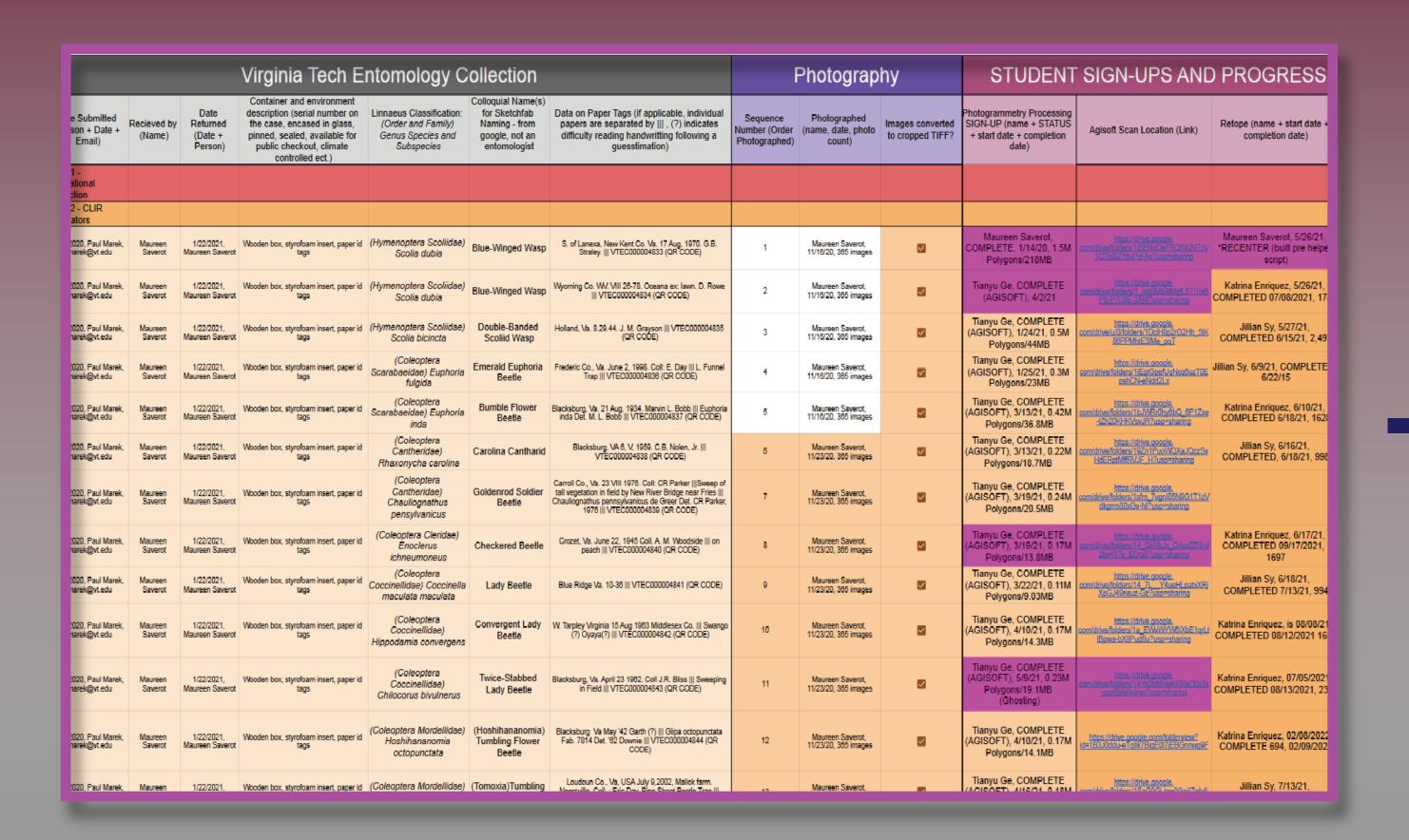
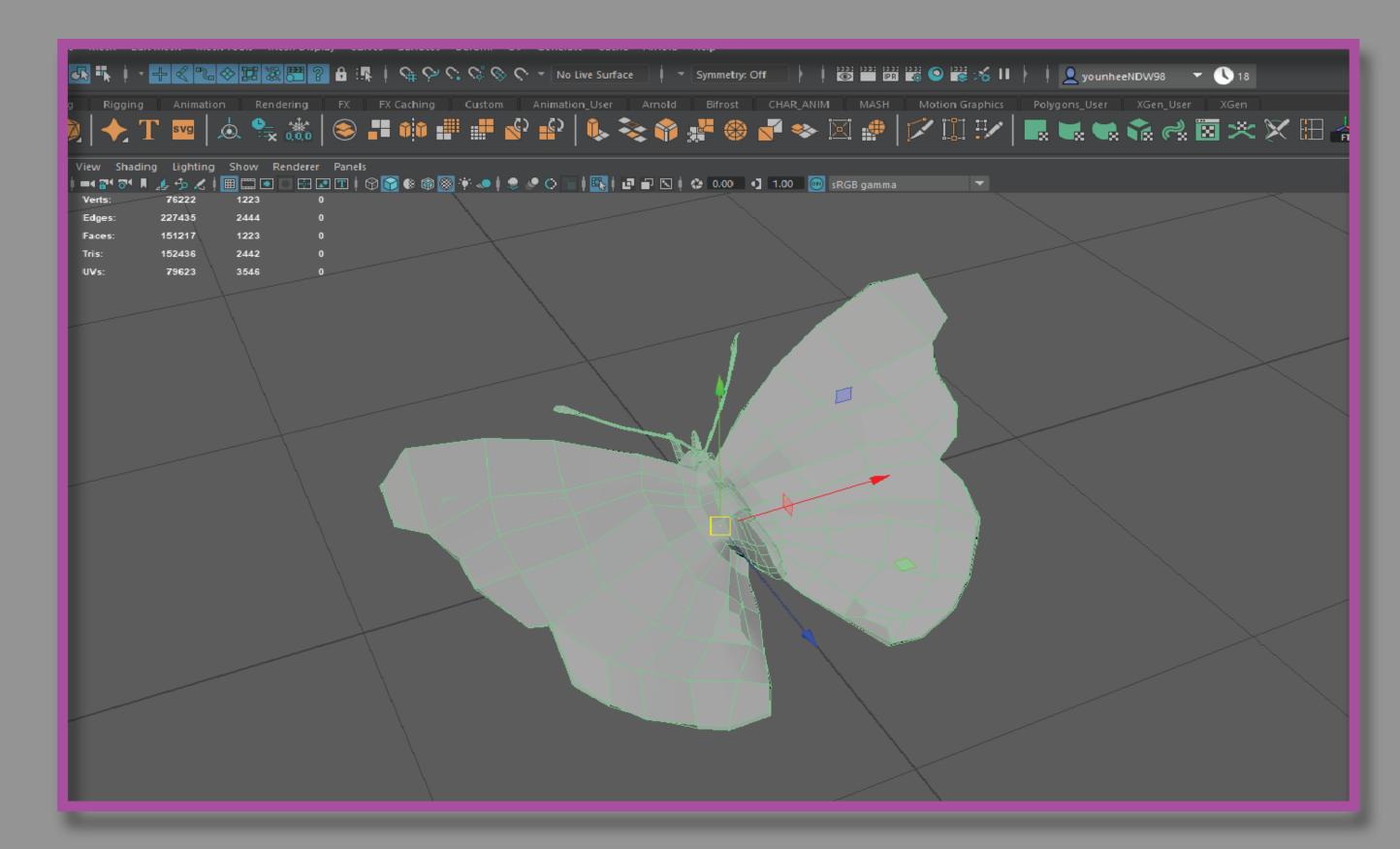
## CLIR Entomology: Pollinator Project Workflow 📜 💺

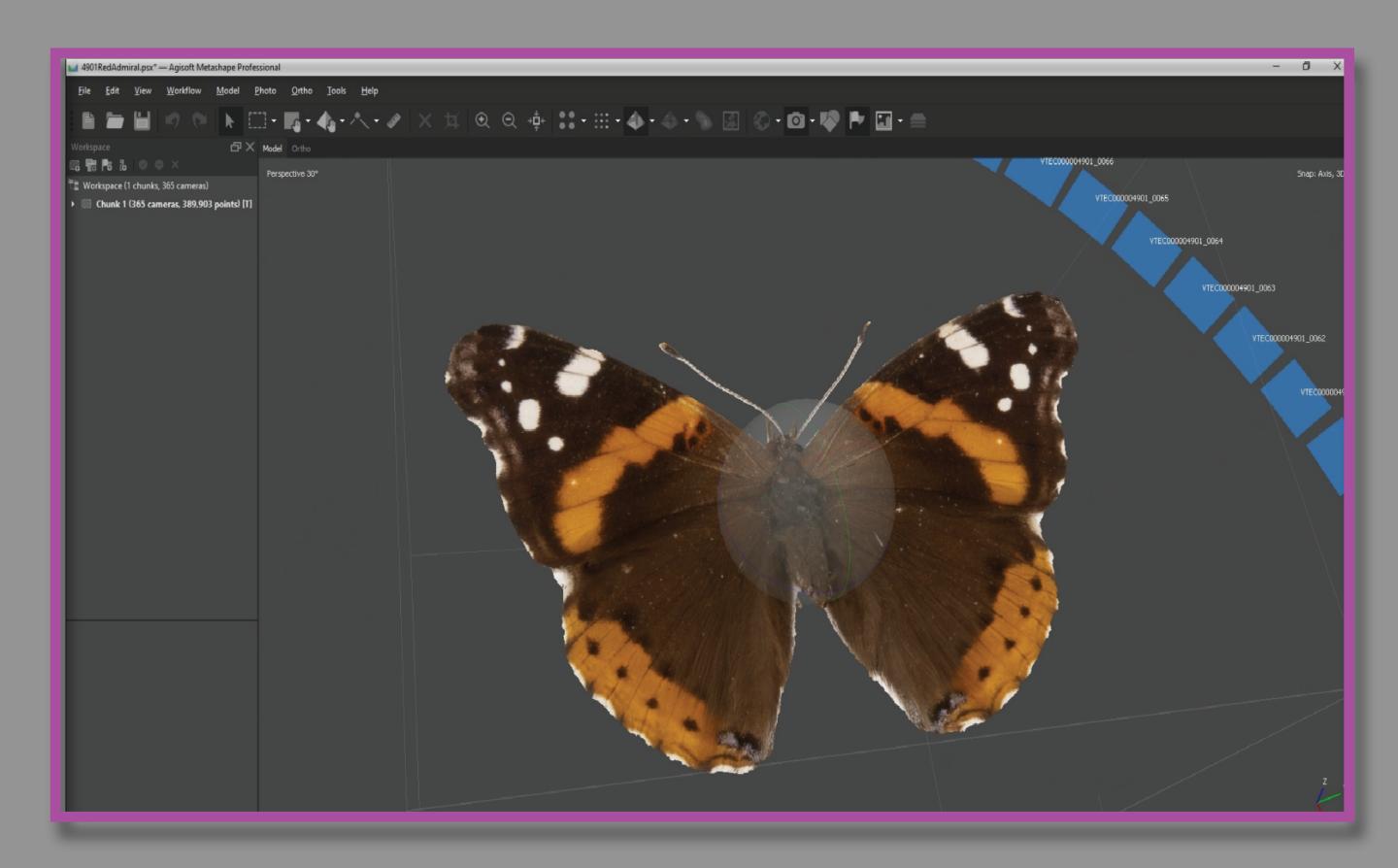




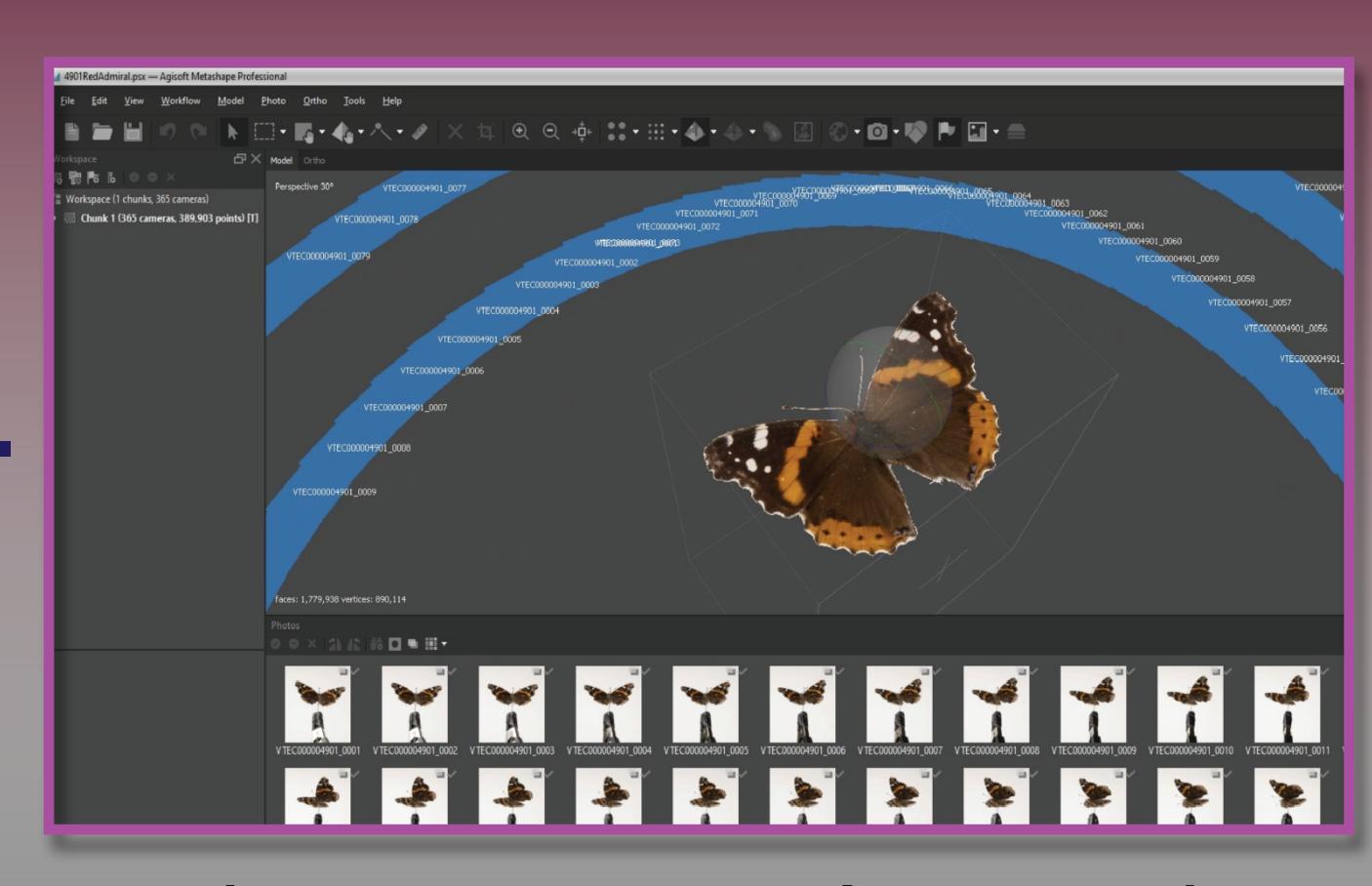
## Progress Database Record workflow process



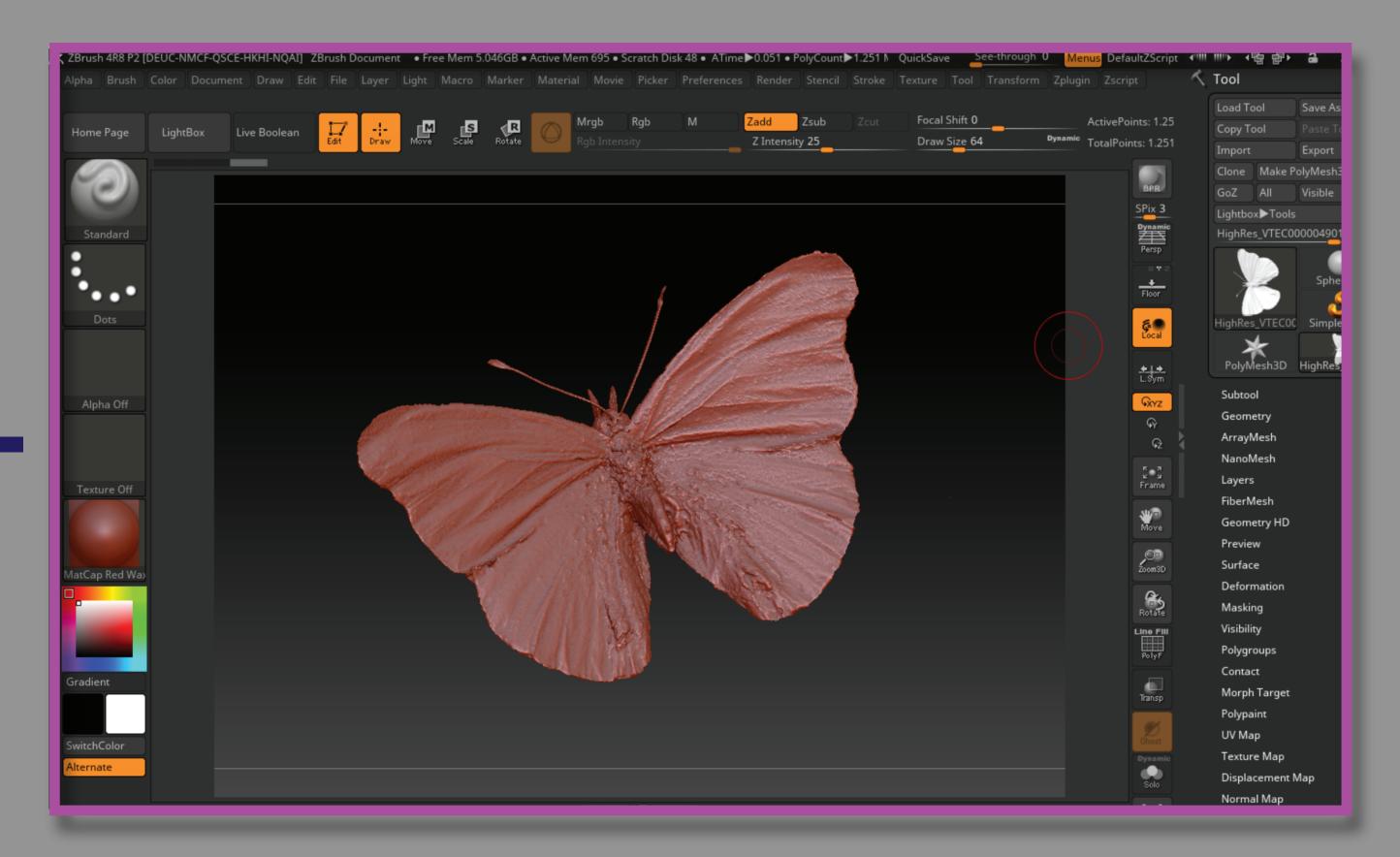
3. Retopology in Maya Re-create low-mesh of the model



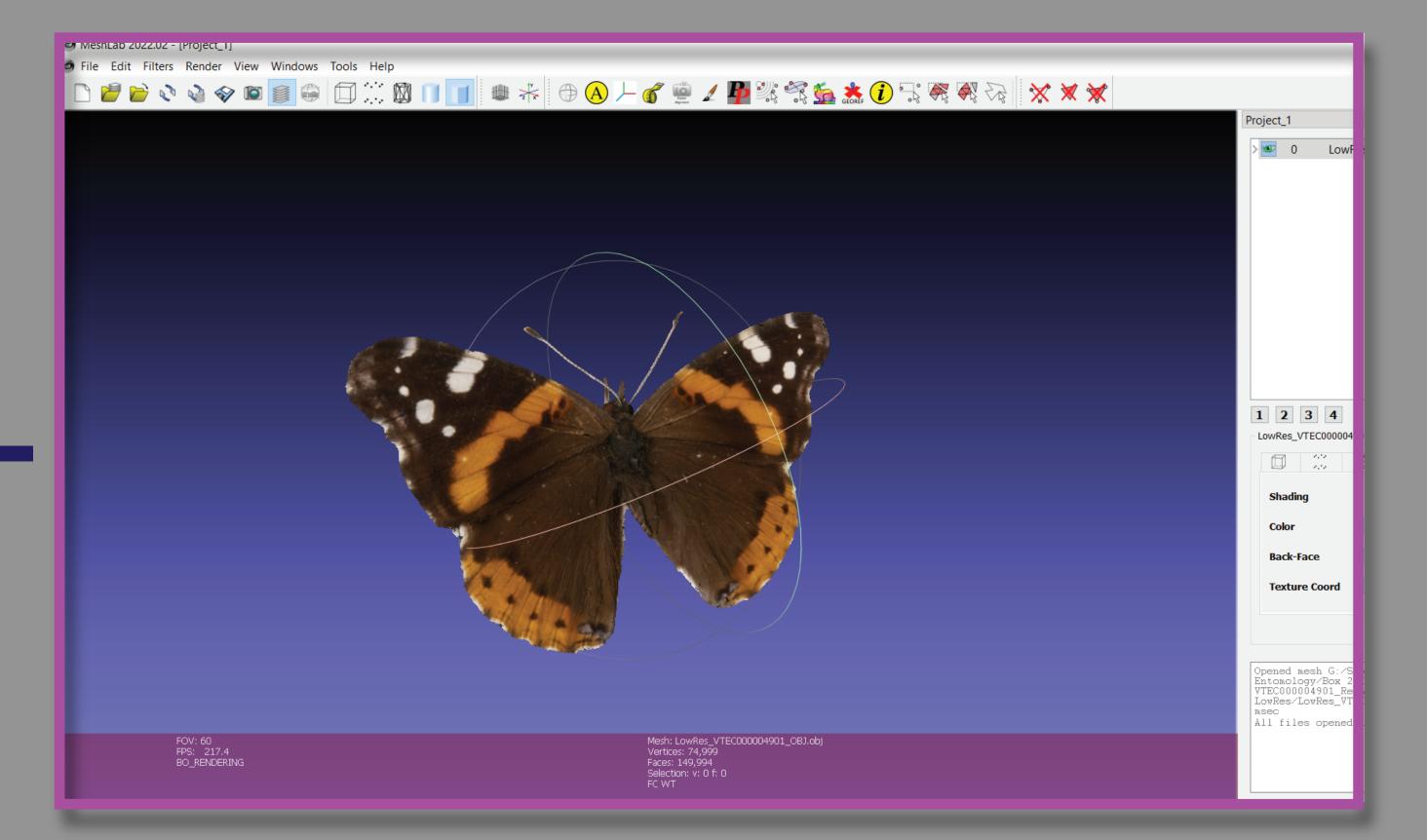
5. Texture generation in Metashape



Photogrammetry in Metashape 3D scan an insect



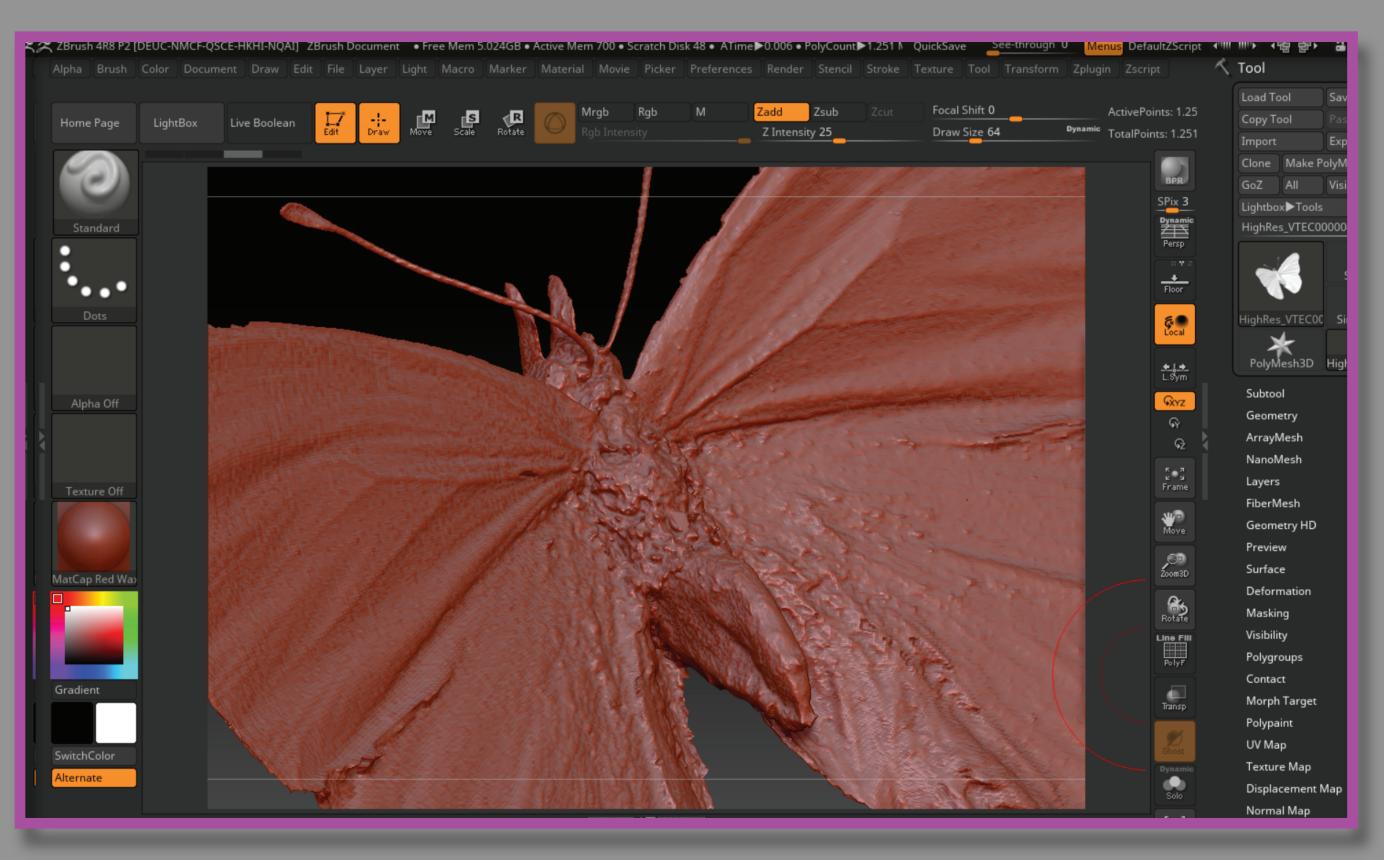
4. Detail projection in Zbrush Equip detailed surface and produce low, mid, & high resolution models



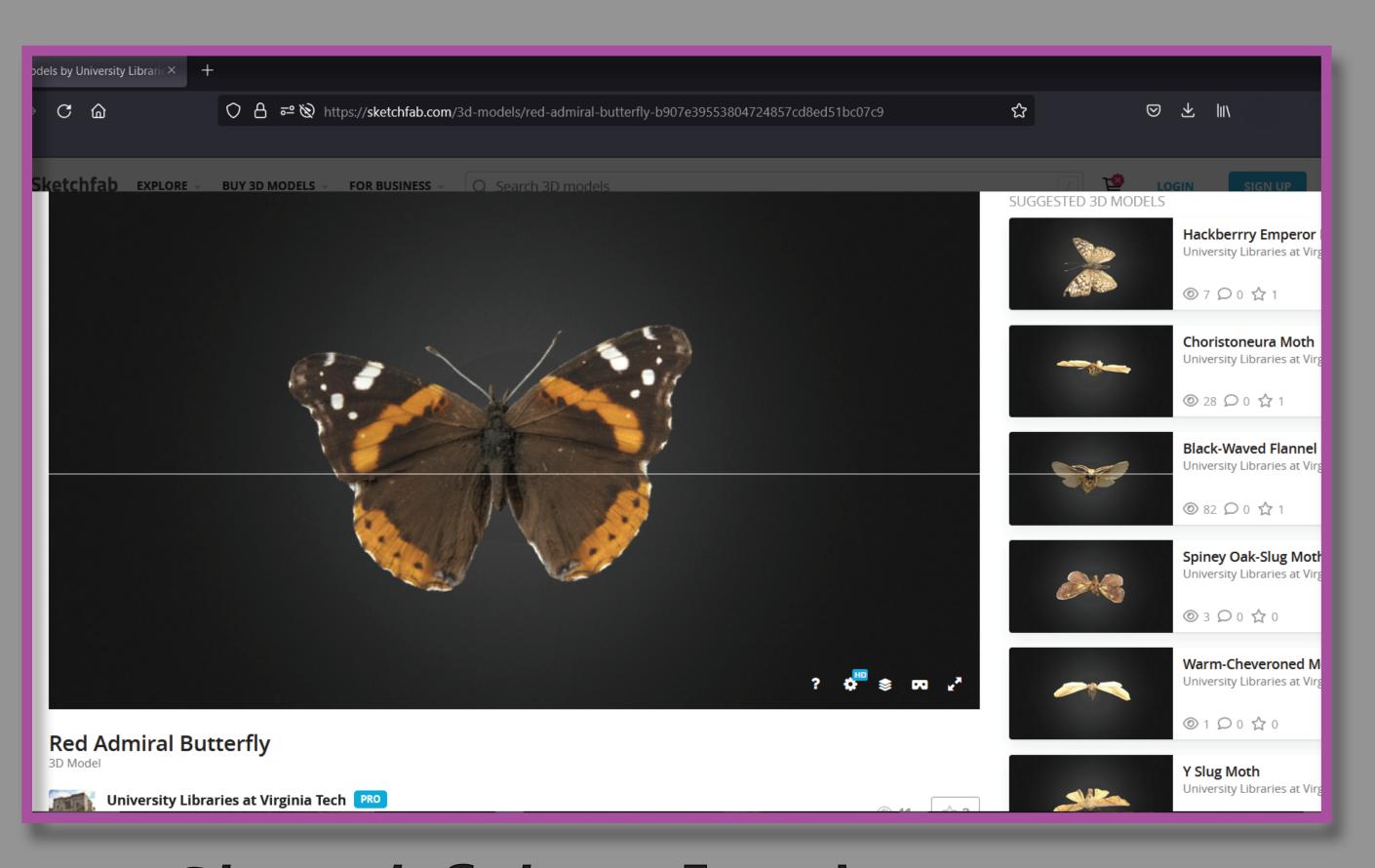
6. Model clean-up in Meshlab



2.1. Close-up in Metashape



4.1. Close-up in Zbrush



7. Sketchfab upload Store digital assets online