Group 3

Subhankar Seth  
Dana Spillinger  
Daoyi Zhu  
Jialing Liu  
Sharanya Sudhakar

MouseTrap – RealTime  
Collaboration Doc

Render Pipeline: High Definition RP

The Render Pipeline we are planning on using is High Definition RP, as we want to deliver the best quality of visuals. We are also using this pipeline to produce PBR shaders and lighting techniques. The limitation of the HD pipeline is ignored as they don’t apply to the current project delivery or guidelines.

Baked and Realtime Lights

We will be using mixed lightning. Primarily with baked lights for static content, while applying real-time lights based on shots requirements. We believe that we should be able to still use lights to complement the story without needing to have them be animated, and thus be able to optimize rendering time and therefore the budget for the scene.

There are two lighting ideas we are currently pursuing. One is a classic game approach with saturated colors and bright lighting. The other is mood-based lighting. Mood Based lighting will be implemented on few shots depending on primarily on time. But, for the overall theme we have a currently working game-based approach that is up and running.

Maya To Unity Instruction:

Basic Maya Setting (unit and animation)



Export To FBX

*Launch Maya.*

*Select File > Export All, or File > Export Selection. The Export All, or Export Selectiondialog box appears.*

*Select FBX from File of Type menu.*

*Note: if you do not see the FBX file extension in the File of Type menu, activate fbxmaya.mll in Maya's Plug-in Manager.*

*How to import and update static (non-animating meshes):*

Export FBX (mesh only) to Unity/Assets/Model

*How to import and update animating meshes:*

Export FBX with animation to Unity/Assets/Model

Extra animations in Unity/Assets/Anim

*How to import and update textures:*

Create materials in Unity/Assets/Materials, while storing textures in Unity/Assets/Textures.

Naming convention:

Since we only have few meshes, short and meaningful names are used.

Collaboration plans:

Our team is planning on using a multi-prefab workflow, as we feel that it will allow us to improve efficiency. The division of labor will be equal throughout regarding the number of shots animated, documentation, and/or importing asset duties.

We have already and will continue to meet up in person to discuss the project and collaborate in real time on making decisions and progress. We feel that this will be the most effective as we can have a product that we are all satisfied with.

For primary communication we will be using Messenger and all project files will be stored on a GitHub repository (<https://github.com/SharanyaSudhakar/MouseTrap-RealTime.git>)