Babies In Utero

Modeling & Texturing Workbook

ASSET DELIVERY

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)

Polycount

- The baby models for each week of the baby's development need to contain the same polycount each.
- Models must be between (000-TBD)

BACKUP AND UPDATE

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

The following list will help you to know who to contact with questions.

Contact Information

NAME	SPECIALTIES	EMAIL
Gavin Lopes	Sculpting, Modeling, Texturing	10655472@my.uvu.edu
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Please note that all creative direction enquiry questions must be submitted in writing. The answers will also always be given in writing.