

**GENERAL CHECKLIST:**

- Software used: Maya 2009 and Photoshop CS5
- Each asset scene has been kept within the triangles/vertices budget
- Maya scene must be free from history, dead nodes and unused material

**TECHNICAL CHECKLIST:****Unit & format**

- All assets should be delivered in a Maya 2009 ASCII file format **.ma**
- Use **centimeter** as working Unit for all assets
- All Maya scenes should be using **Y-up** world coordinate system

**Geometry**

- All geometry should be created and located in the origin axis
- Orient the asset so that the up is along positive Y and “outward” or “forward” is along positive Z
- No geometry below 0 on the Y axis in the scene
- Polygons should be either tris or quads. If a polygon is a quad, it should be mostly flat.
- All face normals should be facing out toward camera
- Edges should be smoothed wherever possible (usually an 80 degree tolerance is good)
- All geometry is regular (no double polygons, no unwanted vertexes, no un-welded vertexes)
- All translation and scale value should be frozen with value of **1**, and rotational value frozen at **0**
- Naming of Maya file should follow the description of environment label on provided reference with prefix of type of pet (ie. dog, horse, etc.)
- Naming for Maya file of building asset...
  - Character = **bldgPoliceStation01.ma**
- In the outliner, geometry parts should be named according to the (**Cat01\_Tiger\_905\_sample.ma**) file provided with this workbook.

**Texture**

- Naming examples for texture file
  - Body / head texture = **Chihuahua01\_body.tga**



- Left Eye texture = Chihuahua01\_EyeL.tga
- Right Eye texture = Chihuahua01\_EyeR.tga
- Eye highlight texture = Chihuahua01\_eye\_Overlay.tga
- Eyelash texture = Chihuahua01\_Eyelash.tga
- Shirt area of body = Chihuahua01\_Shirt.tga
- Tongue texture = Chihuahua01\_tongue.tga

- All textures should be in 24 bit. Or 32 bit, if alpha channel applied
- All textures should be in TARGA format .tga
- Do not use Maya multi-layers material
- All textures should be a power of 2. For example, 256x256 pixels

### Material

- Unless otherwise specified, use the lambert shader
- Naming convention for material should match texture name. (ie... Chihuahua01\_body lambert points to Chihuahua01\_body.tga)
- Use only one color map. Point the .tga version of the texture to the color channel of the lambert material. (See Cat01\_Tiger\_905\_sample.ma)

### Poly Count

Houses – 1000 - 1400 verts

City Buildings – 2000 - 2500 verts

### To reiterate

This is not designed to curtail creativity with how the houses are created just an effort to get into the game as much optimized data in the game as possible. Good clean development will make all of our lives easier.

### P4

Please check your work into Perforce as often as possible and bandwidth allows as a form of backup.

VERY IMPORTANT - Please verify you've submitted all supporting assets into Perforce to prevent breaking the build.

Broken builds hinder engineers, artists, and testing making broken builds very expensive because of the number of



people that are affected when the build breaks. Verify that all textures, and .ea3 files have been checked in and re-verified prior to submitting.

PLEASE don't check in .ea3 or .tga texture files before you go home. ONLY check-in if you have an hour to wait for the build farm to kick off a build verifying everything was checked in properly. In the morning we have a team of guys that rigorously test the night build and if there is a missing file the build will break, and the files won't be ready for them in the morning.

Please send anything you have created to us as quick as you can so we can verify the process.  
Thanks for your work!

<b>Marty Clayton</b>	<b>Associate Art Director</b>	<b>mclayton@ea.com</b>
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Please note that all creative direction enquiry questions must be submitted in writing. The answers will also always be given in writing.