**Modeling & Texturing Workbook**

**Wolverine Animation**

**GENERAL CHECKLIST:**

* Software used: ZBRUSH 2018, Maya 2018, Substance Painter (school’s\_ver.)
* 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**

**Maya**

* All assets should be saved in a Maya ASCII file format .ma
* All Maya scenes should be using Y-up world coordinate system

**ZBRUSH**

* All assets should be saved in a ZBRUSH file format .zbr
* All ZBRUSH scenes should be using Y-up world coordinate system
* All models MUST be exported as a .fbx file

**Geometry**

* All geometry should be created and located in the origin axis
* Orient the asset so that the up is along the positive Y and “outward” or “forward” is along the positive Z
* No geometry below 0 on the Y axis in the scene
* Polygons should be quads.
* All face normals should be facing out toward camera
* There shouldn’t be any unwanted holes in the geometry
* All translation and scale value should be frozen with value of 1, and rotational value frozen at 0
* Naming for Maya file of building asset… Baby white-box model = Baby\_whitebox\_01.ma
* In the outliner, geometry parts should be named

**Texture**

* Naming examples for texture file (TBD)
* All textures should be in Substance Painter format (.spt)
* 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 (TBD) shader
* Naming convention for material should match texture name, (TBD)

**Poly Count**

* Models must be between (000-TBD)

**GitHub**

Please check your work into GitHub as often as possible as a form of backup. GitKraken should be used to push work onto GitHub.

**Glo Boards**

Please use the Glo Boards as a way to keep on task and to help others to see what you are working on. Upload images for in-progress and completed tasks. Make sure to assign yourself to your tasks, add due dates and utilize the labels to keep an organized workspace.

**Contact Information**

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