Make your first 3D model from text

Open 3D, choose a text to 3D model, set texture, PBR and face limit, write the prompt, generate, inspect the model in the viewer and download it.

GUIDE Step 1 · Learn

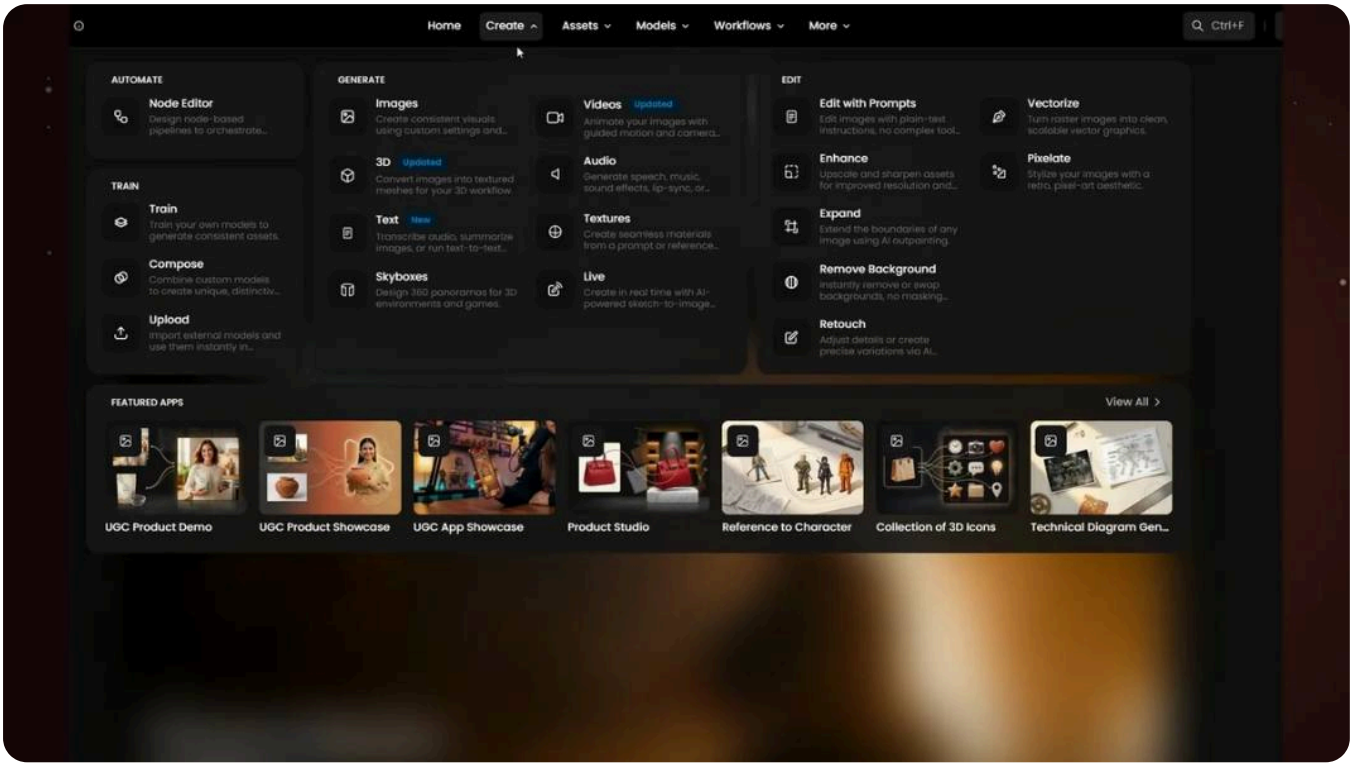
IN SHORT

- Open Create > 3D, then choose a model in the model bar at the top: the model decides which settings you see.
- The same setting can have a different name in each model: Target Polycount in Meshy is Face Limit in Tripo.
- Inspect the result in the viewer, then download it as OBJ, GLB or FBX.

You need ✓ Credits for one 3D model, on any plan; the example uses Tripo P2 Text to 3D

This lesson makes a 3D model from a text prompt, from the Create menu to the download.

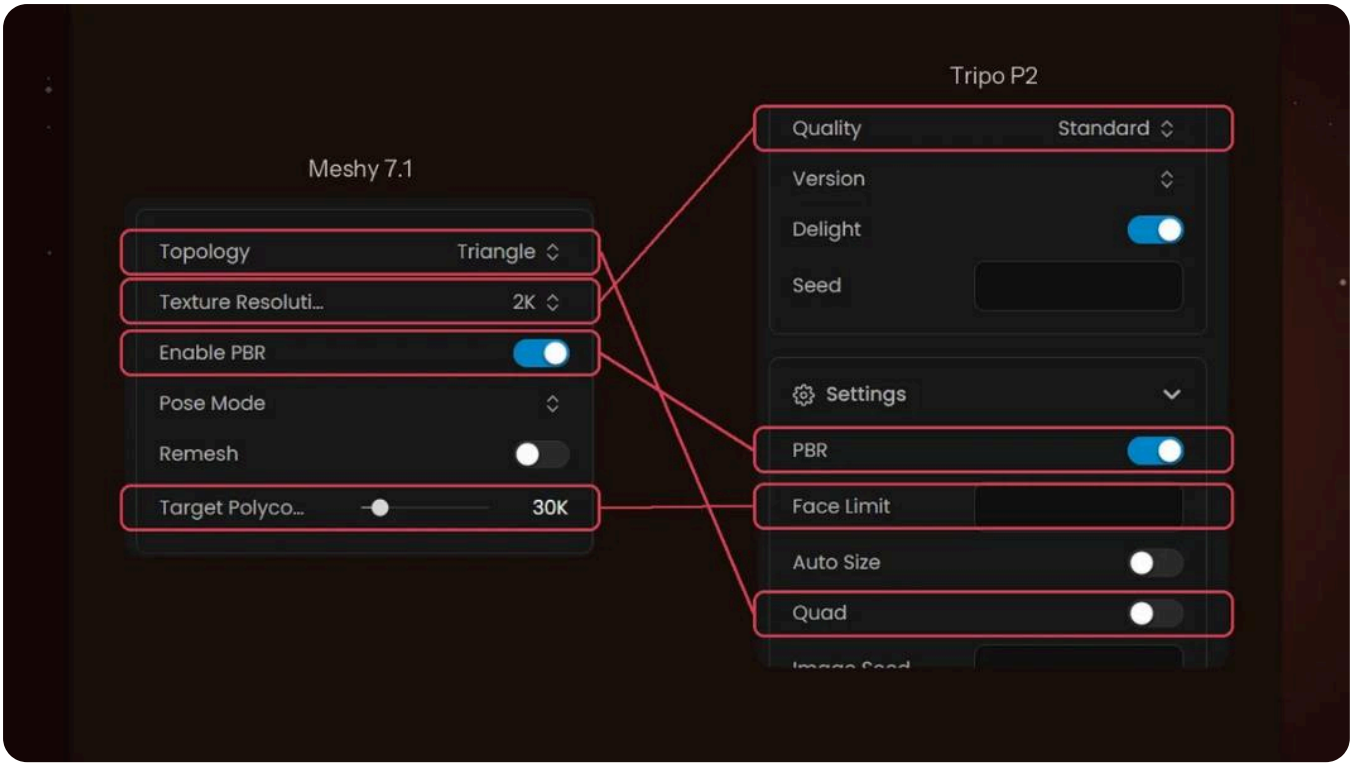
Open 3D and choose a model



From the top menu, choose **Create**, then **3D**.

The model at the top decides which settings you see. Here, **Meshy** shows its own options, like **Topology** and **Texture Resolution**. The top bar is the model selector: click it to browse the models, and choose the one you want.

The settings



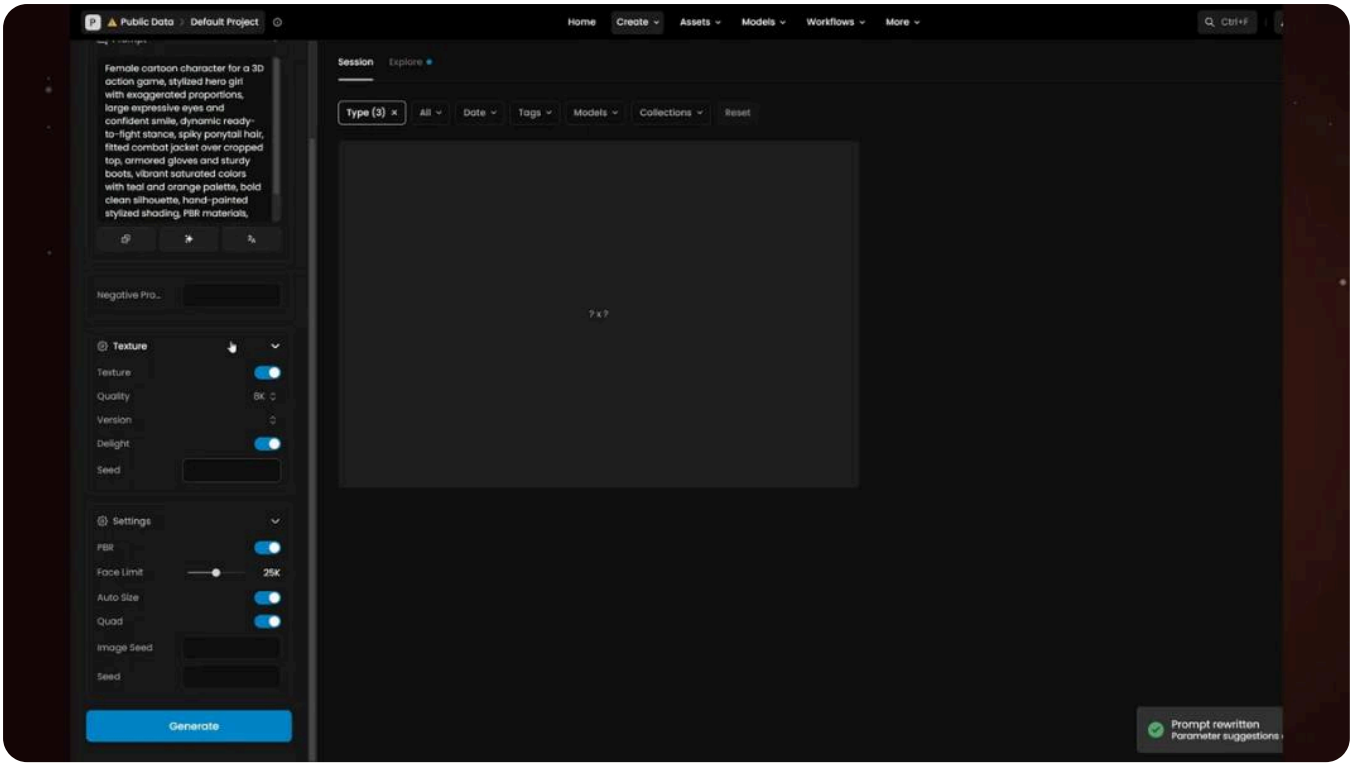
Switch to **Tripo P2 Text to 3D**. Many of its settings repeat across other 3D models.

The same idea can have a different name:

- **Target Polycount** in Meshy is **Face Limit** in Tripo.
- **Texture Resolution** becomes **Quality**.
- **Enable PBR** is just **PBR**.
- Meshy's **Topology**, triangle or quad, is a single **Quad** switch.

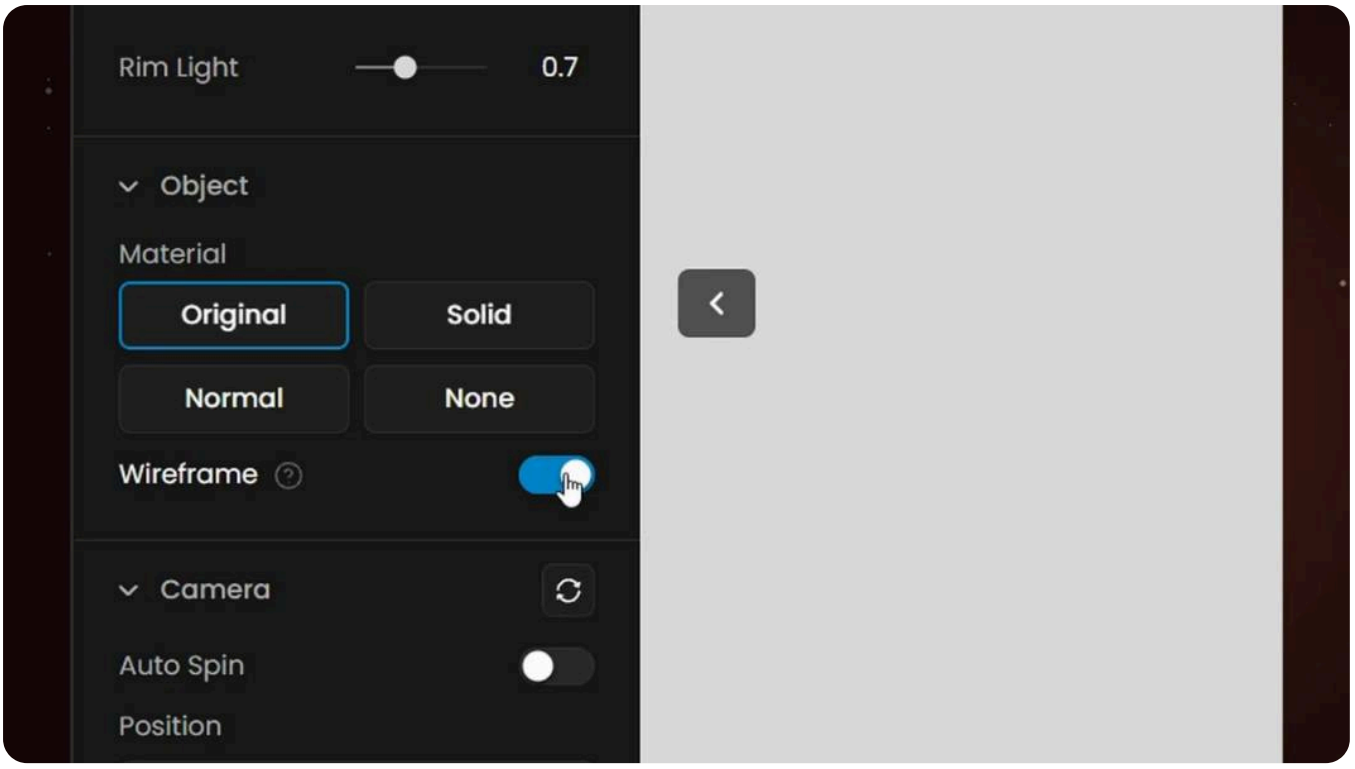
Texture turns color on or off, and **PBR** adds the material maps that make surfaces look real under any light. **Face limit** caps the polygon count: keep it low for light game assets, and raise it when you need more detail.

Write the prompt



- **Prompt.** Describe the subject, the look and the materials, and keep it specific.
- **Prompt tools** rewrite it into a richer prompt. They also suggest settings, and applying them is optional. Here, the suggestions raise the texture quality, set a face limit and turn on quad topology.
- **Seed** lets you reproduce a result later. Leave it empty while you explore.

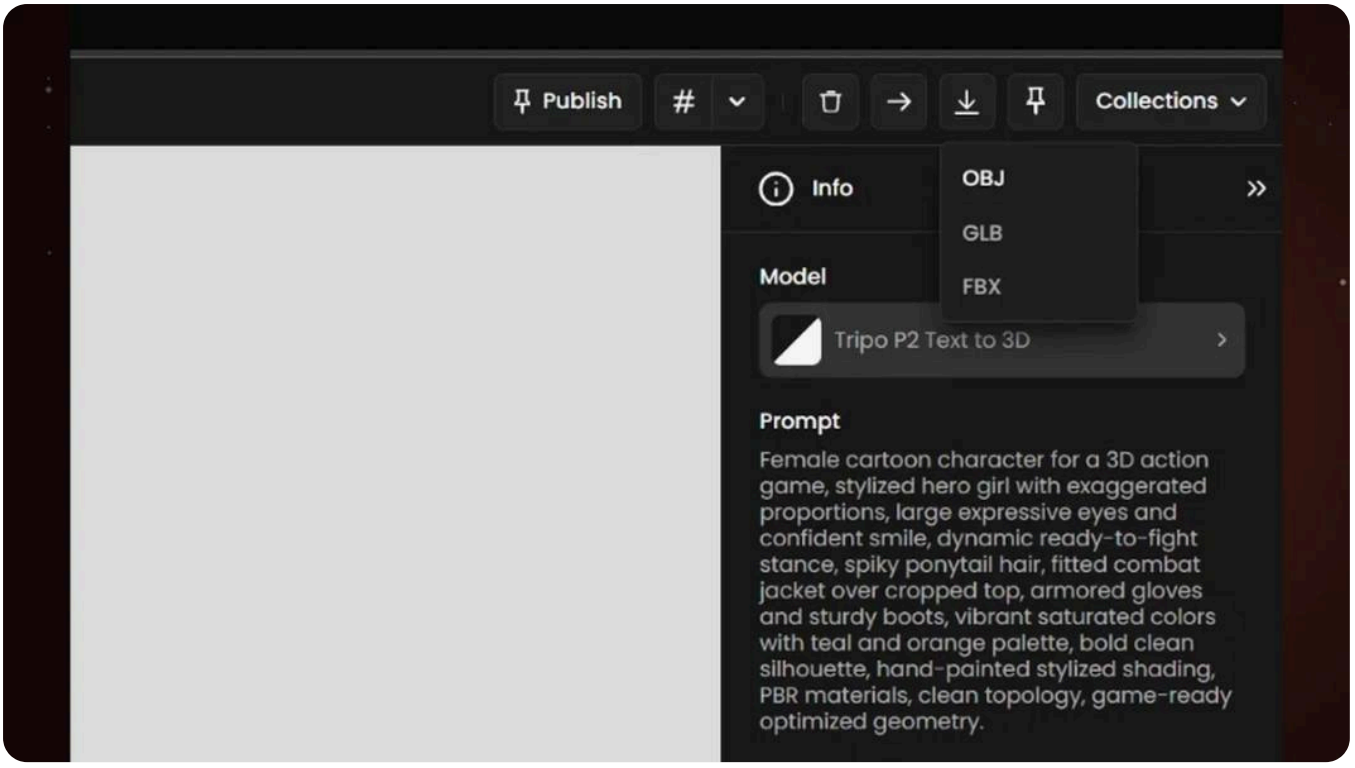
Generate and inspect



Click **Generate**. You can keep working while the model builds.

In the viewer, the panel on the left shows the wireframe, or switches the texture to solid. The panel on the right shows the generation details: the triangle count, the settings used and the prompt. Switch back to the original material when you are done.

Download



To use the model elsewhere, open the download menu in the toolbar, and choose **OBJ**, **GLB** or **FBX**, depending on where the model is going.

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Verified in Scenario on Nov 10, 2026.