



ROLLING-OUT AND FILLING IN RENOVATING GAME TOOLS

Luz Quiñonero Technical Artist at Rebellion





About Asura

Scenario A

Scenario B

Scenario C

Communication

Take away











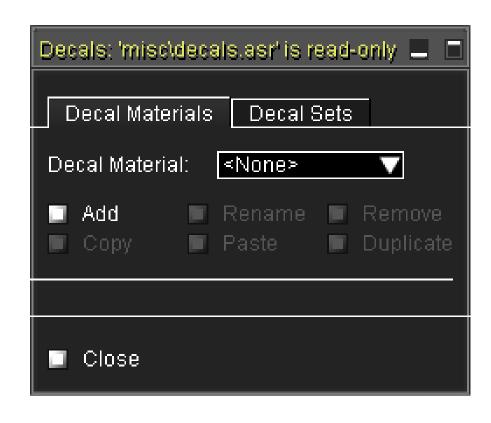


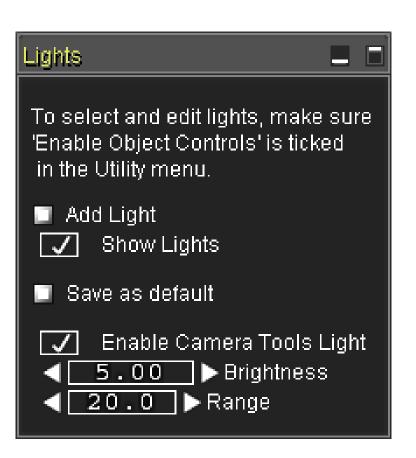




Why Change





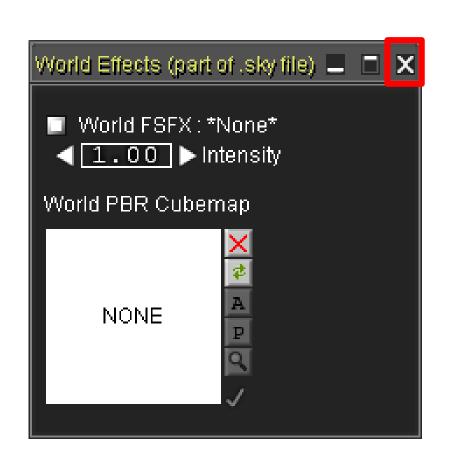


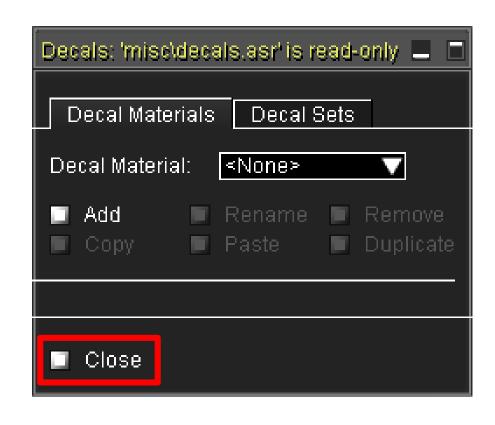


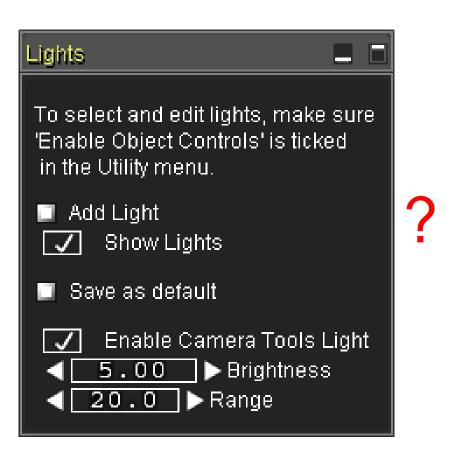


GDC

Why Change













GDC

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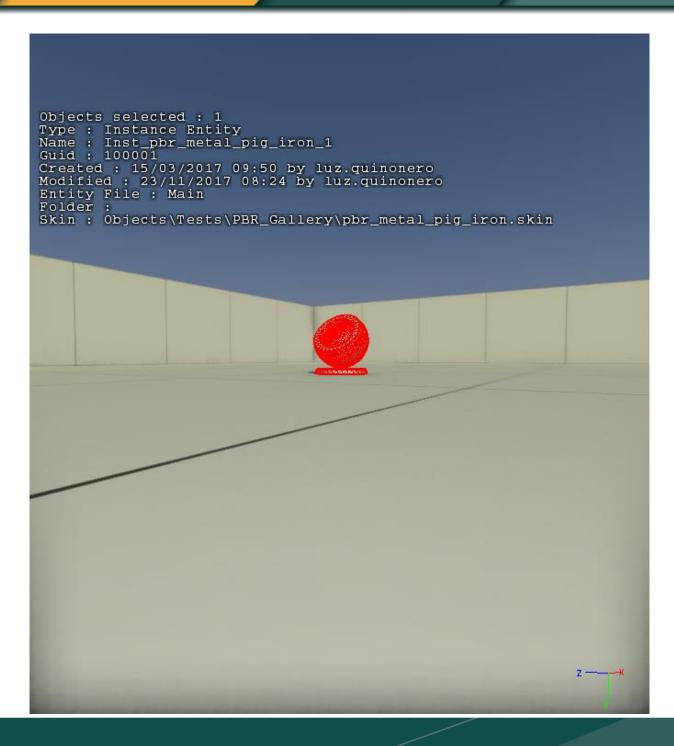
Scenario A

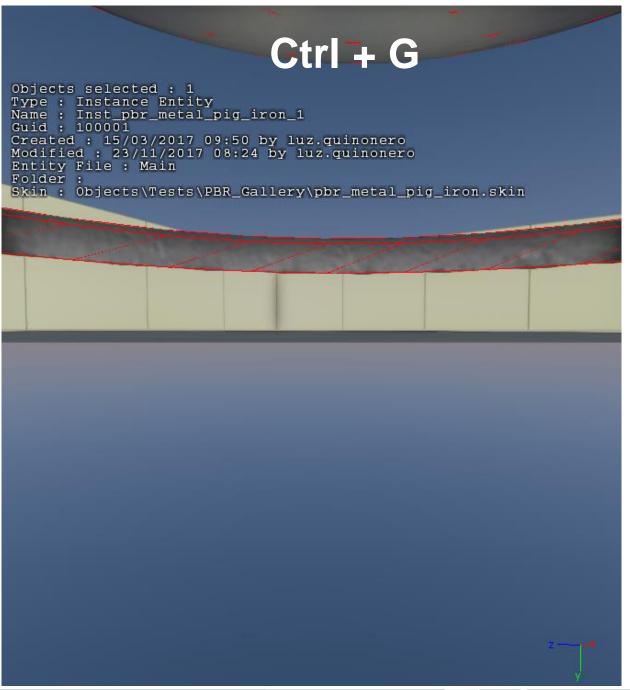
Scenario B

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Take away

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Inspecting Inspecting Doing **Thinking** Doing **Thinking**









Scenario A

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Scenario A

Ripping off the band aid







Take away

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Action	Tools - Before	Tools - After	Similar to	Cursor
Movement	WASD(Q)	WASD(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	0
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	B
Add to selection	Ctrl+LMB	Shift+LMB	Maya, Unreal, Unity, CryEngine	Ø.
Remove from selection	Alt+LMB	Ctrl+LMB (acts as a toggle)	Unreal, CryEngine, Maya*	<u>F</u>
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	







Intro / About Asura

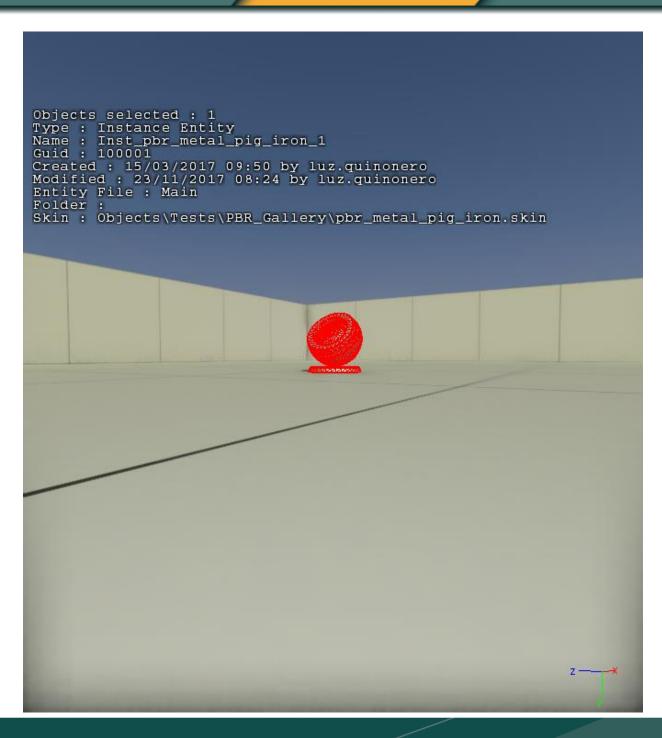
Scenario A

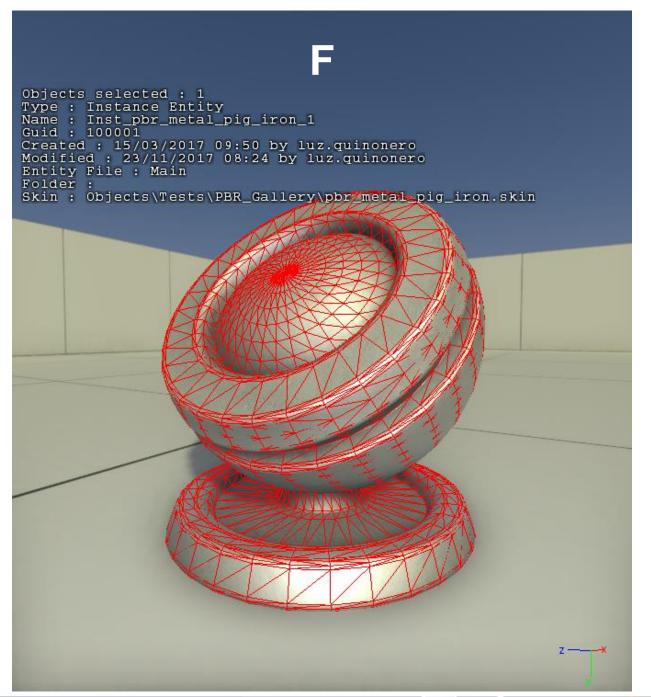
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Can we add an option in the menu to use the old system?

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







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navigation quickly became second nature:)

The new navigation feels better.



this change is very welcome:)

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 A

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Scenario B

The dual environment

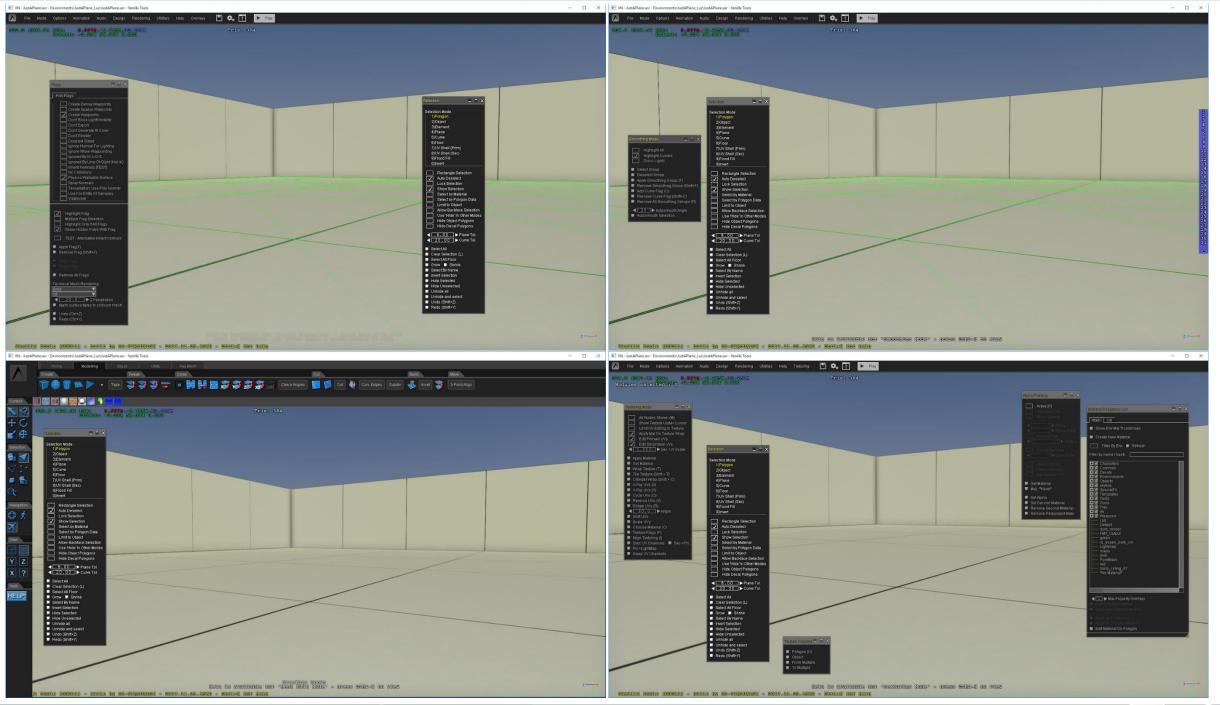




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Take away

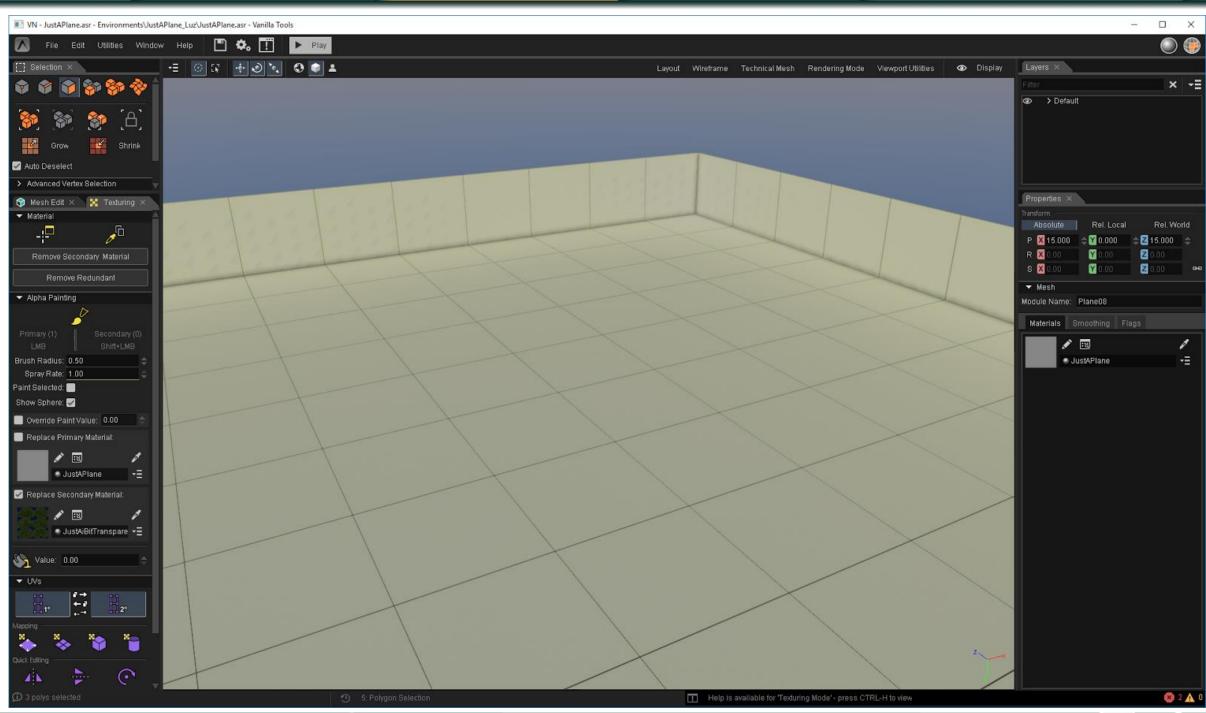
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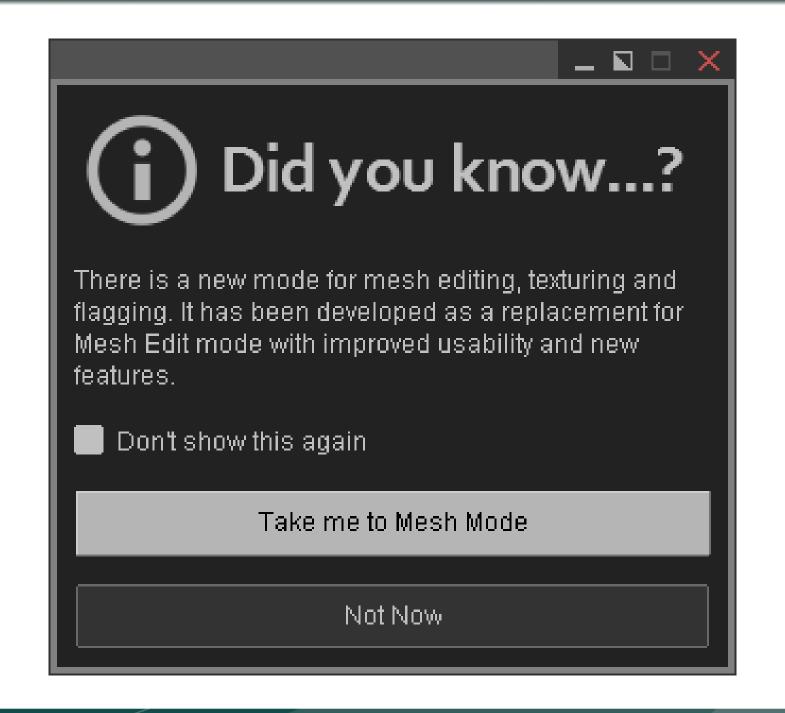
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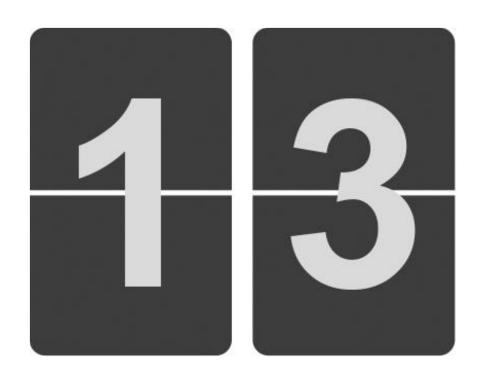
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Days



Hours





CONCLUSION

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









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Scenario C

The slow evolution





Take away

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Communication

Hide/Show Selection Solid/Wireframe Save Cam 6 Load Cam 6 Save Cam 9 Load Cam 9 Save Cam 10 Load Cam 10 TMR Mode: See-Th +Render Mesh F1 F5 F6 F9 F10 Esc F2 F3 F4 F11 "Face Selection An.: Light Comp. *Element Selection An: CSM Flag *Module Selection An: Shadow Comp. *Plane Selection An: Shader Comp. *Curve Selection An: Texture Strm *Floor Selection An.: PFX Comp. Hide Overlays An.: Dyn Shad Flag Backspace *Alpha Paint Toggle *Extrude †Edit Selected Redo Redo Selection Invert Selection Height Paint Toggle Tab Grab and Snap Gizmo Panel Hide/Show Helpers Hide Selected Toggle AllTools Lights Hide Unselected @ +Object Mode G Caps Lock *Cut Tool Copy Undo Undo Selection Ctrl+Shift Alt+Shift Ctrl+Alt+Shift *Cylindrical Mapp. Copy w/ Messag. *Box Mapp. Paste w/ Messag. Shift Shift shift Alt+Shift Ctrl+Alt Ctrl+Alt+Shift Ctrl+Shift Ctrl+Alt Ctrl+Alt+Shift Ctrl Ctrl Windows Alt Ak Space Alt Gr Fn Meta Ctrl









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Release Notes LATEST VERSION Automated Build Version jenkins-Strange_D3D11_Tools_Release_x64-6679 submitted at 00:05.No changes tagged for publication. TODAY No changes tagged for publication. YESTERDAY No changes tagged for publication.







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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







Designing

Communicating



UBM





Thank you!

References

Designing the User Experience of Game Development Tools.

By David Lightbown



