Contributing to the CUBICITY Asset Library

First off I'm so glad that you're reading this because it means you're considering contributing to the library! With your contribution and others like it, I hope to see the CUBICITY Asset Library develop into a *large* collection over the years. Something we can all be proud of and who knows: Maybe we'll see them used in a video game or commercial one day!

NOTE: This library is being released as public domain with a CC-0 license. Do not contribute to this library if you are not OK with your assets being freely used this way.

In order to facilitate a streamlined review and assimilation process, I sincerely need you to follow these instructions carefully and thoroughly. The better instructions are followed the more swiftly I can assimilate into the library and the faster it can evolve! If instructions are NOT followed so well, I'm afraid I will have to swiftly reject such contributions and simply respond with "please follow the instructions closely".

INSTRUCTIONS

1. Watch the CUBICITY Blender course to learn how to make these assets!

2. Create your assets to fit within the world of CUBICITY! It's very important that you match the aesthetics and technical parameters of the project. See the CRITERIA section below for details.

3. Save your contribution file as **cubicity_contribution_name.blend**

4. Rename the original unzipped folder, replacing "v01" with your name:
   a. EX: cubitity_asset-contribution_melvin

5. Zip that folder (yes it will include a lot of redundant data) and upload to the exercise form.
   a. *The final zip size shouldn't be much more than the original. So around 10MB.*

CRITERIA

- **Style fits into the world of CUBITY.** To expand the library, each asset needs to feel like it belongs. Assets that don't fit the style will not be accepted.

- **No explicit real-world replicas**. No Eiffel Tower replicas or Philadelphia LOVE signs or Lamborghinis. Cubicity assets can be *inspired* by real-life things but ultimately everything in our world needs to be unique to Cubicity.

- **Models are lo-poly (no subsurf mods)**. The Cubicity style lends itself to lower-poly meshes which will allow for an expansive city assembly. So most things can be simple cube-ish geometry however I don't want to see any jagged curves. Build higher resolution curved edges into the base geometry without using subdivision surface modifiers. *Like I demonstrated in the course.*

- **Your Blender scene is organized the same as demonstrated in the course**. Your Outliner should match what I did in the course:
    - STANDALONE collection where your standalone assets live.
    - BUILDINGS collection where your building assets live
    - UTILITY collection for the global UV object that your brick material depends on.
    - *Note: Please don't include any WIP or EDIT versions of your assets like I demonstrated in the course. Those are only for you and will only muddy the assimilation process.*

- **Naming conventions**: Please follow the conventions set forth in the course so I can quickly navigate your scene:
    - Collections and Objects should be named like:
        - "Category_thing_username"
        - EX: vehicle_cab_melvin
    - Materials need names that correspond to the official/original materials:
        - Official = "cubicity_**brick**"
        - Yours = "username_**brick**"

- **Your assets MUST be compatible with the official Cubicity materials**. I want to see your own versions of materials to show me that you know how to build them. However II will be swapping your materials for official materials during assimilation. Reusing materials this way will be crucial for minimizing shader compilation time and maximizing scene efficiency. Please make sure to test your assets compatibility by applying the official materials before submitting.

- **Assetization:** I will be checking to see that you know how to assetize your assets into the Asset Browser, as seen in the course. The only difference is that you don't need to add them to a dedicated Cubicity directory. I will simply check the "Current File" mode of the asset browser.

    Remember to setup *Collections* for linking instead of Objects. With the exception of parametric assets which are assetized as Objects.
    - *NOTE: Asset author and description fields will be copied over to the official library during assimilation*

- **Snapshot pretty thumbnails** for your assets (as seen in the course) and save them in the "YOUR_THUMBNAILS" folder. I will be assimilate these along with your assets so the official library stays pretty. *It must be pretty!*