

Thrixel Audit - Letta Corporation

This document provides a practical audit of Thrixel focused on generation quality, workflow usability, engine integration, animation readiness, and market positioning. The goal is to highlight what works well, where the tool could improve, and how it compares with other AI 3D generation platforms in real game development scenarios.

Generation Comparisons

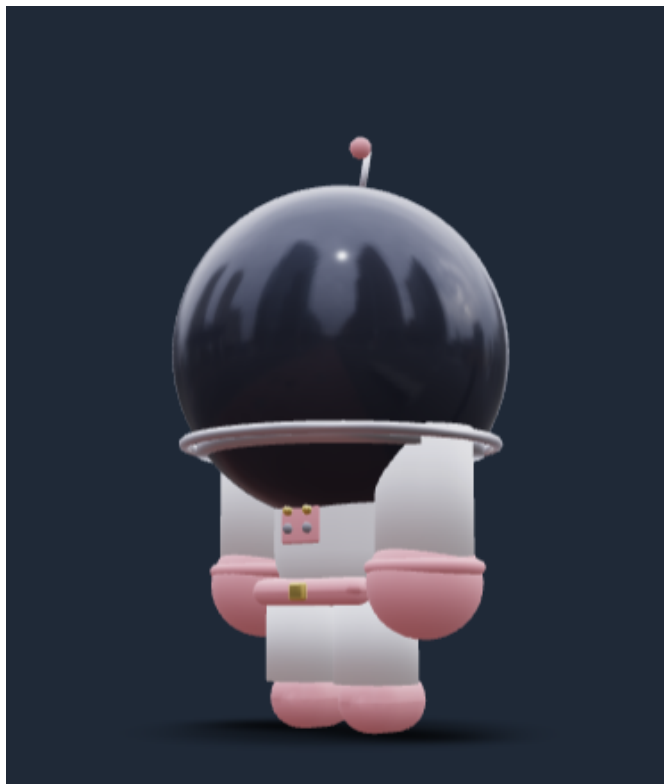
Tripo vs Thrixel vs Meshy (Astronaut character)

“A cute stylized astronaut character with a small rounded body, oversized helmet, soft proportions, and a friendly smiling face visible through the visor.

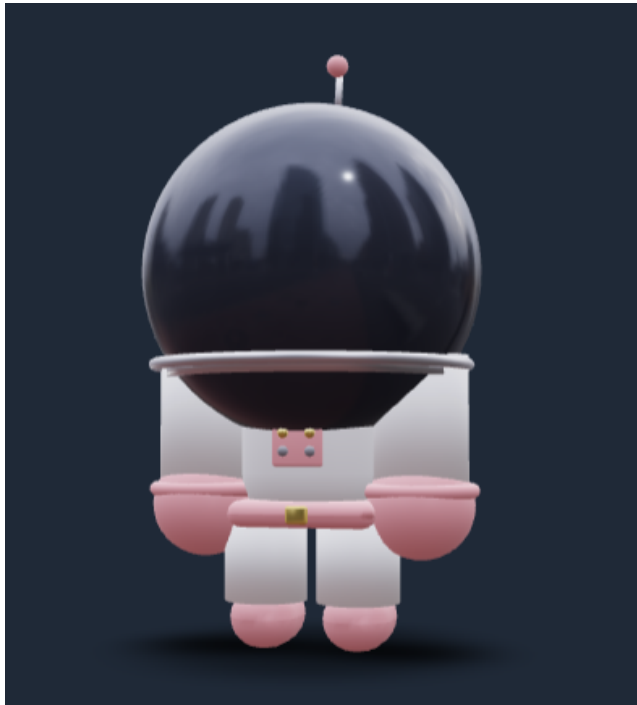
The suit should be simple, clean, and toy-like, with chunky gloves, boots, a small backpack, and subtle space-themed details.

Make it colorful, charming, and optimized as a clean 3D game-ready model with smooth shapes and no overly complex details.”

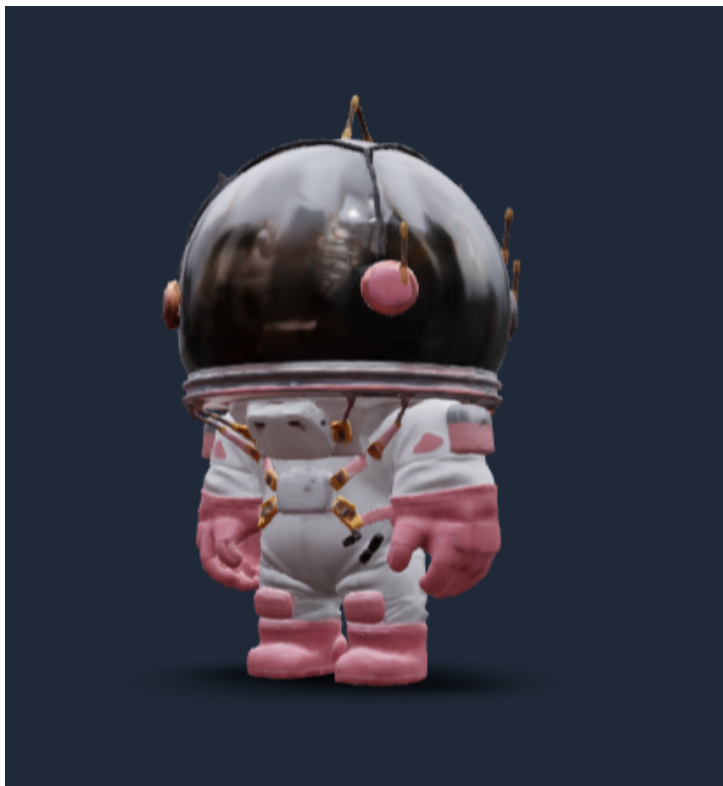
Thrixel (~45 seconds):



After autofix in FAST mode (+ 3 minutes)



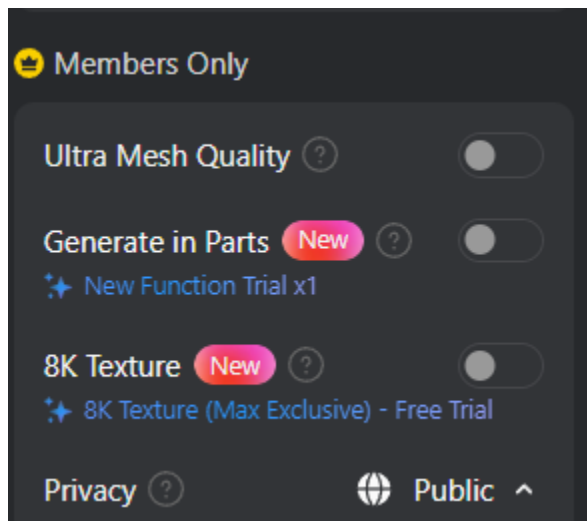
After enhance details (+ 2 minutes)



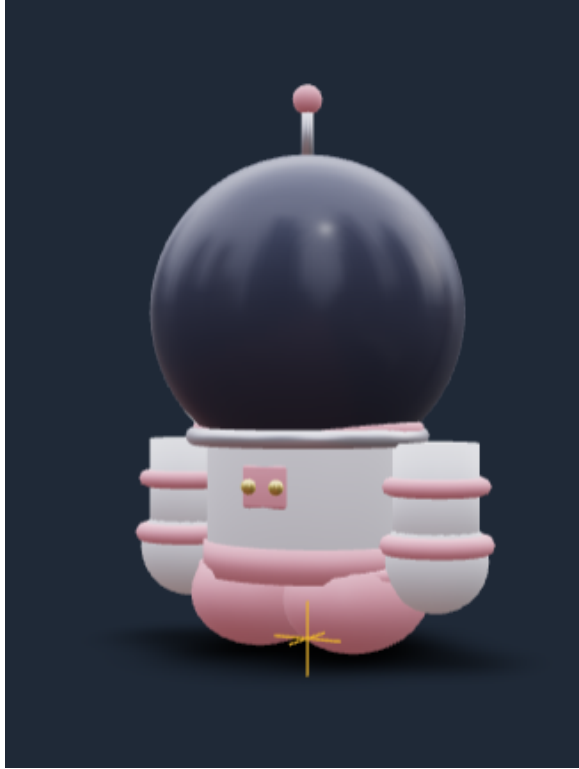
Tripo (~4 minutes)



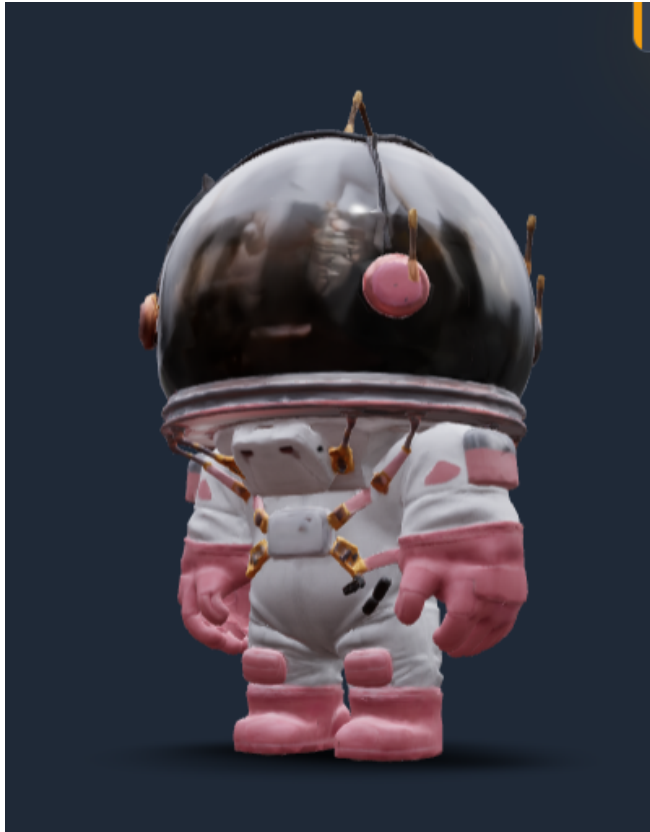
I didn't use any of these options that could make everything take more time and provide a better quality



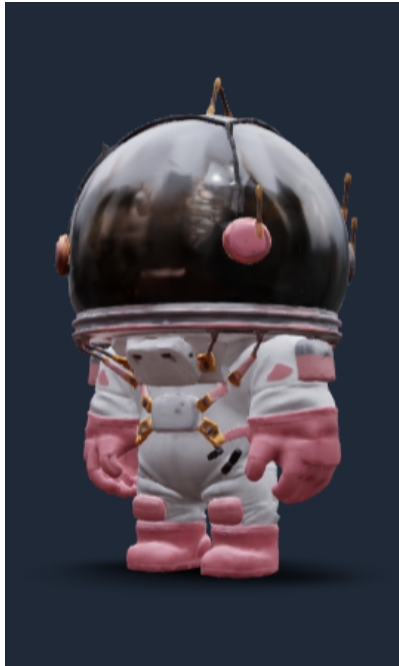
To do another test, I firstly created this other space guy which took around 1 minute



Then I used auto fix but in Thorough mode (which took 17 minutes)



But as you can see the results were pretty similar to FAST mode



Meshy (5 minutes total)



Thrixel vs Rodin (Spaceship)

“A stylized spaceship station with a clean sci-fi design, featuring metallic platforms, docking bays, glowing control panels, pipes, antennas, and large windows facing outer space.

The environment should feel modular and game-ready, with simple readable shapes, smooth surfaces, and a balance of detail and clarity.

Keep the style slightly cute and cartoonish, with polished lighting and a cohesive futuristic look suitable for a 3D game. “

Thrixel (~15 minutes total)



Rodin (~20 minutes total)



Thrixel vs Hitem (Laser Gun)

“A stylized laser gun with a futuristic sci-fi design, featuring a compact shape, glowing energy core, smooth metal surfaces, and clear readable details.

Make it look clean and game-ready, with a slightly cartoonish style, bold silhouette, and colorful glowing accents in blue or green.

Keep it polished but not overly complex, suitable as a 3D model for a cute space-themed game.”

Thrixel (8 minutes)