

Create & Sell Metaverse Assets in Under an Hour



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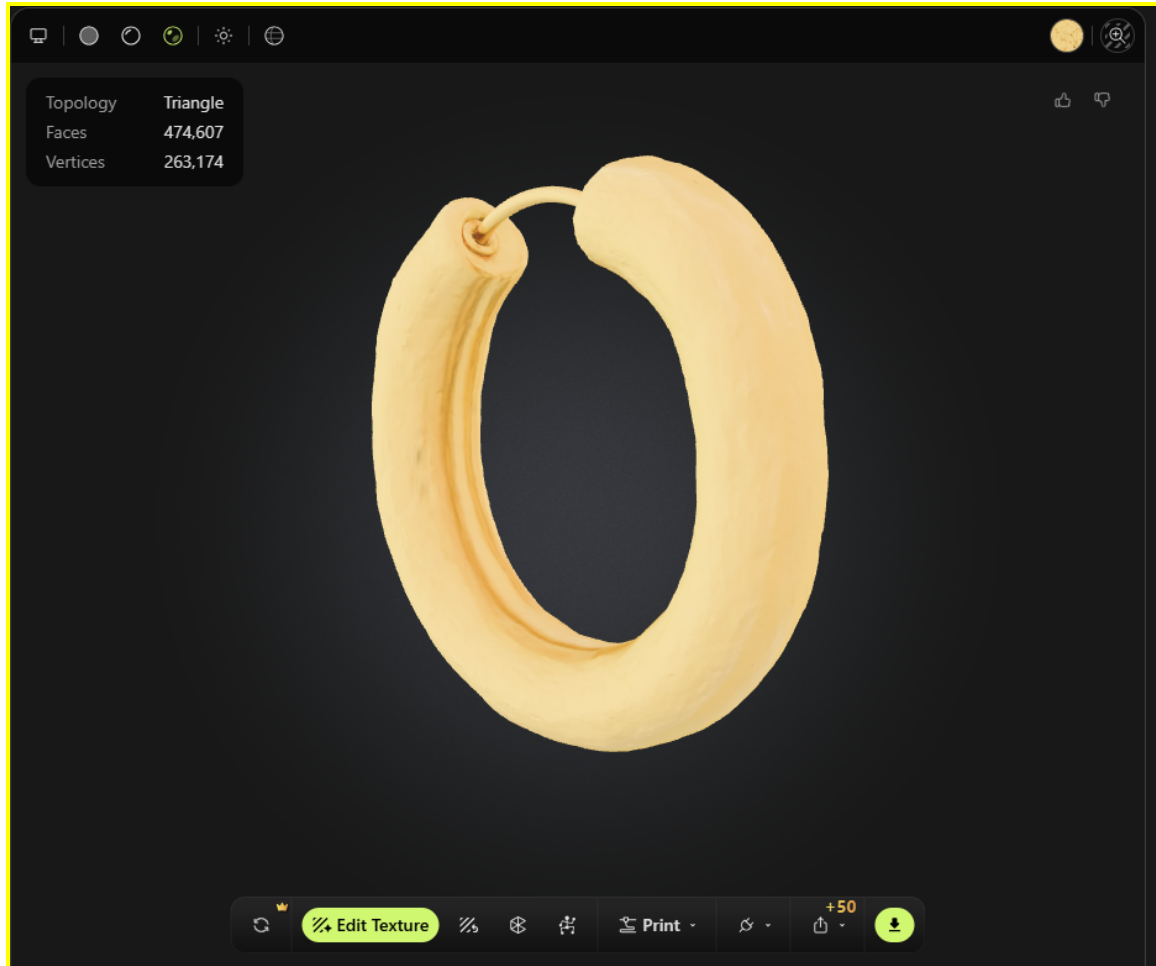
Creating 3D assets for the metaverse is more accessible than ever. With today's AI-powered tools, everyone, regardless of their coding or 3D design skills, can create virtual items—such as jewelry, decor, or digital twins of real-world objects—to use on websites, in Canva designs, or in immersive VR/AR experiences. All you need is your creativity, an idea, and a few free tools.

At Above Promotions, our Innovation Lab bridges the gap between technology and creativity, making immersive storytelling accessible to businesses, educators, and creators. We research emerging tools, test accessible workflows, and teach teams how to use AI and 3D software responsibly and effectively, enabling them to stay ahead in the digital economy.

Part 1 – AI-Generated Accessory (Meshy.ai)

With Meshy.ai, you can create professional-grade 3D models just by typing a description. In under 10 minutes, you can transform a text prompt into a sellable digital asset, ready for websites, Unity, or Gumroad.

This example, “Highly detailed **gold hoop earrings**, realistic metallic PBR texture, reflective surface, polished finish, photoreal lighting,” demonstrates the power of AI-generated 3D art. (Must use the Texture feature to obtain the desired color.)



Step	Task	Tool	Time
1	Open meshy.ai and click "Text to 3D."	Meshy.ai (Web)	1 min
2	Type a prompt: 'Gold hoop earrings with futuristic geometric design,		2 min



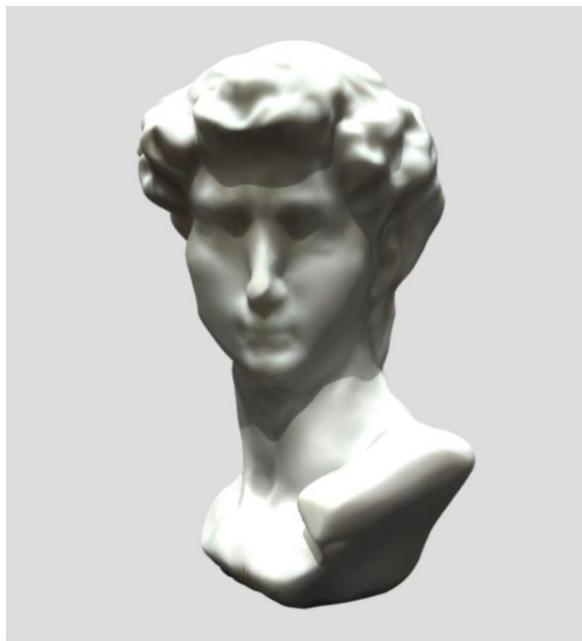
	ready for Unity avatars.'		
3	Generate → Review preview → Regenerate if needed.		5 min
4	Export → FBX + PBR Textures (BaseColor, Normal, Roughness, Metallic).		2 min
5	Upload FBX to Sketchfab or Gumroad to preview/share.	Sketchfab / Gumroad	5 min

FBX (Filmbox) files are a 3D model format widely supported by engines like Unity, Unreal, and Blender. They store geometry, materials, and animations—making them ideal for sharing and selling 3D assets online.

Part 2 – AR Object Demo (KIRI Engine → Sketchfab → Canva QR)

You can create augmented reality (AR) objects from real-world items using free photogrammetry tools.

In this example, we'll scan a small object with the [KIRI Engine](#), upload it to Sketchfab, and generate a QR code in Canva, allowing anyone to view it in 3D or AR directly from their phone.



Step	Task	Tool	Time
1	Capture ~35 pictures of an item (mug, award) using the KIRI Engine app.	KIRI Engine (Android/Web)	10 min
2	Upload pictures and let KIRI's AI process		10 min



	the model → Export as GLB or FBX.		
3	Upload GLB to Sketchfab → Set to Public → Copy share link.	Sketchfab	5 min
4	Create Canva slide/webpage → Add QR linking to Sketchfab model.	Canva	5 min
5	Scan the QR code with your phone → Tap 'View in AR' to see your model live.	Android/Browser	3 min

GLB files are compressed 3D models that contain textures, materials, and animations in a single file. They're perfect for web and mobile AR because they're lightweight, load fast, and most 3D viewers and browsers support them.

What Each Platform Does

Platform	Purpose / Why You Need It
Meshy.ai	AI-powered 3D generator that turns text or images into editable 3D models.
KIRI Engine	Captures real-world objects using your phone and converts them into 3D models.
Sketchfab	Free hosting site for 3D and AR models; provides public links and embeds.
Canva	Creates presentation slides, web pages, and QR codes for sharing links.



Gumroad

Marketplace for selling or distributing digital products and 3D assets.

Tips for Marketing Your 3D & AR Creations

1. **Showcase on Social Media:** Post 3D previews or short videos from Sketchfab on Instagram, LinkedIn, or X.
2. **Bundle Products:** Offer collections (e.g., “AR Decor Pack” or “Avatar Accessories”) rather than individual items.
3. **Use Canva for Promotions:** Design product cards, QR flyers, or animated previews linking to your Gumroad.
4. **Collaborate with Creators:** Partner with photographers, fashion designers, or influencers for co-branded assets.
5. **Feature in Portfolios:** Add interactive 3D embeds to your company website or personal portfolio.

Key Takeaway

Businesses and creators can turn simple ideas into income streams by producing 3D assets for avatars, AR campaigns, and virtual experiences. The potential for monetization is vast, from digital product sales to licensing or offering immersive content creation as a service. Start experimenting today and discover the possibilities.

Start experimenting today and share your creations with us. Tag @AbovePromotions on LinkedIn, Facebook, or Instagram to show what you build. We can't wait to see your innovative 3D and AR creations.

For partnership or training inquiries, contact our Innovation Lab at abovepromotions.com/contact.



Metaverse & 3D Creation Glossary

3D Model

A digital object made of points, lines, and surfaces. This is the “shape” of your asset before color or material is added.

Mesh

The “wireframe” or structure of a 3D model is made of connected triangles. Think of it as the skeleton of the object.

Texture

An image applied to the surface of a 3D model to give it color, patterns, or detail—like paint on a sculpture.

PBR (Physically Based Rendering)

A method of texturing that makes materials look realistic by simulating how light behaves. PBR textures make gold appear like real gold, metals reflect light accurately, and fabrics appear soft or matte.



PBR Texture Maps

The individual images that make up a complete PBR material.

Common ones include:

- **BaseColor/Albedo** – The primary color of the object
 - **Metallic** – Tells the engine what parts should shine like metal
 - **Roughness** – Controls glossiness or dullness
 - **Normal Map** – Gives tiny bumps or engraving without increasing file size
 - **Height/Displacement** – Adds deeper texture or raised details.
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FBX File

A popular 3D file format used in Unity, Blender, Unreal, Ready Player Me, and many metaverse platforms. It stores both the model and optional animations.

Use it when you want a professional or game-ready asset.

GLB File

A lightweight, web-friendly 3D file format that packages the model + textures into one file. GLB loads quickly in mobile AR, Sketchfab, Google, Canva, and websites.

Use it for AR demos, web experiences, or fast downloads.

OBJ File



A basic 3D model format that stores geometry but usually requires separate texture files. Suitable for simple shapes, but less advanced than FBX/GLB.

Photogrammetry

A process that creates a 3D model from multiple photos of a real object. KIRI Engine and Polycam use this technique.

Rigging

The process of adding an internal skeleton so that a 3D model can move or be animated and is not needed for jewelry or most simple props.

UV Mapping

A layout of how a 2D image (texture) is wrapped onto a 3D object—like unfolding a cardboard box into a flat shape. Most tools (like Meshy) do this automatically.

Rendering

The process of generating a realistic preview of a 3D model with lighting, reflections, and textures applied.

LOD (Level of Detail)



Lower-resolution versions of your model are used to maintain fast performance in games or VR, and are not necessary for simple assets or Gumroad sales.

Shading / Shader

Rules that determine how a material reacts to light (e.g., shiny metal, soft cloth, transparent glass). Unity and Meshy both use shaders to display materials.

Metaverse Asset

A digital item that can be used in VR, AR, games, or virtual worlds — like earrings, hairstyles, bags, furniture, or environment pieces.

PBR Material Pack

A downloadable set of texture images—such as gold, leather, wood, stone—ready to apply to your 3D model to make it look realistic.

Normal Map

A special purple-blue image used in PBR materials to create tiny details like grooves, pores, fabric weave, or engraving without increasing the model's size.

Topology

The flow and structure of the mesh.



Good topology = smooth, clean surfaces.
Bad topology = bumps, artifacts, messy geometry.

AR (Augmented Reality)

A live camera view that adds digital objects into the real world. Example: viewing your 3D model on a table through a phone.

VR (Virtual Reality)

A fully digital, immersive world viewed through a headset.

URP (Unity Universal Render Pipeline)

A modern rendering system in Unity that makes assets look great while keeping performance fast. Useful for Ready Player Me and metaverse platforms.

Retopology

Cleaning up or simplifying the mesh so it's easier to use in games or VR. Meshy often does this automatically.

Poly Count / Mid-Poly

The number of triangles making up the model:



- **Low-poly** = simple, stylized, lightweight
 - **Mid-poly** = balanced detail (perfect for Gumroad assets)
 - **High-poly** = very detailed but heavy
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Gumroad

A platform where creators can sell digital files (FBX, GLB, textures, bundles, etc.). Perfect for metaverse items.

Sketchfab

A hosting site that lets people rotate, zoom, and view your 3D model in 3D or AR. Great for demos.

QR Viewer Link

A QR code that links directly to a Sketchfab 3D model so people can view it instantly on their phones.