

Art Pipeline Document

Timespace Studios

Version 1.4

MODELING PROCESS

TURNTABLE 1

[Create 1 turntable Playlist to be sent to Art Lead with wireframe pre UV to check for n-gons and other modeling abnormalities. I expect to not have time to manually import every single model into Maya, which is why I thought watching a 10 second turntable might be better that way to check for errors early on.]

UV

(All model assets on one UV board unless otherwise stated). 1 UV Map expected, but depending on model complexity and hierarchy a discussion between the modeler and the CD or Art Lead may be had to approve multiple Texture Maps.

TEXTURE

(Color Palette added and sent to texture department. Resolution would be determined by CD and Art Lead. I'm going to recommend 2048 for priority assets like main chars and scale down in order of priority from there) Maps being exported: Albedo, Normal, Roughness, Specular, and Emissive. Others may be added depending on model specifics. Texturing Process would occur in substance painter. Materials would be run through Substance Designer if needed.

TURNTABLE 2

[Create 2 Turntable Playblasts to be sent to Art Lead and CD for approval] All of this will be created in Maya. Playblasts will show one with full color (required) and one with wireframe (recommended). Any errors found may result in fixes and going back through the pipeline so that no errors occur in engine.

FOR MORE COMPLEX MODELS (IE CHARACTERS):

RIGGING:

(Would follow standard rigging procedure for games. NO ribbon rigs allowed. The engine will die if we do that) All joints uniquely named with proper naming conventions (left_ and right_) to ensure readability between technical artists and those that may need to access the rig in engine. ex: "joint1" will not be allowed.

SKIN WEIGHTS:

May be tedious but allow for more time to make sure model has no inner penetration when deforming.

ANIMATION TEST:

If complex facial or movement is required, animation test will be made to ensure all skin weights issues have been caught. This can be done in tandem with painting the physical skin weights and serves as a catch all, especially if a model will require any type of racial rigging.

RECORD ANIMATION REFERENCE:

For complex animations, highly recommended to record reference that, though it may not match 100% since humans and animals walk different, will give the animator a better idea of weight, motion, and timing before animation begins. For any bipedal, record the reference as the animation would play to match it.

ANIMATION (30%):

Placing keyframes into Maya to lock in timing and spacing before finalizing arcs, squash and stretch, anticipation, and more. Playblast will be sent to Art Lead for comments. May be sent to CD based off model priority

ANIMATION (70%):

More refined Animation that can be considered nearly complete or complete. All animation principles will be considered at this point and are expected to at least have started to be addressed. Playblast will be sent to Art Lead for Comments. May be sent to CD based off model priority/Art Lead approval

ANIMATION (100%):

Sent to Art Lead and CD for approval/ final comments.