1.1.2Project analysis

Compared with traditional games, the technical difficulty of ARColor does not require a lot of programming, nor complex models and animations. As long as we master the production ideas and handle the standards, the general entry-level programmers and modelers can cooperate to complete.

However, the difficulty of this technology lies in its strong comprehensiveness, which is also obviously different from the traditional game production process and standards.

The traditional game process is relatively fixed, and the intersection between program and art is relatively small. Take the animation resources as an example: the original artist draws the original picture according to the plan, the model artist makes the model according to the original picture, the animator receives the model to make the animation, and the programmer takes the animated model for subsequent programming. The process is very clear, and the people in the latter link know what standard content they need from the previous staff.

ARColor needs a strong dependence between collaborative professions, and some modeling knowledge is needed to guide the drawing when making a plan. Without this knowledge, the color on the picture can not be correctly mapped and rendered on the model.

In the process of modeling, some programming knowledge is also needed to guide UV allocation. Programming also takes into account a series of techniques that can not be used in traditional games, such as recognition graphs and models, such as spatial positioning.