

Evaluate the editable result.

Explore creation tasks that preserve the brief, execution process, visual checks, and an editable final project.

Task and inputs

Build a simple scene from a visual brief, inspect the result, correct a spatial mismatch, and package the source project.

A visual brief, reference views, dimensions, scene requirements, and an agreed software environment. Specify editable elements, camera views, tolerances, and the files needed to reopen the result.

Working steps

1. Translate the brief into named objects, spatial relationships, materials, lighting, and a plan for inspecting the scene.
2. Build and execute the scene, then review renders and measurements from several viewpoints against the stated requirements.
3. Correct mismatches, rerun targeted checks, and package the editable project with scripts, assets, and review views.

Deliverables

- Visual brief
- Build script
- Inspection views
- Editable project

Review and acceptance

Review geometry, spatial relationships, visual requirements, and whether the project can be reopened and reproduced.

- Dimensions use named measurement points and remain within the agreed tolerances.
- Required assets and relationships hold across views, beyond a single attractive render.
- The project reopens with its dependencies, and agreed parameters and components remain editable.

Delivery boundary

The brief defines which creation capabilities are assessed. Animation, simulation, rigging, and new asset families need their own requirements and checks before inclusion.

This guide describes a project approach. It is not a customer result, a performance benchmark, or a statement of certification.

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