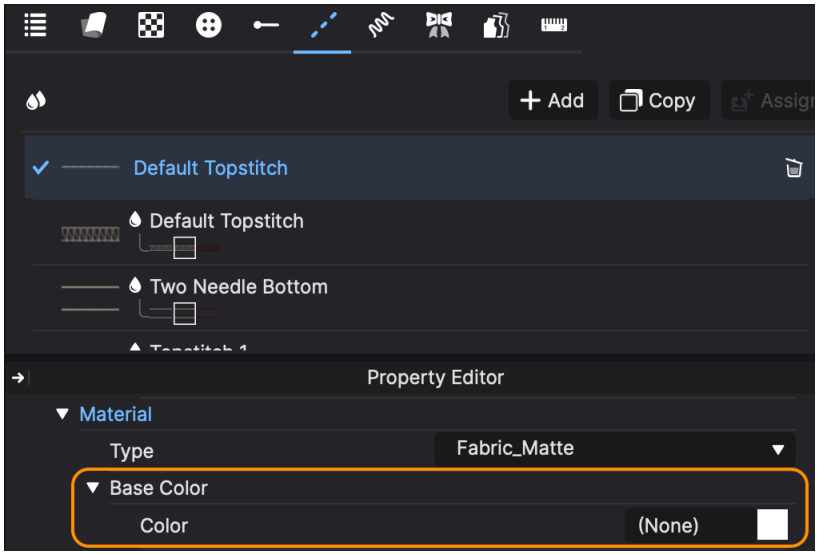
Button Key	Input	Output	Description
baseColor.button	Hex Code (e.g. **EBEBEB**) AND/OR Color Name (e.g. **PANTONE 6001 CP | 6001 CP**)	PASS ✅ OR FAIL ❗ with the name of each Button Head with the Color Hex and Name	Checking the Base Color of the Button 

Trim Key	Input	Output	Description
baseColor.trim	Hex Code (e.g. **EBEBEB**) AND/OR Color Name (e.g. **PANTONE 6001 CP | 6001 CP**)	PASS ✅ OR FAIL ❗ with the name of each Trim with the Color Hex and Name	Checking the Base Color of the Trim

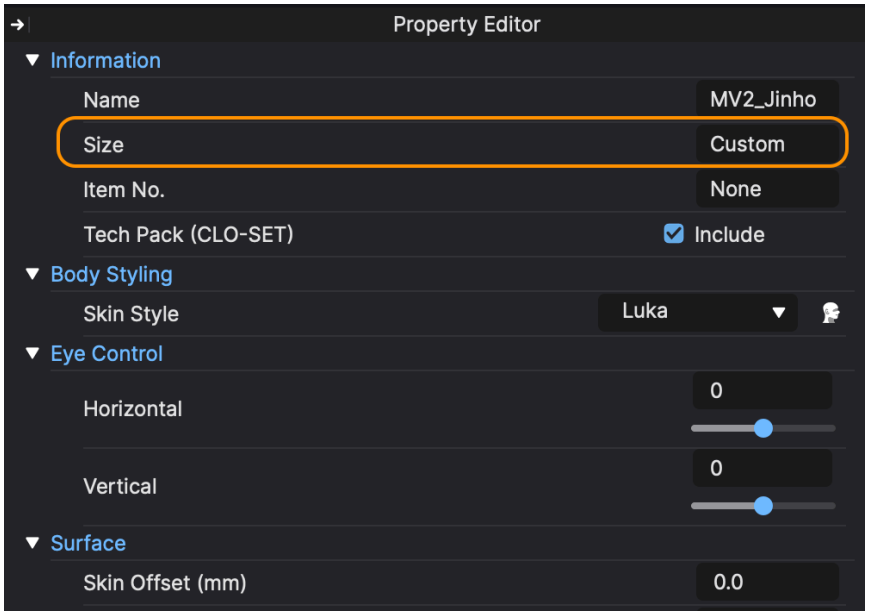
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Seamline Key	Input	Output	Description
sewingLineTypeTurned	`true` OR `false`	PASS ✅ OR FAIL ❗ with the name of each Sewing Line with its Type with the Color Hex and Name	Checking whether the Sewing Line Type is Turned On or Off true: Turned: On, false: Turned: Off 
3dSeamline	**Plain Seam** OR **Directional**	PASS ✅ OR FAIL ❗ with the name of each Sewing Line with its 3D Seamline Type	Checking whether the 3D Seamline is "Plain Seam" or "Directional" 

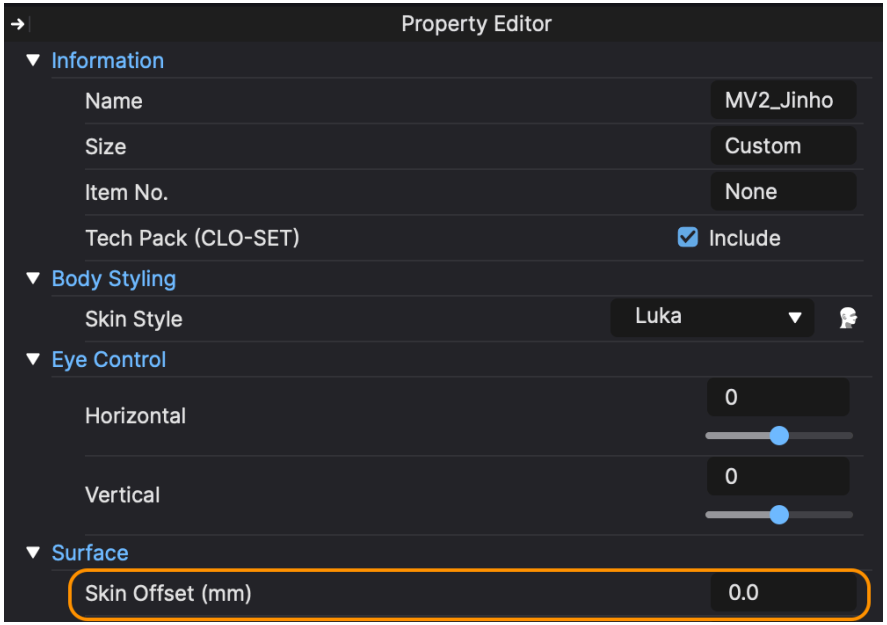
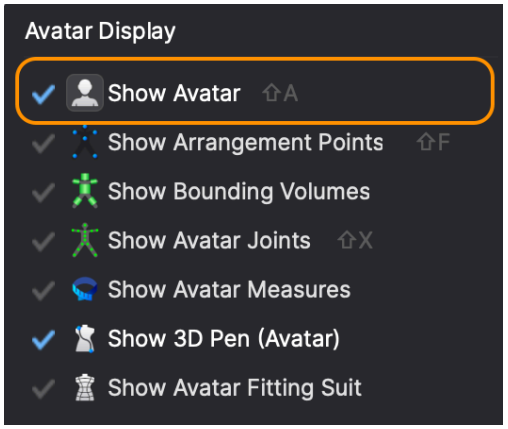
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Stitch Key	Input	Output	Description
topstitchType	**OBJ** OR **Texture**	PASS ✅ OR FAIL ❗ with the name of each Topstitch with its Type value	Checking whether the Topstitch Type is "OBJ" or "Texture" 
baseColor.topstitch	Hex Code (e.g. **EBEBEB**) AND/OR Color Name (e.g. **PANTONE 6001 CP | 6001 CP**)	PASS ✅ OR FAIL ❗ with the name of each Topstitch with its Color value	Checking the Base Color of the Topstitch 

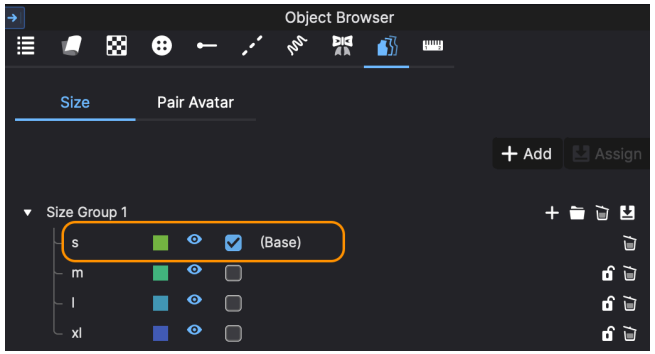
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Avatar Key	Input	Output	Description
avatarName	Name of the Avatar (e.g. **MV2_Jinho**)	PASS ✅ OR FAIL ❗ with the Avatar	Checking the Name of the Avatar This is case sensitive
avatarSize	Size of the Avatar (e.g. **M.avs**)	PASS ✅ OR FAIL ❗ with the Avatar and its Size value	Checking the Size of the Avatar. This field is only available for CLO avatars. 

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avatarSkinOffset	Number (e.g. 10) AND/OR Range (e.g. [0,10])	PASS ✅ OR FAIL ❗ with the Avatar and its Skin Offset value	Checking the Avatar Surface Skin Offset value an exact number or a range 
showAvatar	`true` OR `false`	PASS ✅ OR FAIL ❗ with the Avatar and its Show/Hide value	Checking whether all Avatars are shown or hidden True means all Avatars are Shown. False means all avatars are Hidden. 

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Grading Key	Input	Output	Description
gradingBaseName	Name	PASS ✅ OR FAIL ❗ with the Base Size information	Checking whether the name of the Base Size is input as expected 

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Camera Key	Input	Output	Description
cameraFrontView	`true` OR `false`	PASS ✅ OR FAIL ❗	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 ✅ OR FAIL ❗ 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

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Rendering	Input	Output	Description
hasZvrp	`true` OR `false`	PASS ✅ OR FAIL ❗	Checking whether the file has the rendering settings file (.zvrp) applied or not
zvrpFileName	Full File Name of the .zvrp file **(e.g. filename.zvrp)**	PASS ✅ OR FAIL ❗	Checking the name of the rendering settings file (.zvrp) applied on the .zprj

Others	Input	Output	Description
arrangementPointsApplied	`true` OR `false`	PASS ✅ OR FAIL ❗	Checking whether the file has any arrangement points are applied or not
unusedPatternsArchived	`true` OR `false`	PASS ✅ OR FAIL ❗	Checking whether unused patterns are all archived or not

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