# Game Export Document

The content of delivery

Bricks folder: Every brick is divided into categories according to what type of brick it is. Wigs into a wig folder, weapon into a weapons folder etc. Inside each brick folder you will find a Maya scene containing the brick, an fbx file and a normalmap PNG.

XML sheet folder: Here you will find a folder that contains XML sheet for each brick with brick collision and connectivity position info.

Common parts folder: Here you will find common parts that contains Knobs, tubes and pins geometry, with normalmap. These can be connected to the locators inside the fbx file. The name of the locater match the name of the common part.

The Brick Hierarchy
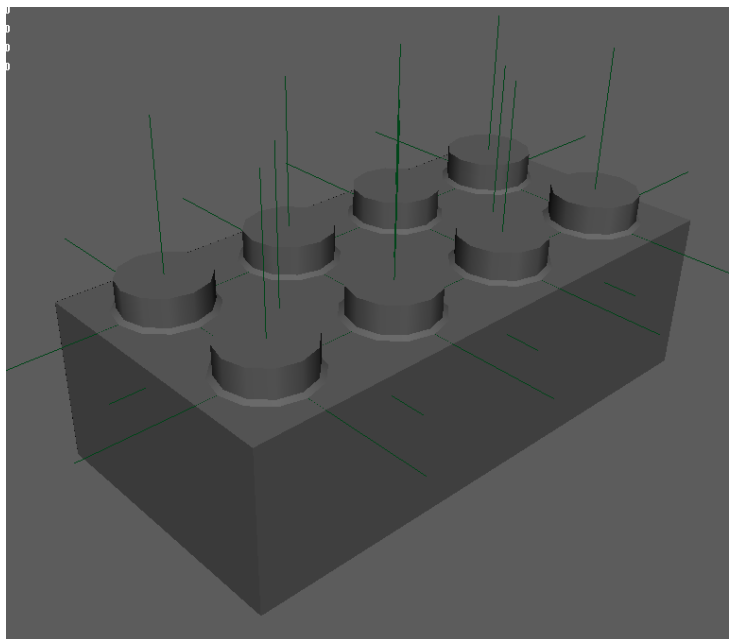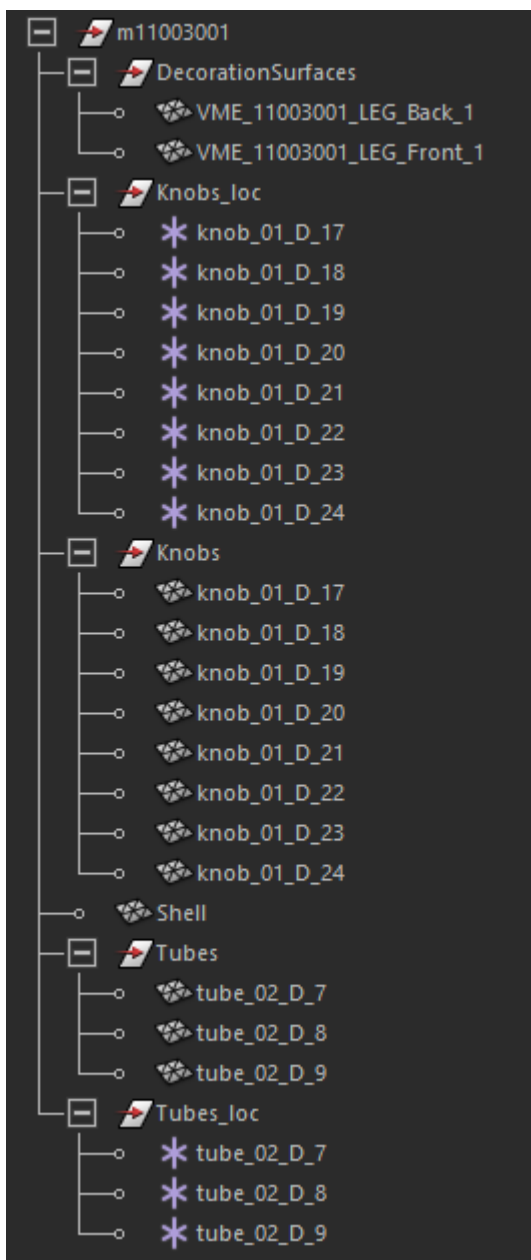
The Game exported brick is extracted from our main brick library (VME tool). This tool contains information about our bricks, both highpoly geometry aimed for Box rendering and lowpoly geometry aimed for games, app and other forms for digital distribution.

In the brick hierarchy you will find the "Shell" geometry witch is the main geomtry. This is where you assign the normalmap.

Second you will find "DecorationSurface" geometry. This geometry is where you add the textures.

Third you will find the knobs, tubes and pins groups. One group that contains the geometry and one group that contains locaters where the knobs, tubes and pins are. This is

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so you can write a script inside your engine that will place the geometry from the common parts folder onto the brick. We believe this will save you draw calls.

NOTE: You will notice that the common parts inside the fbx file doesn't match the common parts inside the common parts folder. We are currently updating these parts in our VME tool to match the common parts in the folder, but unfortunately we didn't make the cut for this MVP. It will be in the next update. So for now the common parts inside the fbx file is temporarily.
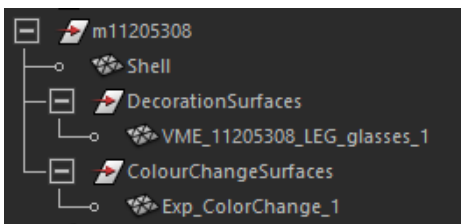
Color Change Elements
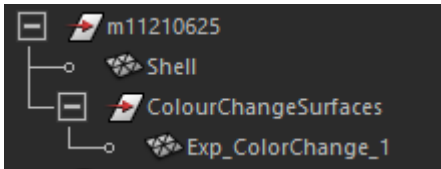
The export style divides the element into separate geometries according to how we structure the uv set in our VME tool. Both geometries will respond to the same normalmap.
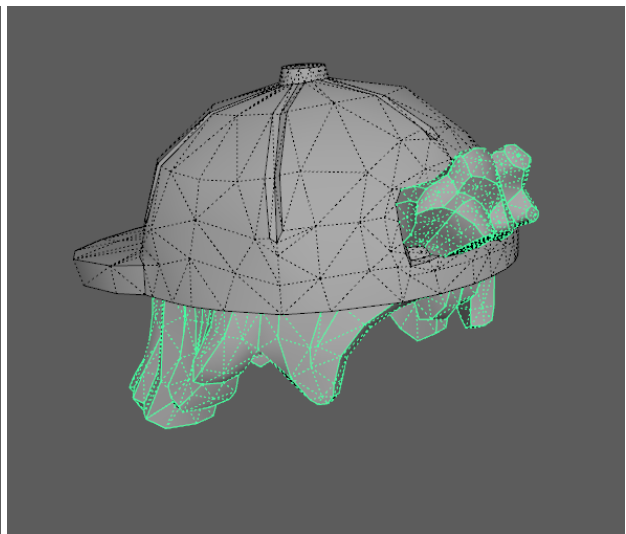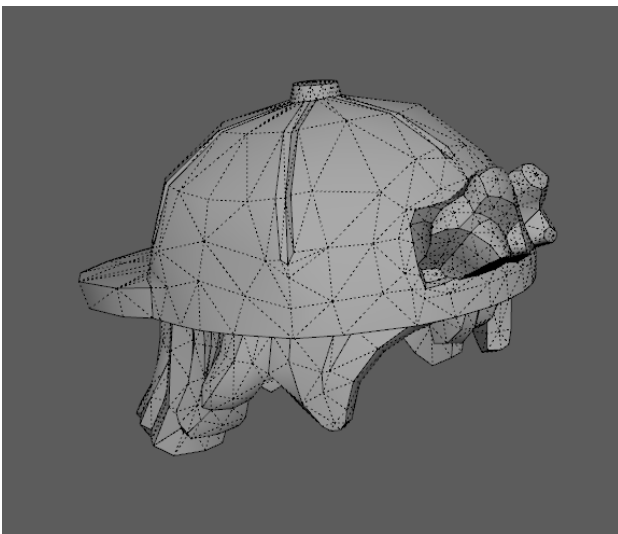
Color Change + Texture Surface

Here you see a color change with a decoration surface