Workflow for Asset and Texture Creation: *Imly*

1. First, model whatever basic shapes you need in either Max, Maya or Zbrush. You will be taking the model into Zbrush eventually to do texture and the basic paint, so budget your time and creation well.

2. After you are in Zbrush, some things to keep in mind:

    • If it's a larger piece, break it into logical pieces: Each piece can only have 1 million polys for the high res. However, you can combine many pieces of 1 million each to assemble 1 really beautiful piece, so choose wisely.

    • Don't make the same piece over and over again. What does this mean? – If you make a great looking board, manipulate that board to make other pieces. If you make a rope, use the same rope for other assets.

    • Use shadowbox whenever you can, especially for decoration and embellishments. Use an alpha to make a piece or to mask areas with a particular design.

    • Watch the tutorials on pixologic. Watch Nick's workflow tutorial.

3. Paint the base color onto the object with a color from the pallet or color chart. Paint shadows. Paint highlights. Use only those three colors for your paint job.

4. Take the finished high-res into Max and build the low poly around it, as per Nick's tutorial, or modify the simple base mesh you made before you brought it into zbrush.

5. Make sure your low is unwrapped correctly. Use as much of the space as possible, and combine smaller, less detailed assets on one texture page.

6. Once you have the maps from the high-res version of your asset, take the Diffuse map into Photoshop and apply one of the watercolor textures to it. These textures are available in the box under Materials.

7. Use a color similar to the one you are using already. Place it on top of your Diffuse and use one of the filters (ex. Multiply or Hard Light, etc.) to let your Diffuse information show through, while retaining the "painty" look.

8. This is your new Diffuse map.

9. Check your model in Max or UDK. Apply the maps to the low res to check the result, and tweak as necessary to avoid any stretching or misalignment.

10. Don't forget to make collision! Name your low, and call the Collision MCDCX_nameoflow

11. Don't forget to make 2 lightmaps! Unwrap the low twice.

12. Save your maps as per instructions on the Naming Conventions document into Dropbox. Export your ASEs and save them in the same folder.

IMPORTANT: Save your own copies of all of your work, and back it up. If it gets lost online, you need to have another option.

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