

Congratulations! You passed!
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1. Which of the following is NOT a step in the asset pipeline?

1 / 1 po

- ☐ Preproduction
- ☐ Integration
- ☐ Production
- ☒ Distribution

✓ Correct
Yes! Distribution may be part of the overall game production life cycle, but the asset pipeline is focused on the steps it takes to get a game asset into the game.

2. The asset pipeline is:

1 / 1 po

- ☐ the steps to bring a game to market.
- ☒ the steps it takes to get a game asset into the game.
- ☐ the steps to write a function in a game.
- ☐ the steps it takes to develop a game.

✓ Correct
Correct!

3. The Unity importer helps with getting a production asset into the game engine?

1 / 1 po

- ☒ True
- ☐ False

✓ Correct
That is correct! The Unity Importer converts the asset into a usable format within the Unity game engine.

4. You should always directly import Maya binary files into Unity.

1 / 1 po

- ☐ True
- ☒ False

✓ Correct
Correct. Many artists recommend that you export to FBX out of Maya and then import the FBX into Unity. This way, not everyone on your development teams needs Maya installed to convert the Maya binary file into a usable format within Unity.

5. All of the following are important in keeping the asset pipeline up and running EXCEPT:

1 / 1 po

- ☐ Keeping files organized
- ☐ Filenaming conventions
- ☐ Backing up files
- ☒ Deleting source files

✓ Correct
Correct! You should NEVER delete source files as you may need to go back and edit them.