

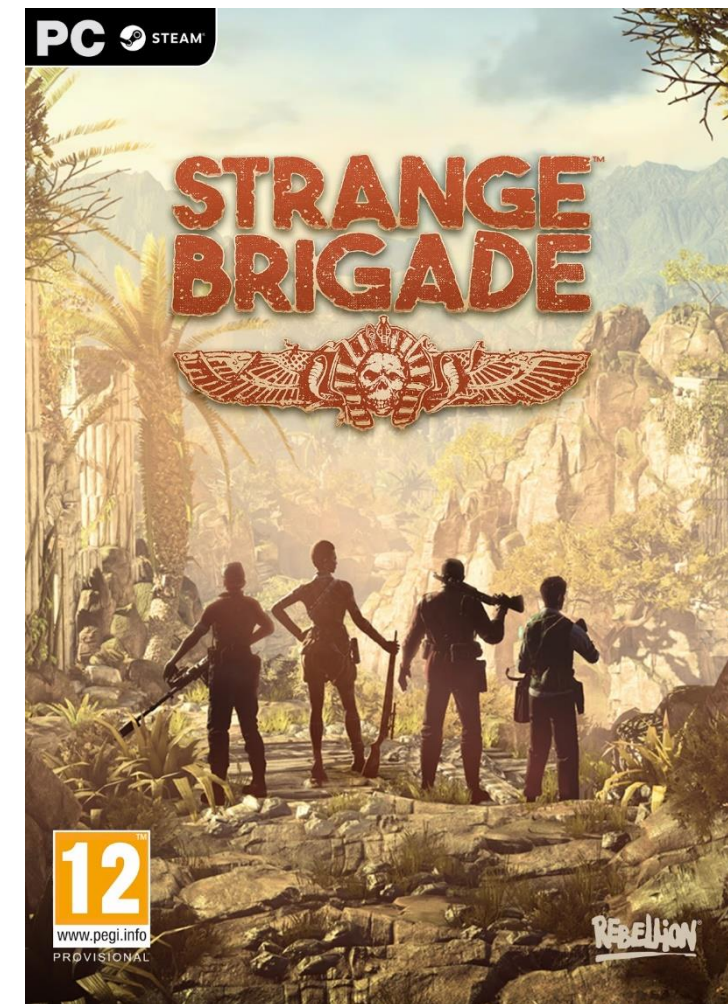


# ROLLING-OUT AND FILLING IN RENOVATING GAME TOOLS

Luz Quiñonero  
Technical Artist at Rebellion



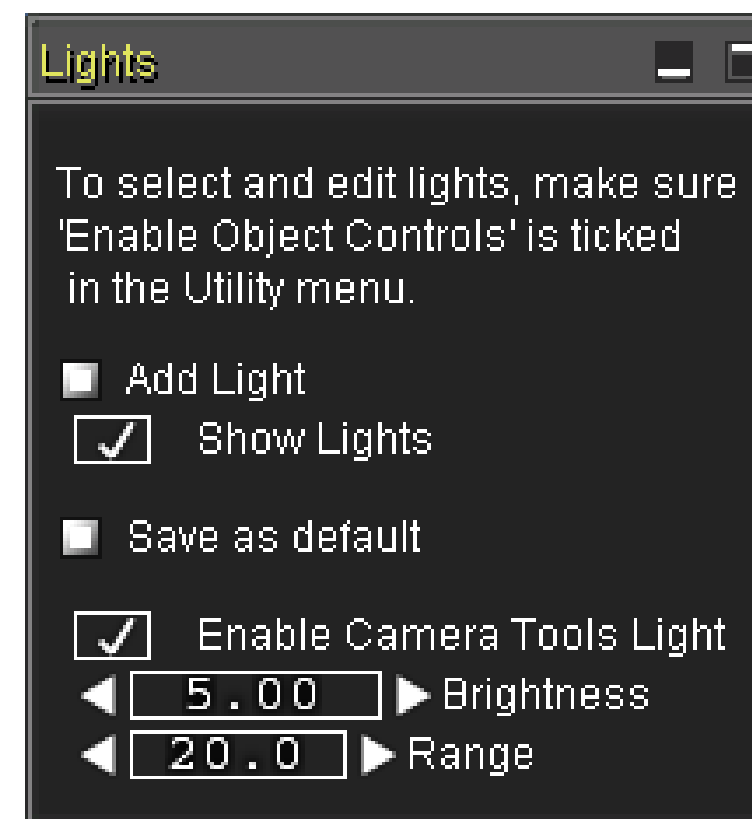
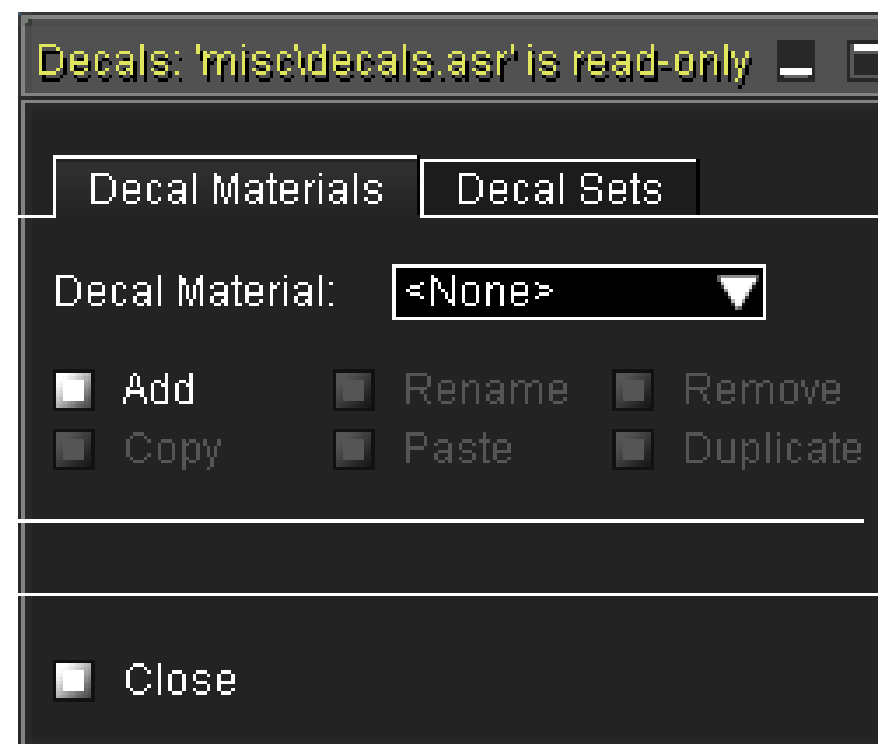
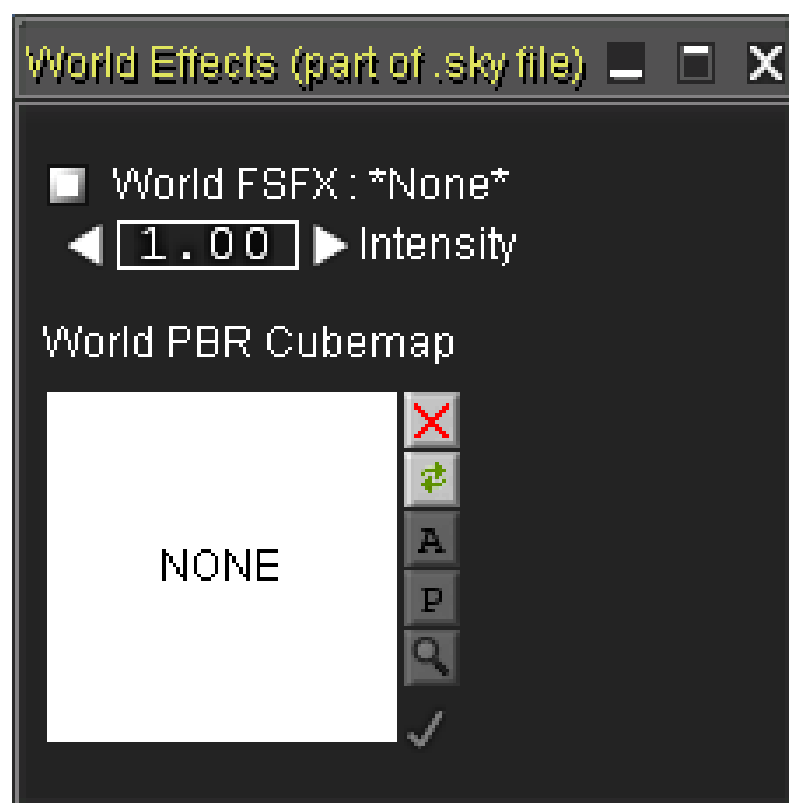
# ASURA TOOLS





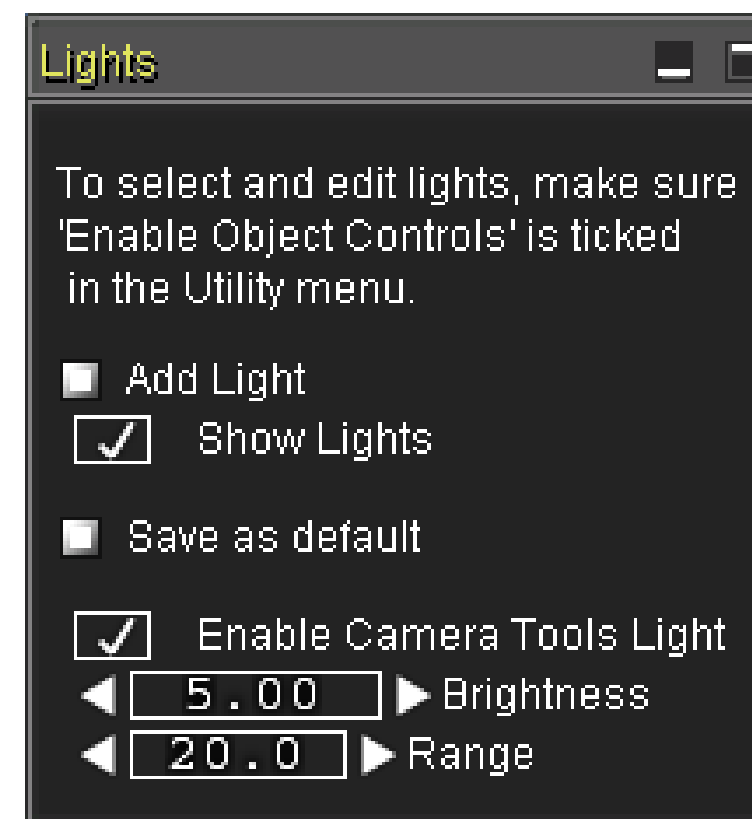
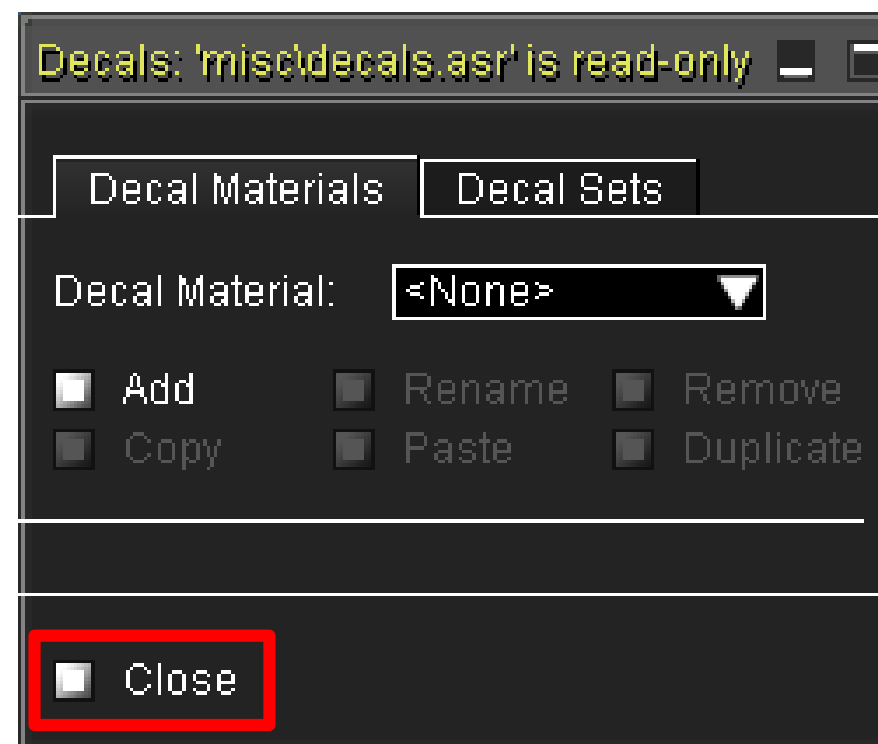
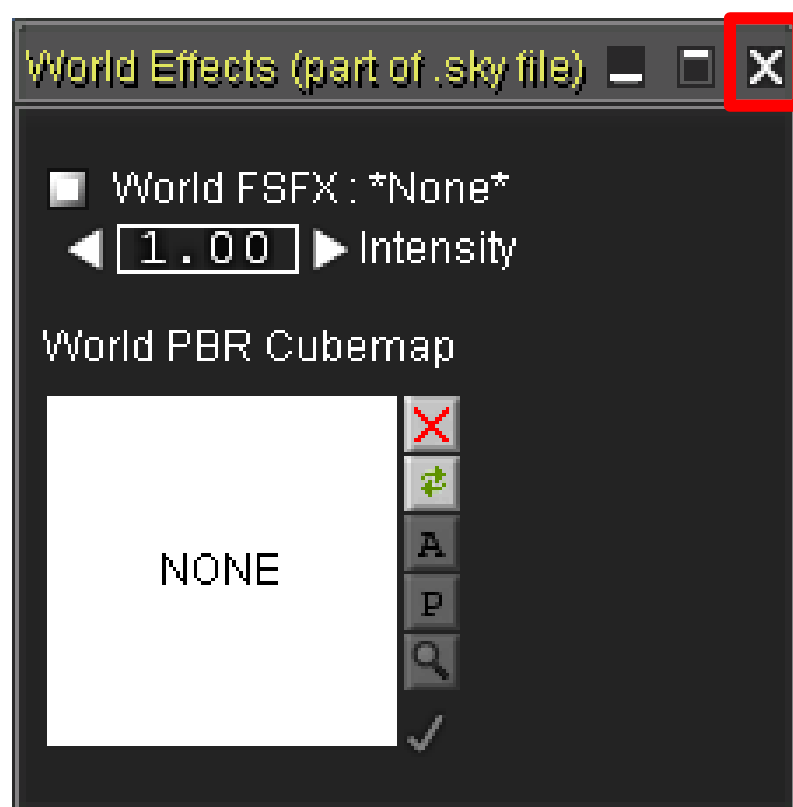


# Why Change



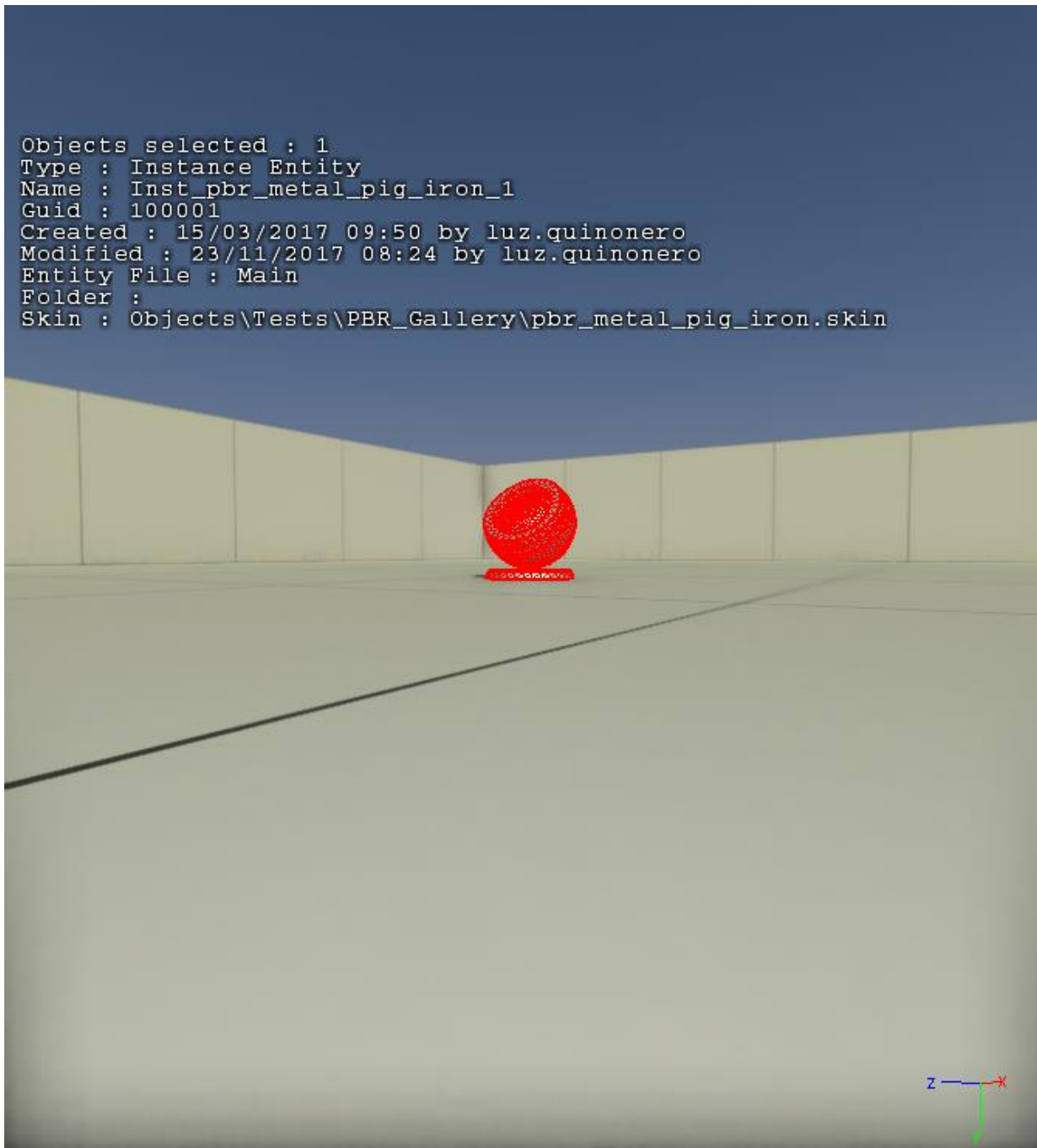


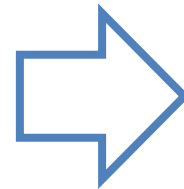
# Why Change



?









## Scenario A

# Ripping off the band aid





Intro

About Asura

Scenario A

Scenario B

Scenario C

Communication

Take away

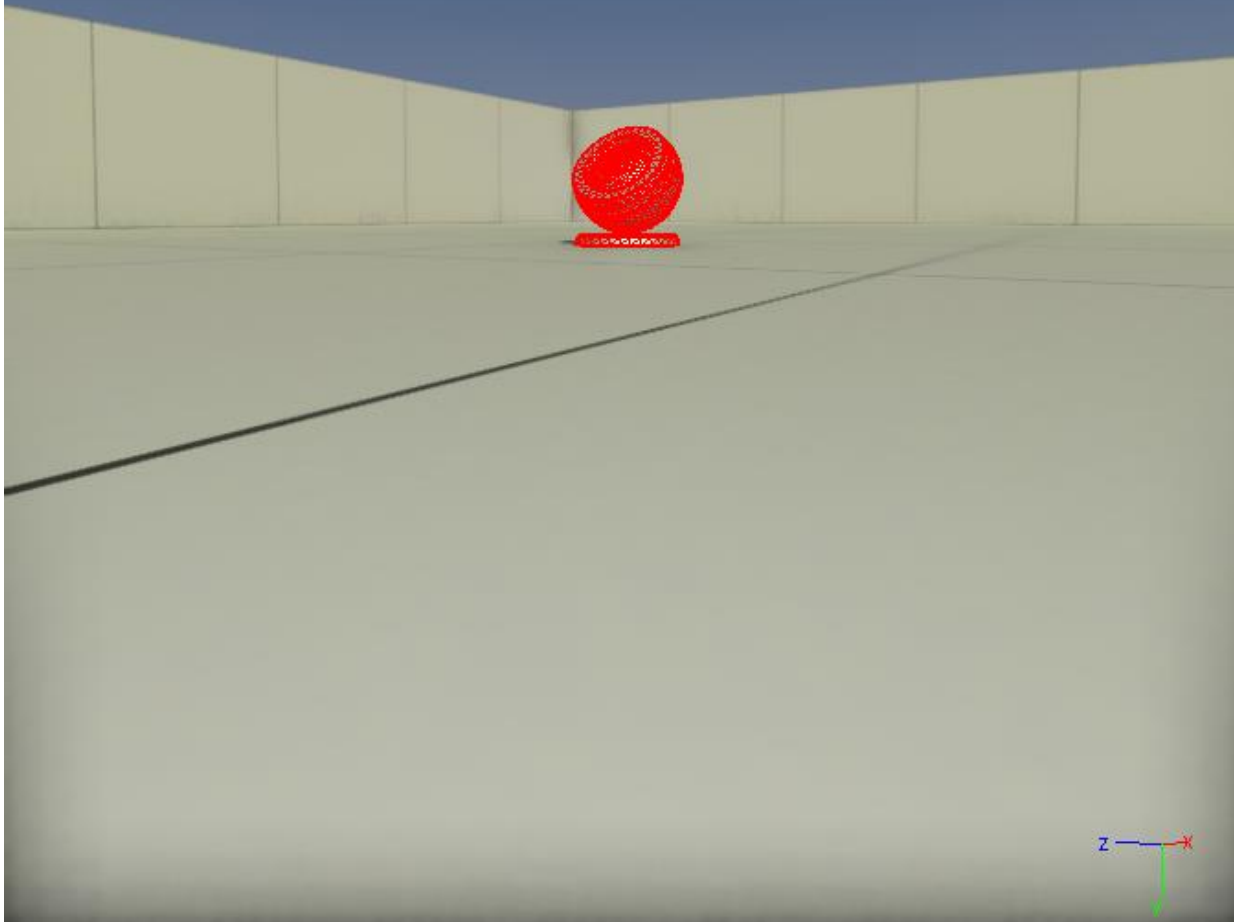
Action	Tools - Before	Tools - After	Similar to...	Cursor
Movement	W A S D (Q)	W A S D (Q)	Unreal*, Unity*, CryEngine	-
Modify cam velocity	Mouse wheel	Mouse wheel	Cry Engine (only when flying)	-
Camera Rotation, Tumble	MMB drag	RMB drag	Unity, Unreal, CryEngine	
Pan, Track	Alt+MMB drag	Alt+MMB drag and MMB drag	Unity, Unreal, Maya	
Orbit selection	Ctrl+MMB drag	Alt+LMB drag	Unity, Unreal, Maya	
Move forward, dolly(zoom-like)	-	Alt+RMB drag	Unity, Unreal, Maya, CryEngine	
Select object	LMB	LMB	All	
Add to selection	Ctrl+LMB	Shift+LMB	Maya, Unreal, Unity, CryEngine	
Remove from selection	Alt+LMB	Ctrl+LMB (acts as a toggle)	Unreal, CryEngine, Maya*	
Precise selection	Shift+LMB	Ctrl+Shift+LMB	-	
Context menu	RMB	RMB	All	-
Object Mode				
Square selection	LMB drag	LMB drag	Maya, Max, Unity, CryEngine	
Square add	Ctrl+LMB drag	Shift+LMB drag	Maya*, Unity, CryEngine	
Square remove	Alt+LMB drag	Ctrl+LMB drag	Maya, Unity, CryEngine	





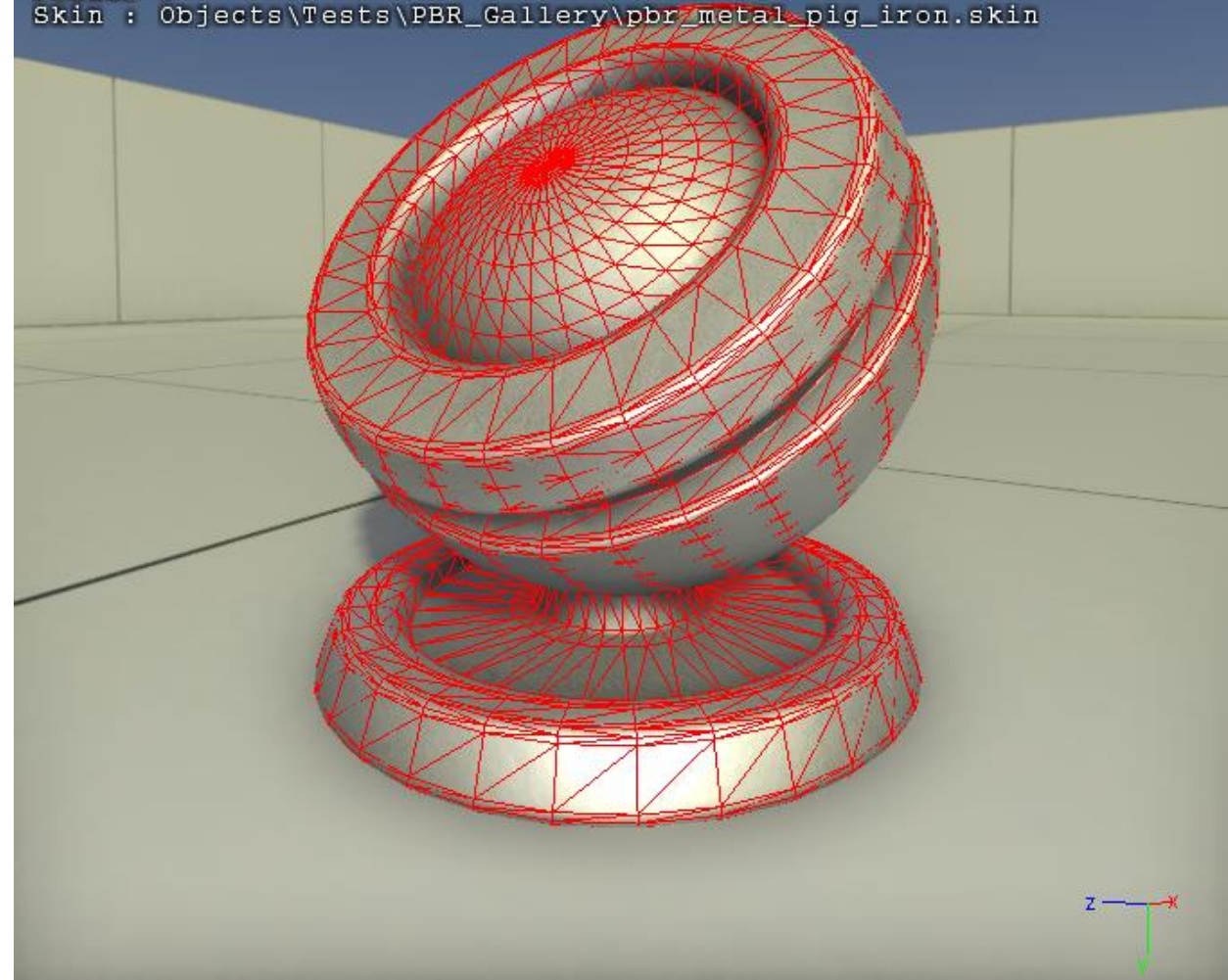


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Objects selected : 1  
Type : Instance Entity  
Name : Inst_pbr_metal_pig_iron_1  
Guid : 100001  
Created : 15/03/2017 09:50 by luz.quinonero  
Modified : 23/11/2017 08:24 by luz.quinonero  
Entity File : Main  
Folder :  
Skin : Objects\Tests\PBR_Gallery\pbr_metal_pig_iron.skin
```



F

```
Objects selected : 1  
Type : Instance Entity  
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```





Can we add an  
option in the menu to  
use the old system?

But I'm used to  
Tools already!

This morning  
my head exploded.

The only thing  
I'm missing is...

Right now it's taking much  
longer to do anything in Tools





navigation quickly  
became second  
nature :)



this change is very  
welcome :)

The new navigation  
feels better.

Hooray for sensible  
controls! :D





# CONCLUSION

- PRO: Quick to get over with
- CON: Disruptive for a short period
- CON: Can collide with gamedev schedules
- CON: Requires tools support
- Communication before and on the day of launch
- Worked great for a small self-contained change



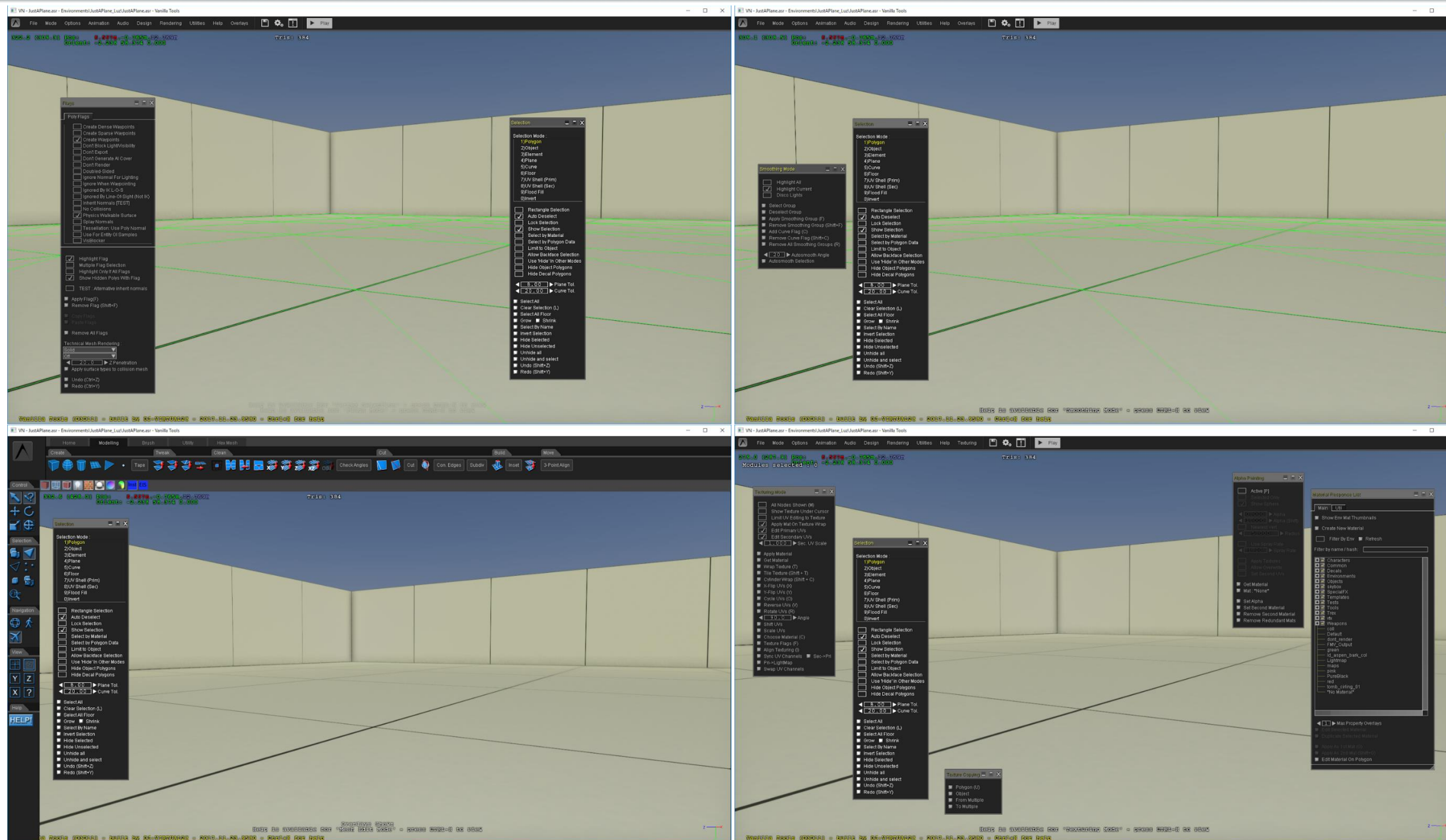




## Scenario B

# The dual environment







Intro

About Asura

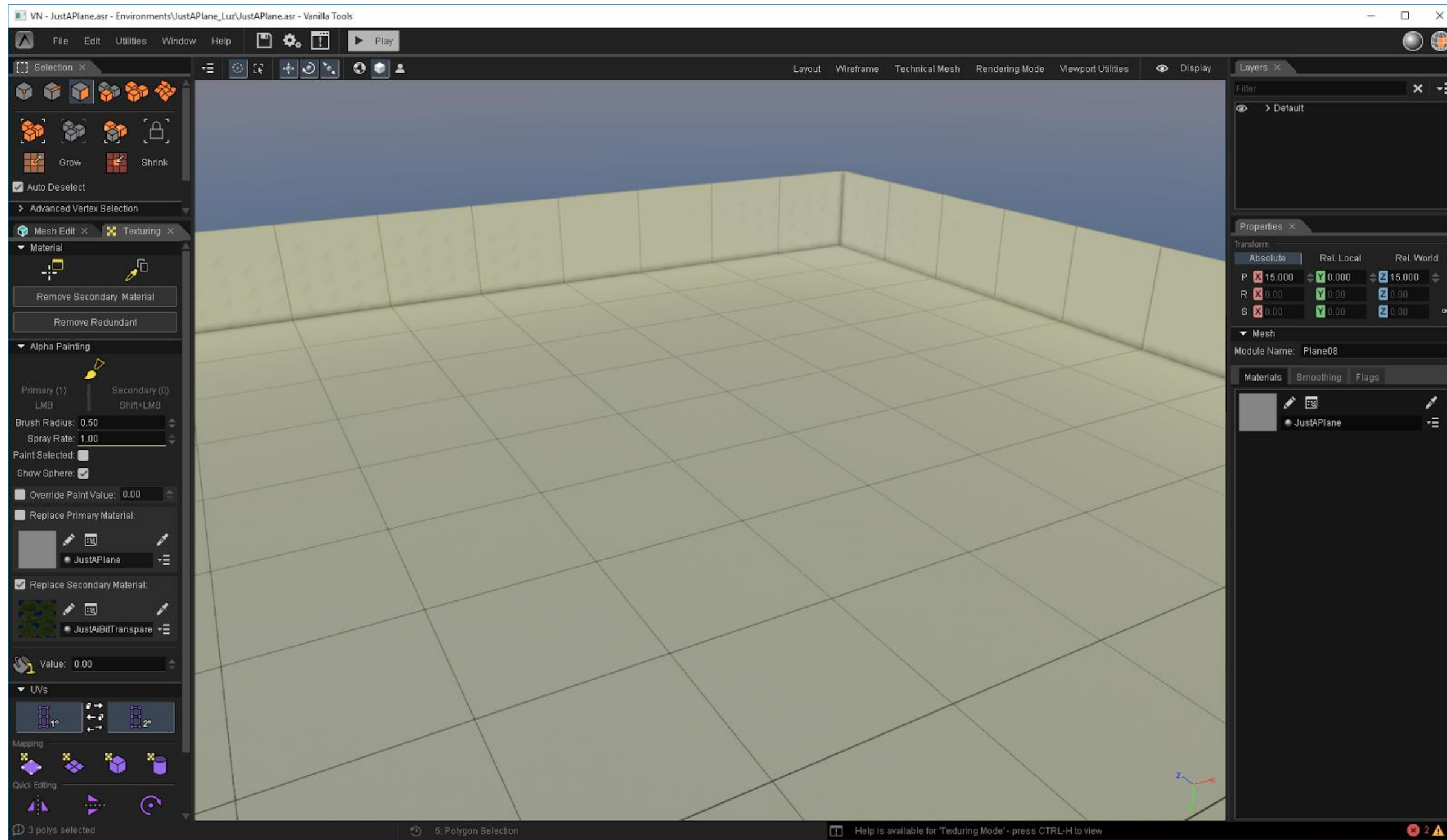
Scenario A

**Scenario B**

Scenario C

Communication

Take away





## Did you know...?

There is a new mode for mesh editing, texturing and flagging. It has been developed as a replacement for Mesh Edit mode with improved usability and new features.

☐ Don't show this again

Take me to Mesh Mode

Not Now







13

Days

06

Hours





# CONCLUSION

- PRO: No stress!
- PRO: Free beta testing
- CON: Comfort zones can drag the process
- Tailor communication to users
- Recommended for big changes

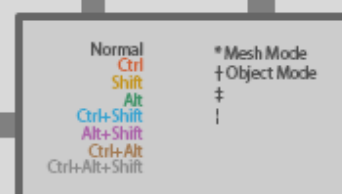




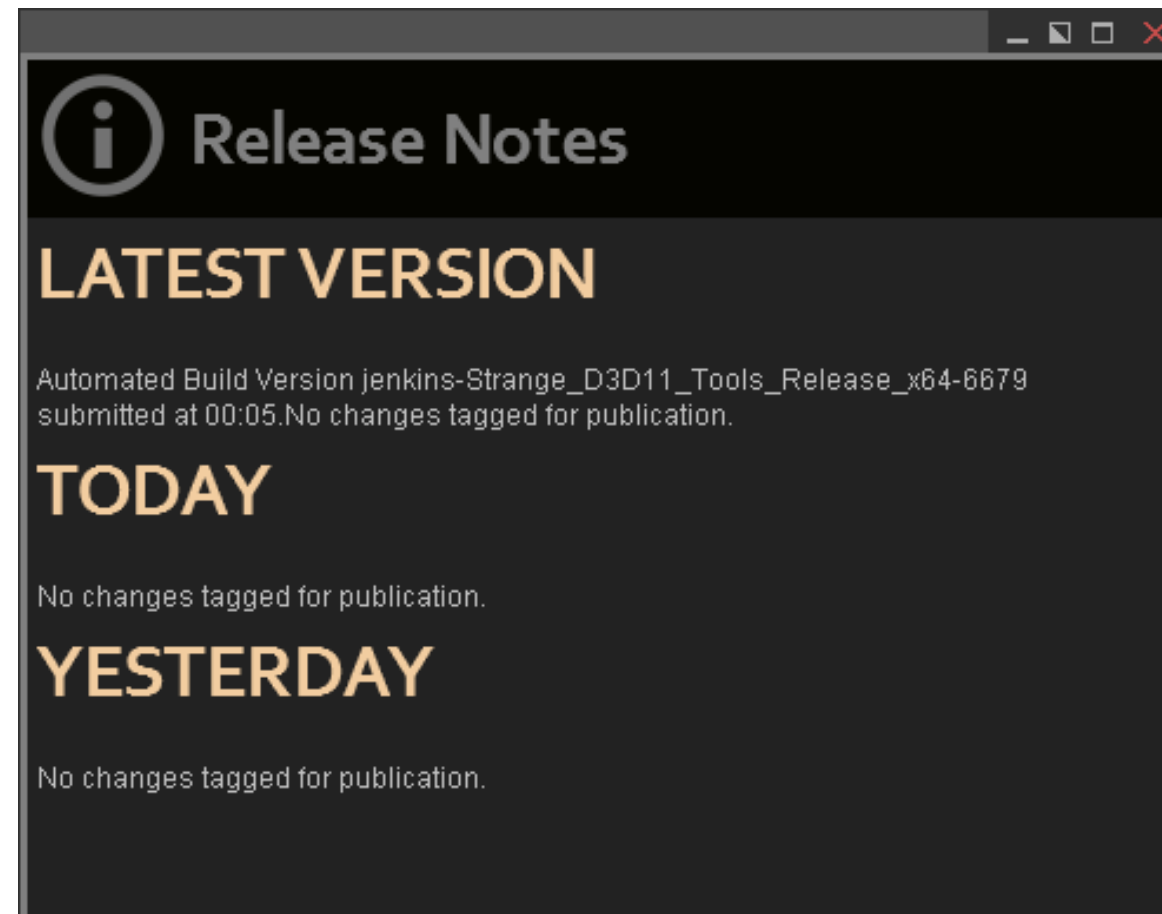
## Scenario C

# The slow evolution











# CONCLUSION

- PRO: Users learn small bits at a time
- CON: It's difficult to keep up
- For communicating, be available!





# COMMUNICATION

Email  
Blog  
Wiki  
Videos  
Meetings  
Pop-ups

PRO  
Passive  
Archived  
Permanent  
Accessible  
Direct  
Immediate

CON  
Forgettable  
Archived  
Needs action  
Outdated  
Non-global  
Dismissed





# Take Away

Designing



Communicating







# Thank you!

## References

Designing the User Experience of Game Development Tools.

By David Lightbown

