



SALT LAKE

**EA Salt Lake Outsource Workbook – Character
Guidelines**



Sims Pets Outsource Packet – Characters

CHARACTER ASSET DELIVERY

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**)

Sims 3

HHx OUTSOURCE PACKAGE

Edges:	2452	1539	0
Faces:	1501	1009	0
Tris:	1809	1009	0
UVs:	1363	749	0



← Eyelash shape is modeled with polygons. No alpha maps are used on LOD #2 and LOD #3.



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CHARACTER ASSET MODIFIERS

CHARACTER LOD MODELS		
POLY COUNT CLASS	POLY RANGE	VERTICE RANGE
LOD 2	1800 triangles	900 verts
LOD 3	1000 triangles	500 verts
LOD 4	350 triangles	175 verts

CHARACTER TEXTURES		
TEXTURE CLASS	SIZE	NOTES
MDS_Body	128 x 128 pixels	Body and Head of LOD 2 and LOD 3
MDS_EYEL	64 x 64 pixels	Eye colors with highlights
MDS_EYER	64 x 64 pixels	Eye colors with highlights
MDS_Shirt	64 x 64 pixels	Shirt area of LOD 2 and LOD 3
DS_Body	64 x 64 pixels	Body and head of LOD 4
DS_Shirt	32 x 32 pixels	Shirt area of LOD 4 body

CHARACTER LIST

ASSET LIST		
NAME	GEOMETRY	NOTES
CHIHUAHUA LOD #2	LOD 2 (1800 triangles)	Lod 2 models will use MDS textures
CHIHUAHUA LOD #3	LOD 3 (1000 triangles)	Lod 3 models will use MDS textures
CHIHUAHUA LOD #4	LOD 4 (350 triangles)	Lod 4 will use DS textures

CHARACTER -- PRODUCTION

TASK #1	GEOMETRY	NOTES
CHIHUAHUA LOD #2 model and maps	LOD 2 (1800 triangles)	Lod 2 model will reference MDS texture

Task #1

CHIHUAHUA LOD #2 –

- Reduce the triangle count of the lod 1 model to the desired range for lod 2.
Keep model in parts. Parts = (1) head with eyelids, (2) eyes, (3) main body and legs.
- Lod 2 has to animate well. Retain the general break up of the geometry to deform well when animated.
- Deliver approved lod 2 meshes for first pass rigging test.

Approval Phase 1 – Lod 2 model reduction.

TASK #2	GEOMETRY	NOTES
CHIHUAHUA LOD #3 model and maps	LOD 3 (1000 triangles)	Lod 3 model will reference MDS texture

Task #2

CHIHUAHUA lod 3 model –

- Reduce the triangle count of the lod 2 model to the desired range for lod 3.
Keep model in parts. Parts = (1) head with eyelids, (2) eyes, (3) main body and legs.
- Lod 3 has to animate well. Retain the general break up of the geometry to deform well when animated.
- Deliver approved lod 3 meshes for first pass rigging test.

Approval Phase 1 – Lod 3 model reduction.

TASK #3	GEOMETRY	NOTES
CHIHUAHUA LOD #4 model and maps	LOD 4	Lod 4 model will reference DS textures

Task #3

CHIHUAHUA lod 4 model -

- Reduce the triangle count of the lod 3 model to the desired range for lod 4.
Lod 4 is combined as one mesh.
- Lod 4 has to animate well. Retain the general break up of the geometry to deform well when animated.
- Lod 4 model references it's own texture with eyes and eyelashes contained in the texture.
- Deliver approved lod 4 mesh for first pass rigging test.

CONTACT

The following list will help you to know who to contact with questions.

Contact	TITLE	EMAIL
Marty Clayton	Associate Art Director	mclayton@ea.com

Please note that all creative direction enquiry questions must be submitted in writing. The answers will also always be given in writing.

