

GC Cocos Framework - Art Pipeline

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Overview

The first and possibly most important thing to remember about the are pipeline is that the assets which are loaded by the game ***ARE NOT*** and ***SHOULD NOT BE*** checked into perforce. Art assets are checked into perforce into an intermediate folder and processed from there by a data build process which is run by the programmers from within visual studio as part of the regular build process.

Folder Structure

There are two main folders that you need to be aware of: the resources folder and the source assets folder.

To the right, you can see a screenshot of the folder structure of the game as it appears on you local drive. The top level 'Template' folder will have the name of your team or game.

Resources Folder

The folder in **red** (*Template/GamerCamp/Resources/...*) is where your game loads its assets from.

This folder ***MUST NOT*** be checked in to perforce, its content is generated by the data build process.

Source Assets Folder

The data within the *Resources* folder is generated from the content of the folder shown in **green** (*Template/SourceAssets/...*)

Data checked to this location must be in the correct folder and in specific formats in order for the build process to work.

Specific Asset Types

Each of the sub folders of the ***SourceAssets*** folder contains the information relating to one type of asset.

If you add a new type of asset, you should add a new sub-folder and you should also edit the batch file that is used to build the data so that it puts its data into the appropriate sub-folder of Resources in a format that the game can load.

SourceAssets/Loose

This folder contains a few miscellaneous loose textures used by the GamerCamp Template project. Its contents are copied into the Resources/Windows/Loose folder by the batch file that is run by the BuildData project in Visual Studio.

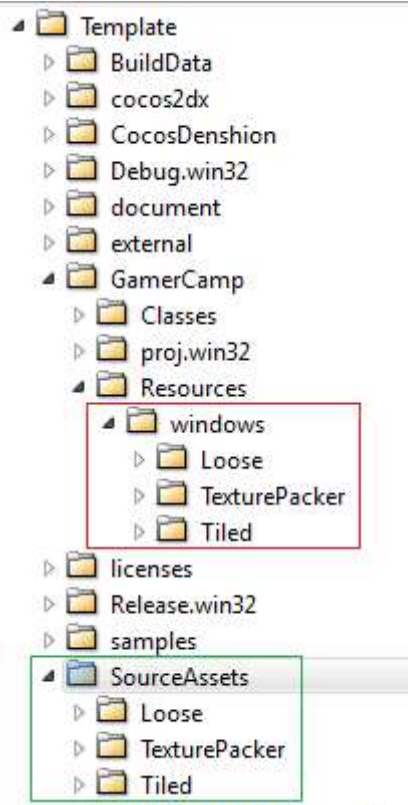
SourceAssets/Tiled

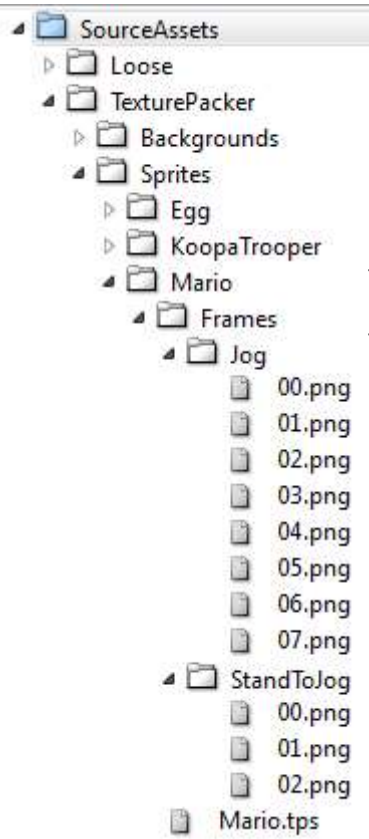
This folder should contain tilemaps in the format output. Its contents are copied into the Resources/Windows/Tiled folder by the batch file that is run by the BuildData project in Visual Studio.

SourceAssets/TexturePacker

This folder should contain all the source assets required to make the sprites for your game.

The data should be laid out like this:





Note that only the .tps texturepacker project file and the source sprite frames are stored here.

Once the .tps file has been set up correctly, animations can be added by the art team simply adding a new folder under the **Frames** folder, with the frames for the images named for their frame number (starting with 00.png).

The .tps file should be set up to write out the .plist and the .png sprite sheet into the appropriate folder within the Resources/Windows folder.

The BuildData project opens each .tps file and re-exports it into the Resources/Windows folder for the game to load it at run time.