

The purpose of these 3D modeling guidelines is to make modeling easier and more efficient.

All below shown guidelines can be applied to any 3D modeling software, regardless of the industry:

- Create a “[mental model](#)” of the content to be modeled, and visualize to what degree of detail and in what sequence it needs to be modeled.
- Divide the model into smaller “building blocks” for [topology](#).
- Use as many predefined standard parts as possible.
- Use standard menu functions to learn the organization of functions.
- Use standard toolbar functions for frequently used functions.
- Use available keyboard shortcuts for easier and more efficient usage.
- Use company specific tools only when instructed to do so.
- Use company specific naming conventions, standards, practices and instructions.
- Understand the difference between the standard and customized functionality.
- Use available workarounds in case of software bugs or limitations.
- Keep modeling simple, but not too simple.