Nguyen Trong Hoan

From: Kristian Pedlow

Sent: Monday, June 8, 2020 5:43 PM

To: Nguyen Thien Vinh; Nguyen Thi Thien Van; Le Tran Thuy Duong; Do Thi Thao Nhung

Cc: Nguyen Trong Hoan

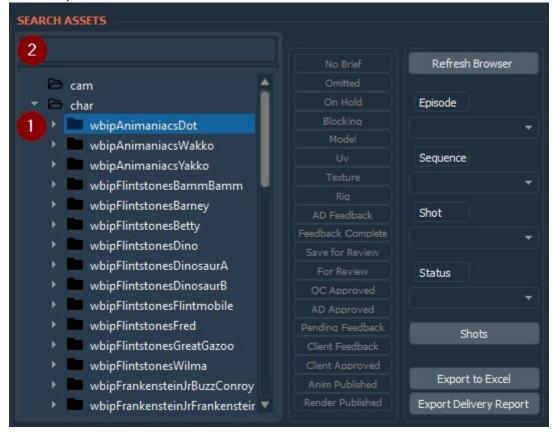
Subject: RE: [SJ2] Hunter Work for artists.

Looping in Hoan, Nhung can you please translate (3) and send to all the artists.

Ok so there are just a number of things that concern you as the artist assigned to create an asset\

Fins your asset:

- 1. Search in the list
- 2. Or keyword search



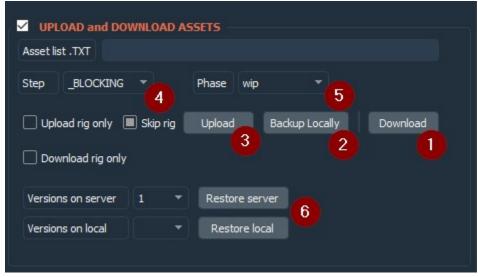
Here is the brief section:

- 1. Create Brief, this is done by the TL or AD
- 2. Open Brief will simply open the brief location on the server
- 3. Shots is part of our internal animation pipeline, it's not for you, ignore it.
- 4. PureRef this will open the brief document. If this is orange the brief has been updated since you last opened hunter.
- 5. Feedback this will open a link to the clients feedback
- 6. SOP this will open a link to the clients technical requirements.



Then you have the area where you upload and download files to the server. Only these 6 buttons concern you

- 1. When you first start your work you will need to download the asset
- 2. If you want to incrementally save your work hit Backup Locally.
- 3. To upload a file for WIP Daily or for AD/Client Review choose Upload
- 4. And then choose the stage of work BLOCKING/MODEL/UV etc [NOTE: You must do WIP Daily each day and include a few snapshots of your work and your hansoft completion for the day)
- 5. Choose the phase of work, WIP, FINAL
- 6. If for any reason you loose some work due to a corrupt file or myself of the client ask you to back track to a previous stage you can restore them here.

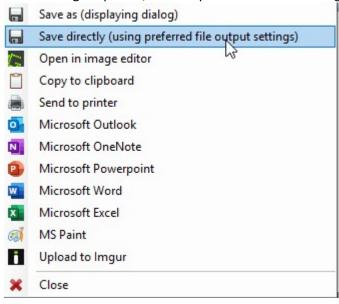


Then we have the approval process (this part is too complicated, we are improving it)

- 1. Daily Snapshot this is for you WIP Daily email. (Steps 3/4/5 above)
- 2. Snapshot Feedback I you receive feedback from the client or myself take some snapshots with this tool
- 3. Approval Snap Shot For approvals take some close up images nice angles of you asset (the nicer they are the more likelihood they will be approved)
- 4. Before submitting "For Review" (step 3/4/5 above) hit this button to run a playblast
- 5. UNITE TT (Turntable) This will make a movie of all the latest versions of your snapshots and various turntables
- 6. This is Feedback Complete hit this to send me an email requesting to approve feedback



When taking snapshots, use this preference when saving – it will automatically save it with the right name



Make an email rule for your asset

- 1. [project][assetname]
- 2. The folder in you inbox you want it to go to match the assetname.

