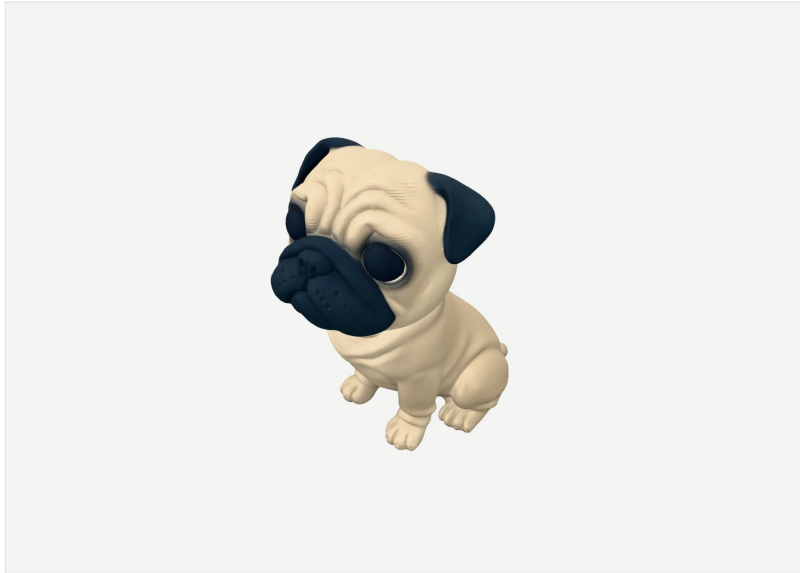


pug.obj

ORIGINAL

OBJ · 92.3 MB · Generated 22 Aug 2026, 08:34 UTC



INSPECTION SUMMARY

Geometry ✓ **Valid**
Target readiness ✗ **Not ready**
Findings 0 critical · 2 to optimize

GEOMETRY

Triangles 1,993,980
Vertices 5,981,940
Meshes 1
Materials 1
Textures 0
Bounds 0.642 × 0.981 × 0.918
Watertight Not determined

TARGET SUITABILITY

TARGET	STATUS	TRIANGLES	FILE SIZE	NOTES
This asset		1,993,980	92.3 MB	
Desktop Web	⚠ Optimize	< 1,500,000	< 50.0 MB	
Mobile Web	✗ Not ready	< 150,000	< 15.0 MB	
Web AR	✗ Not ready	< 100,000	< 10.0 MB	
3D Commerce	✗ Not ready	< 100,000	< 15.0 MB	Missing UV coordinates
Mobile Game	✗ Not ready	< 60,000	< 20.0 MB	LODs recommended

KEY FINDINGS

- **Triangle budget exceeded**
Heavier than recommended for one or more delivery targets.
- **No LOD chain**
LODs are recommended for repeated or distant rendering.
- **No textures**
Legitimate for untextured, vertex-coloured and CAD-derived assets.
- **Meshes without UVs** 1 mesh
Those parts cannot show a texture until they are unwrapped.

RECOMMENDATIONS

- Reduce triangle count**
Simplify the mesh to bring it inside the budget for your delivery targets.
- Generate 3–4 LOD levels**
Reduce rendering cost for distant or repeated instances.

ASSET DETAIL

Scene nodes	2	Hierarchy depth	2
UV sets	0	Animation clips	0
Skinning	None	Normals	Present
Vertex colours	Present		