

Character Asset Requirements

Resolution?

1024 x 1024

Do you want each component centered in the 1024 x 1024 png? Or exported in the location they go on the character?

File format?

Png

Character rig joint requirements?

- Do we need finger joints?
 - Or one joint for the fingers to bend them collectively?
- Do we need toe joints?
 - Or one joint to bend the toes (or toe of a shoe) collectively?
- How many spine joints will you need?
- Do we need to set the rig up for facial animation?
- Will you need IK for the legs and the arms or just the legs?
- Would you like an IK FK switch?

Required character components?

- Head
 - Torso
 - L_Arm
 - L_UpperArm
 - L_Forearm
 - L_Hand
 - R_Arm
 - R_UpperArm
 - R_Forearm
 - R_Hand
 -
 - L_Leg
 - L_Upperleg
 - L_LowerLeg
 - L_Foot
 - R_Leg
 - R_Upperleg
 - R_LowerLeg
 - R_Foot

Separate character model views?

- Front
- Back