Naming Conventions and Submission Protocol:

Assets and Materials:

In the Asset folder on **dropbox**, make a folder with your name and your asset.

(If Kate made a chair it would be: kateChair)

Include: Your Max and/or Zbrush file, your ASE, and your maps

No photoshop files please, unless specifically directed to do so by Kate.

Your maps need to be saved as Targas in powers of 2

Diffuse: kateChair_D

Specular Level: kateChair_S

Specular Color: kateChair_C

Normals: kateChair_N

Alpha: kateChair_A

Concepts/Renders:

Make a folder within the Concepts folder on the box.net/subject. Please submit a jpeg and targa copy of each.

Make a targa in powers of 2, as we may use some of the concepts as actual "paintings" in the game.

Name your work as such: your name, followed by the name of the subject, followed by the view

>   Ex. If Seung does a few different concepts of the castle's exterior:

Concepts folder in box -   seungCastleExterior folder in Concepts folder   "castleExteriorLeft" jpeg and targa, "castleExteriorTop" jpeg and targa, etc.

>   Ex. I see a folder in Concepts that's named "anjieImly" inside it, jpegs and targas named Imly01Turnaround, Imly01Expressions and Imly02Turnaround.

This tells me and whoever is going to model the character Imly, that Anjie has made two different turnaround versions, and an expressions page for the first version of Imly.

Kate Orr, Project Lead