

README 3D Artist

General

- **Use maya's project map hierarchy**
 - *../project_name/scenes = location for scenes*
 - *../project_name/images = location for textures*
-

Naming convention

- **Scene names must have a keyword of what it contains. No “_” allowed.**
 - *stone1*
 - *stoneLarge*
 - *stones*
 - **Static meshes should have same name as the scene name**
 - **Animated meshes should have same keyword as the scene name**
 - *meshName = player*
 - *sceneName = playerAttack*
 -
 - **Textures should have same keyword as the mesh as well as clear explanation what type of texture it is.**
 - *meshName = player*
 - *textureName = playerDiffuseTexture*
-

Animation

- **Before binding a skin make sure to freeze transform the mesh**
 - *Modify -> Freeze Transformations*
- **Make sure to have correct orientation on joints before animating**
 - *Rot = +x*

Pre-exporting

- **Make sure everything is named according to name convention**
 - **Make sure every texture is linked correct in maya project and have right dds type. When to use a specific DDS is listed below.**
 - **Make sure the mesh is of correct scale**
 - **Make sure the mesh is positioned at the correct place**
 - *Default is at origin of scene*
 - **Make sure all history is deleted.**
 - *Static meshes = Edit -> Delete All by Type -> History*
 - *Animated meshes = Edit -> Delete All by Type -> Non-Deformer History*
 - **Always send the whole map hierarchy, and not separated files.**
-

DDS

- **DXT1 (no alpha)**
 - *Diffuse maps without transparency*
 - *Specular Maps*
- **DXT1 (with alpha)**
 - *Diffuse maps with transparency (hard edges), example: Leafs*
- **DXT5**
 - *Diffuse maps with transparency (soft edges), example: Clouds*
- **DXT5Nm**
 - *Normal maps*