Note on Organization:

Hi Mitch, In order to form sleeker and more manageable asset sharing/pipeline habits, I propose a few things. Admittedly I’m not as experienced as you are in certain aspects of game dev and 3d and will do research but here are my impressions of some best practices, if they are incorrect or askew please explain what is wrong and what is a better approach, I will grill these answers if I find them unsatisfactory.

Here I have included a modified naming convention I’ve seen used and explained by game devs and the like. It goes like this:

International Date:YYYYMMDD\_TYPE\_FORM/MODIFIER\_Name\_Version\_Initials

The way I would break down types is the following:

|  |  |
| --- | --- |
| TYPE | Description |
| ICON | Any 2D art asset that is for the GUI or HUD |
| CHAR | Characters in game |
| ENEMY | Enemies |
| SCENE | non-Icon 2D asset, matte paintings, cutscene boards |
| ENVIR | A matte painting to create additional illusion of space and scope |
| PROP | Items that you interact with that are not part of the environment (i.e. barrels and crates,enemy weapons,health,NRG) |

Mods or modifier can be like this, I want them to reflect status or type if you will (I’m up to discuss this breakdown, let me know if anything is ambiguous/redundant/broken/improper terminology/counter intuitive, etc):

|  |  |
| --- | --- |
| SKETCH | Any working sketches, designs or art that will not be shown to audience for internal use only, needs notes to explain idea |
| COLOR | Color Sketch for reference may/should contain texture swatches |
| PAINT | Painting used for cutscenes etc, no to be confused with color sketch, this is a final or close to final w/ polish |
| ORTHOS | Orthographic drawing as a guideline for model if a ¾ view is not enough to accurately model/sculpt, to be used as image planes |
| VECTOR | Vector art used for icons,gui,hud |
| LINEART | Clean raster lineart, duh! |
| MODEL | Rudimentary model without textures, may have some materials, no UVs |
| SCULPT | Voxel based sculpture |
| MODELTEX | Textured Model |
| RIG | Model blocked out enough to rig, does not have to look amazing must be well controlled |
| ANIM | Post-draft/WIP rigged animations |
| UNITY WIP | An item ready to be dumped into unity as an alpha or pre-alpha that reflects some aspect of final or up to this revision item |

Asset and Design Management

2D Artwork

* Raster
  + Line art/sketches can be flat picture files (I prefer png’s they retain transparency)
  + If you or I want feedback that is not in person we should prepare a PSD or SAI file and accompany that with a video chat or google groups, what have you, something with a screen share would be wonderful
  + Color sketches need a palette layer for consistency and an annotation layer for notes/comments
  + Inspiration/ref layers are highly valuable to cohesion
* Vector
  + I believe you use Indesign, I use Illustrator let’s split the difference and use compatibility mode feature in both programs and use these formats: AI, EPS, and PDFs w/ an import file where necessary
  + Swatch and annotation layers always welcome and encouraged

3D Artwork/Assets

* I use Maya atm and am open to other software I like the idea of being program agnostic but understand to be organized is to waste far less time looking for something you already have in hand
* Sculpting should be probably be done in mudbox since these tools play nicely together, I have some experience with Zbrush admittedly but I’m not married to it
* PBR may be an option, the libraries seem very convenient and we might want to use 3DCoat since we have a school license
* I recall you wanted to use some clothing in some designs we could use Maya N-Cloth or Marvelous designer
* We should aim for best practices when possible to make later modification of assets easier

Coding Conventions/Thoughts

* I believe we should agree upon some basic best practices to allow for modifying/fixing code from each other
* I feel like code should be categorized into these three categories: UI (screens, hud),gameplay (controls, ai behaviors, triggers/events), and GFX(use of cutscenes, special actions, particle stuff if not in control)
* Need to hash out organization of major classes, commentation ,functions, their interplay, and how iteration of code is handled as well as doled out between us

File Management

This is a graphical mock up of asset management outside of Unity probably using dropbox but we will need to discuss a convention for this before we start uploading these willy-nilly, everything here is flexible

* Pre\_Production/2D
  + ICONS
    - Sketch
    - lineart
    - Color Sketch
    - Vector
  + CHAR\_2D
    - Sketch
    - lineart
    - Color Sketch
    - ORTHOS
  + ENEMY\_2D
    - Sketch
    - Lineart
    - Color Sketch
    - ORTHOS
  + SCENE
    - Sketch
    - Color Sketch
    - LineArt
    - Paint
  + ENVIR\_2D
    - Sketch
    - Color Sketch
    - LineArt
  + PROP\_2D
    - Sketch
    - Color Sketch
    - LineArt
* Production
  + CHAR
    - Model
    - Sculpt
    - ModelTex
    - RIG
    - Animations
    - Unity kit
  + ENEMY
    - Model
    - Sculpt
    - ModelTex
    - RIG
    - Animations
    - Unity kit
  + ENVIR
    - Model
    - Sculpt
    - ModelTex
    - FX
    - Unity kit
  + PROP
    - Model
    - Sculpt
    - ModelTex
    - FX
    - Unity kit

Obviously, nothing is set in stone but any comments, questions, input/feedback are welcome as always.

Links:

Organization and Best Practices

[Managing Independent Game Dev Team](https://gamedevelopment.tutsplus.com/articles/working-remotely-managing-an-independent-game-development-team--gamedev-13320)

[Double Fine Unity Asset Organization](https://github.com/Double-Fine-Game-Club/bad-golf-community-edition/wiki/folder-structure-and-naming-conventions)

[Game File Organization](https://news.ycombinator.com/item?id=11036789)

[Maya best Practices](http://wiki.etc.cmu.edu/unity3d/index.php/3D_Modeler_Overview_and_Best_Practices_for_Maya)

[Naming Conventions](http://www.gamasutra.com/blogs/MariaSifnioti/20120125/90957/Managing_Assets__Part_2_Setting_Naming_Conventions.php)

[Unity top 10 practices](http://dev.xeushack.com/top-10-unity-best-practices-naming-conventions-part-1/)

Design Theory (Visual, Ideation)

**Note: Anything with the name Paul Richards(autodestruct) that is not a direct link I write down will almost always contain pornographic images drawn by the man himself**

[Design Iteration Combat Simulation](http://www.autodestruct.com/thumbwar.htm)

[Hints and Hacks for Concept Art](http://www.autodestruct.com/hacks.htm)

[Visual Remix](http://autodestructdigital.blogspot.com/2012/04/visual-remix.html)

[Wield and Weld \_Drawing like a Modeller](http://autodestructdigital.blogspot.com/2014/02/wield-weld.html)

<http://howtonotsuckatgamedesign.com/>