Pick the right 3D model for each task

A decision table for every task in the 3D course: create, process, animate, split, edit, worlds, textures and skies, with the recommended model, a typical cost in credits and a typical time.

GUIDE Step 1 · Learn

IN SHORT

- One table for the whole course: which model to use for each 3D task, with a typical cost and time.
- Costs and times are typical: your settings change them, and Generate always shows the exact price before you run.
- Not sure which model? Ask the agent: describe your task, and it recommends one.

This last lesson picks the right model for each 3D task, with what it typically costs and how long it takes.

Create a model



Task	Model	Why	Credits (typical)	Time (typical)
Text to 3D	Rodin Gen-2.5	quick start from a prompt	60	about 2 min
Image to 3D	Tripo 3.1	fast, cheap first model	45	about 2 min
More detail	Meshy 7.1	finer detail from one image	120 to 160	2 to 6 min

Task	Model	Why	Credits (typical)	Time (typical)
Multi-view	Tripo P2 Multi View	front, side and back views	260 to 270	2 to 4 min
Build objects	Opus 5.5 3D or Astra 3D	clean objects, separate parts	300 to 1,500	10 min or more

One clean, full body image becomes a textured 3D model. With more views, the model also sees the back, so less is guessed.

Process



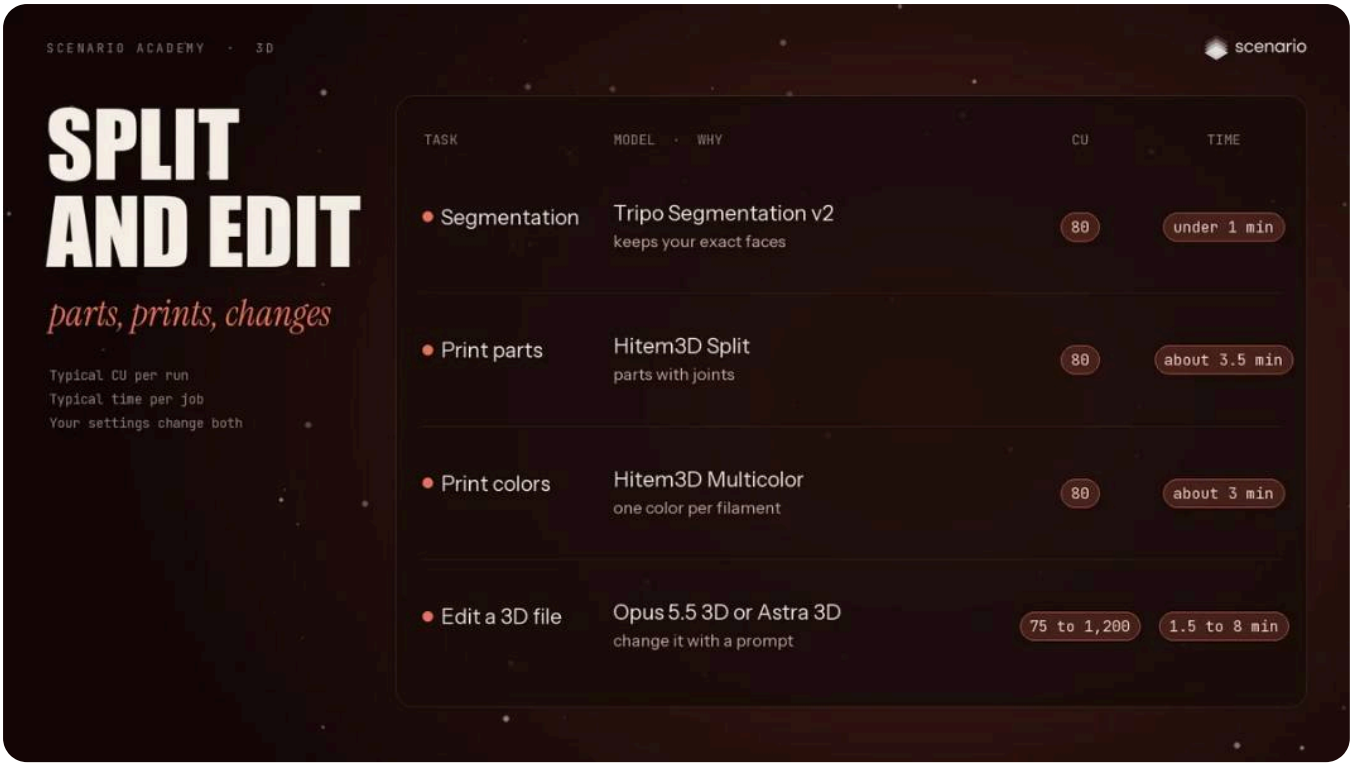
Task	Model	Why	Credits (typical)	Time (typical)
Retopology	Tripo Retopology	lighter, cleaner topology	15	about 4 min
UV unwrap	Tencent UV Unwrapping	lays out the UVs	23	about 1.5 min
Retexture	Tripo 3.0 Texturing	new texture, same mesh	15 to 30	about 1.5 min
Fast retexture	Meshy 7 Retexture	about a minute per run	40	about 1 min

Rig and animate



Task	Model	Why	Credits (typical)	Time (typical)
Rigging	Rodin Rigging	seven skeleton types	60	under 1 min
Cheap rig	Meshy Rigging	the lowest cost rig	20	about 1 min
Text to motion	Kimodo or Viggle	describe the move	20	under 1.5 min
Video to motion	Viggle or Cartwheel	copy a filmed performance	110 to 242	about 5 min

Split and edit



Task	Model	Why	Credits (typical)	Time (typical)
Segmentation	Tripo Segmentation v2	keeps your exact faces	80	under 1 min
Print parts	Hitem3D Split	parts with joints	80	about 3.5 min
Print colors	Hitem3D Multicolor	one color per filament	80	about 3 min
Edit a 3D file	Opus 5.5 3D or Astra 3D	change it with a prompt	75 to 1,200	1.5 to 8 min

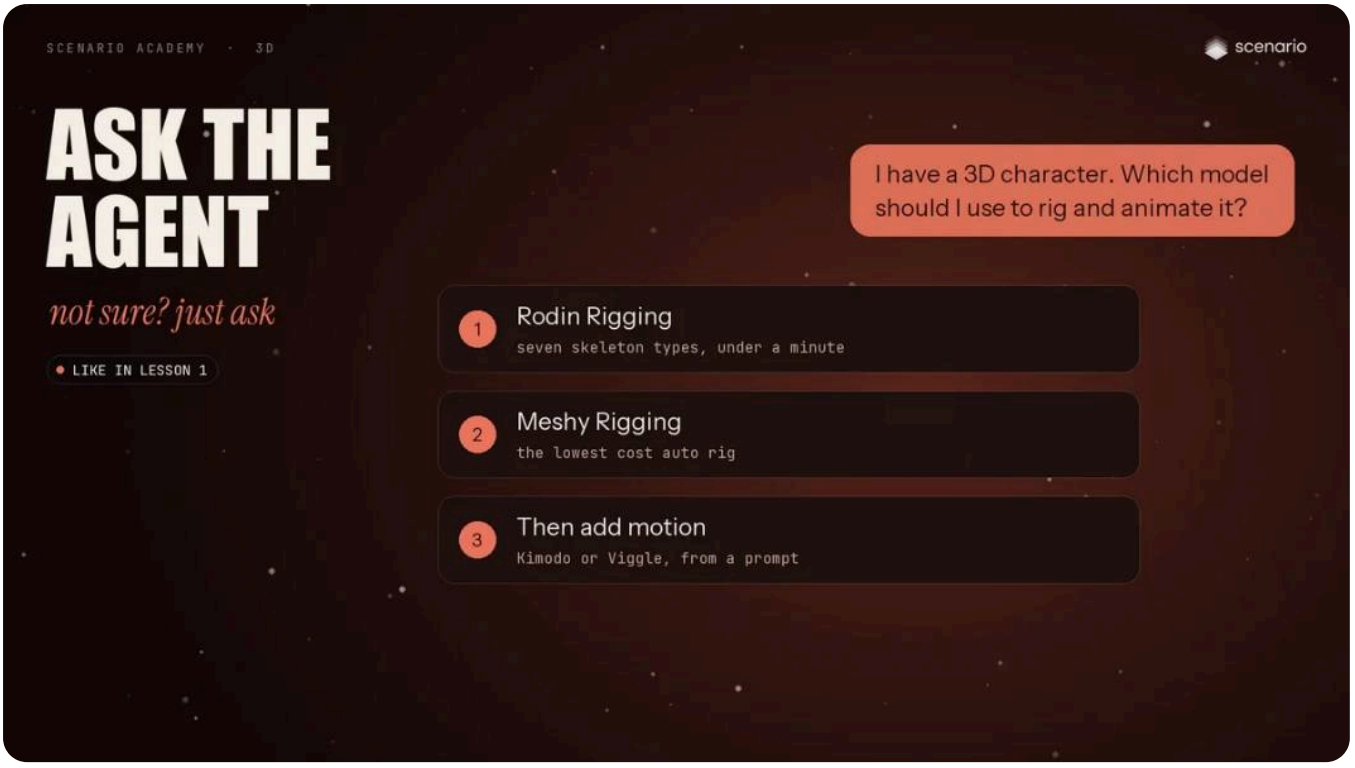
For Opus and Astra, **Effort** changes both the cost and the time: try ideas at **Standard**, and go higher for the final asset.

Worlds, textures and skies



Task	Model	Why	Credits (typical)	Time (typical)
World, prompt	Marble 1.1	prompt, photo or video to a world	40 to 496	1 to 6 min
World, photo	HY World Image to Splat	one photo to a 360 world	580 to 1,600	about 30 min
Object splat	TripoSplat	one object photo to a splat	25	under 1 min
Texture	Scenario Texture	tileable texture from a prompt	28 to 33	about 1.5 min
PBR maps	PATINA Image to Maps	five maps from one texture	13 to 18	under 30 s
Skybox	Scenario Skybox GPT or Flux	360 panorama from a prompt	27 to 32	about 1.5 min

Costs and the agent



These costs are typical. Your settings change them, and the **Generate** button always shows the exact price before you run.

Not sure which model? Ask the agent: describe your task, and it recommends a model for you.

Related

Make your first 3D model from text

Make game-ready 3D models: low poly, voxel and LODs

Build 3D worlds and Gaussian splats

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Verified in Scenario on Nov 11, 2026.