

Meshy Training – Creating 3D Models with Artificial Intelligence

Module 1 – Introduction to Meshy and AI-Powered 3D Generation

- Overview of Meshy and its main features.
- Exploring the interface and workspace.
- Understanding 3D models, meshes, polygons, textures, and materials.
- Understanding the basics of AI-powered 3D generation.
- Organizing, viewing, and managing generated models.
- Understanding the credit-based generation system.

Module 2 – Generating Models with Text to 3D

- Create a 3D model from a text description.
- Understand the structure of an effective 3D prompt.
- Describe shapes, proportions, styles, and materials.
- Add constraints and specific details to prompts.
- Generate multiple variations of the same concept.
- Compare results and select the best generation.
- Improve results by refining prompts.

Module 3 – Generating Models with Image to 3D

- Convert an image into a 3D model.
- Select suitable reference images.
- Use photographs, illustrations, or concept art.
- Understand how image quality and viewing angle affect results.
- Use multiple views of the same object when appropriate.
- Compare Text to 3D and Image to 3D workflows.
- Identify and correct common generation issues.

Module 4 – AI Textures and Materials

- Understand the role of textures and materials.
- Generate textures using artificial intelligence.
- Create textures from text prompts.
- Use images as visual references.
- Modify the style and appearance of existing models.
- Understand the basics of PBR textures.
- Explore Base Color, Normal, Roughness, and Metallic maps.
- Adjust texture quality and resolution according to project needs.

Module 5 – Optimizing 3D Models

- Inspect the geometry of generated models.

- Understand polygon count and its impact on performance.
- Use remeshing and optimization tools.
- Reduce model complexity while preserving visual quality.
- Prepare models for web, game, or visualization projects.
- Identify common geometry and texture issues.

Module 6 – Rigging and Animation

- Understand the fundamentals of rigging.
- Identify models compatible with automatic rigging.
- Prepare a humanoid character.
- Generate a skeleton automatically.
- Apply predefined animations.
- Preview and review character movement.
- Prepare animated characters for export.

Module 7 – Exporting and Integrating 3D Models

- Understand common 3D file formats.
- Export models in formats such as GLB, FBX, OBJ, STL, USDZ, or 3MF.
- Select the appropriate format for the intended use.
- Prepare models for Blender.
- Prepare assets for Unity or Unreal Engine.
- Export models for web or augmented reality projects.
- Prepare models for 3D printing.