Design Pipeline

**Weapons**

1. (Collaborative) Research and brainstorm designs based on the functions of the weapon on a whiteboard.
2. Create a weapon document with images, general description, dimensions, functions, material descriptions, list of all compatible attachments, ammo description, and other stats of the weapon. (See [Weapon Design Document](../Design/Weapon%20Design%20Documents/Weapon%20Design%20Document%20Template.docx))
3. Sketch a proportional side view of the weapon with dimensions on paper and scan into the computer for discussion.
4. If approved, sketch right, left, front, back, top, bottom, ammo, and magazine views of the weapon in proportion to each other. (If small arm, sketch all views on one page. Otherwise, one page for each side view and another page for the rest, totaling three pages)
5. Scan all into the computer for digital sketch and color scheme.
6. In Sketchbook Pro, set up the file with layers ascending: Background (White), Base Color (holds primary solid color of gun parts), and Shading (holds the transparent 3D shading), and Details (holds other small details such as grunge and paint chips, optional). Select each gun part and save each as a properly named selection.
7. (Collaborative) Color Scheme using Base Color Layer.
8. Save all colored sketches for final discussion and approval.
9. If approved, ready for modeling. (See Production Pipeline)

**Vehicles**

1. (Collaborative) Research and brainstorm on whiteboard.
2. Create a vehicle document with images, general description, dimensions, functions, material descriptions, and other stats of the vehicle. (See [Vehicle Design Document](../Design/Vehicle%20Design%20Documents/Vehicle%20Design%20Document%20Template.docx))
3. Sketch proportional front/left perspective view of the vehicle and scan into the computer for discussion.
4. If approved, sketch right, left, front, back, top, bottom, dash, top interior, side interior, front interior, back interior, and other necessary interior views in proportion to each other. (Pages: right, left, front and back, top, bottom, dash, front and back interior, side interior.)
5. Scan all into computer for digital sketch and color scheme.
6. In Sketchbook Pro, set up the file with layers ascending: Background (White), Base Color (holds primary solid color of vehicle parts), and Shading (holds the transparent 3D shading), and Details (holds other small details such as grunge and paint chips, optional). Select each vehicle part and save each as a properly named selection.
7. (Collaborative) Color Scheme using base color layer.
8. Save all for final discussion and approval.
9. If approved, ready for modeling. (See Production Pipeline)

**Buildings**

1. (Collaborative) Research and design floor plan in Sketch Up with the proper dimensions.
2. Create a building document with images, general description, dimensions, functions, material descriptions, and other stats of the building. (See [Building Design Document](../Design/Building%20Design%20Documents/Building%20Design%20Document%20Template.docx))
3. (Collaborative) Brainstorm exterior and interior appearances on whiteboard.
4. Sketch overall exterior perspective view on paper.
5. Scan into computer for discussion.
6. If approved, sketch remaining perspective drawings in proportion on paper. (Views should be determined on a situational basis)
7. Scan into Sketchbook Pro, set up the file with layers ascending: Background (White), Base Color (holds primary solid color of building parts), and Shading (holds the transparent 3D shading), and Details (holds other small details such as grunge and paint chips, optional). Select each Building part and save each as a properly named selection.
8. (Collaborative) Color Scheme using Base Color Layer.
9. Save all for discussion.
10. If approved, ready for modeling. (See Production Pipeline).

**Characters**

1. (Collaborative) Research and collect reference photos of desired facial features and brainstorm outfit ideas on whiteboard.
2. Create a character document with images, general description, name, race, age, personality traits, job/rank, link to all SKIN files, and other stats. (See [Character Design Document](../Design/Character%20Design%20Documents/Character%20Design%20Document%20Template.docx))
3. Sketch character face, full body in t-pose, and any new outfits (front only).
4. Scan into computer for discussion.
5. If approved, sketch character face and face variations (front, right, left, back), full body in t-pose and minimal clothing (front, left, right, back), full body in t-pose for each outfit (front, left, right, back) and other necessary views in Sketchbook Pro.
6. Save all for discussion and approval.
7. If approved, ready for modeling. (See Production Pipeline.)

**Animals**

1. (Collaborative) Research and collect reference photos of desired animal.
2. Create an animal document with images, general description and more. (See [Animal Design Document](../Design/Animal%20Design%20Documents/Animal%20Design%20Document%20Template.docx))
3. Sketch a side view in proportion on paper.
4. Scan into the computer for discussion.
5. If approved, sketch front, left, right, back, top, bottom on paper (number of pages should be determined based on size of animal)
6. Scan into computer for discussion.
7. If approved, produce color sketches of all views in Sketchbook Pro.
8. Save all for discussion and approval.
9. If approved, ready for modeling. (See Production Pipeline)

**Levels**

1. (Collaborative) Research, collect reference photos, and brainstorm the layout on the whiteboard.
2. Create a Level Document with images, general description, list of all assets used within, dimensions, location, and more. (See [Level Design Document](../Design/Level%20Design%20Documents/Level%20Design%20Document%20Template.docx))
3. Draw the layout in proportion and with proper dimensions on graph paper.
4. Scan into the computer for discussion.
5. If approved, sketch perspective views of the level on paper.
6. Scan all into computer for discussion.
7. If approved, colorize all in Sketchbook Pro with proper proportion.
8. Save all for discussion and approval.
9. If approved, ready for white-box. (See Production Pipeline)

**General Assets**

1. (Collaborative) Research, collect reference photos, and brainstorm on whiteboard.
2. Create an asset document with images, general description and more. (See [Asset Design Document](../Design/Asset%20Design%20Documents/Asset%20Design%20Document%20Template.docx))
3. Sketch a perspective overall view of the asset on paper.
4. Scan into the computer for discussion.
5. If approved, sketch all necessary views in proportion on paper to properly capture the extent of the asset.
6. Scan all into the computer for discussion.
7. If approved, scan into Sketchbook Pro, set up the file with layers ascending: Background (White), Base Color (holds primary solid color of asset parts), and Shading (holds the transparent 3D shading), and Details (holds other small details such as grunge and paint chips, optional). Select each asset part and save each as a properly named selection.
8. (Collaborative) Color Scheme using base color layer.
9. Save all for discussion and approval.
10. If approved, ready for modeling. (See Production Pipeline)