



Cross application asset creation for Lair: From characters to Clouds

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Session Overview

- The transition to next gen brought with it many new challenges in asset creation, this course will cover using all of the tools an artist has to creatively and efficiently solve these problems and develop new asset specific workflows that can be integrated into the pipeline.

Assets Discussed

- **Mokai Pikeman.** Quick yet dynamic normal maps on objects with rigid parts.
- **Floating Rocks.** Rapid creation of many realistic looking rocks.
- **Coral Snake.** Fast creature modeling workflows.
- **Trees.** Realistic next-gen lowest poly trees.
- **Dimensional Texture Maps.** Quick and easy cube and volumetric maps.

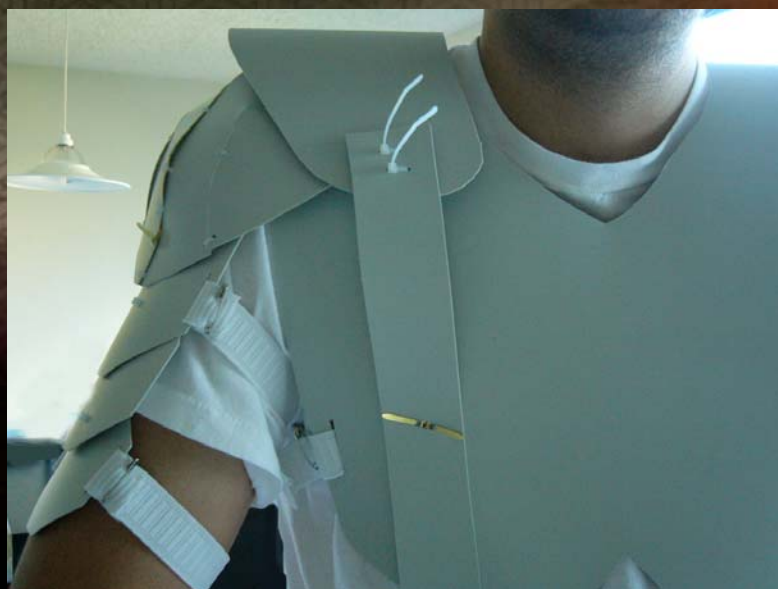
Why solve problems like this?

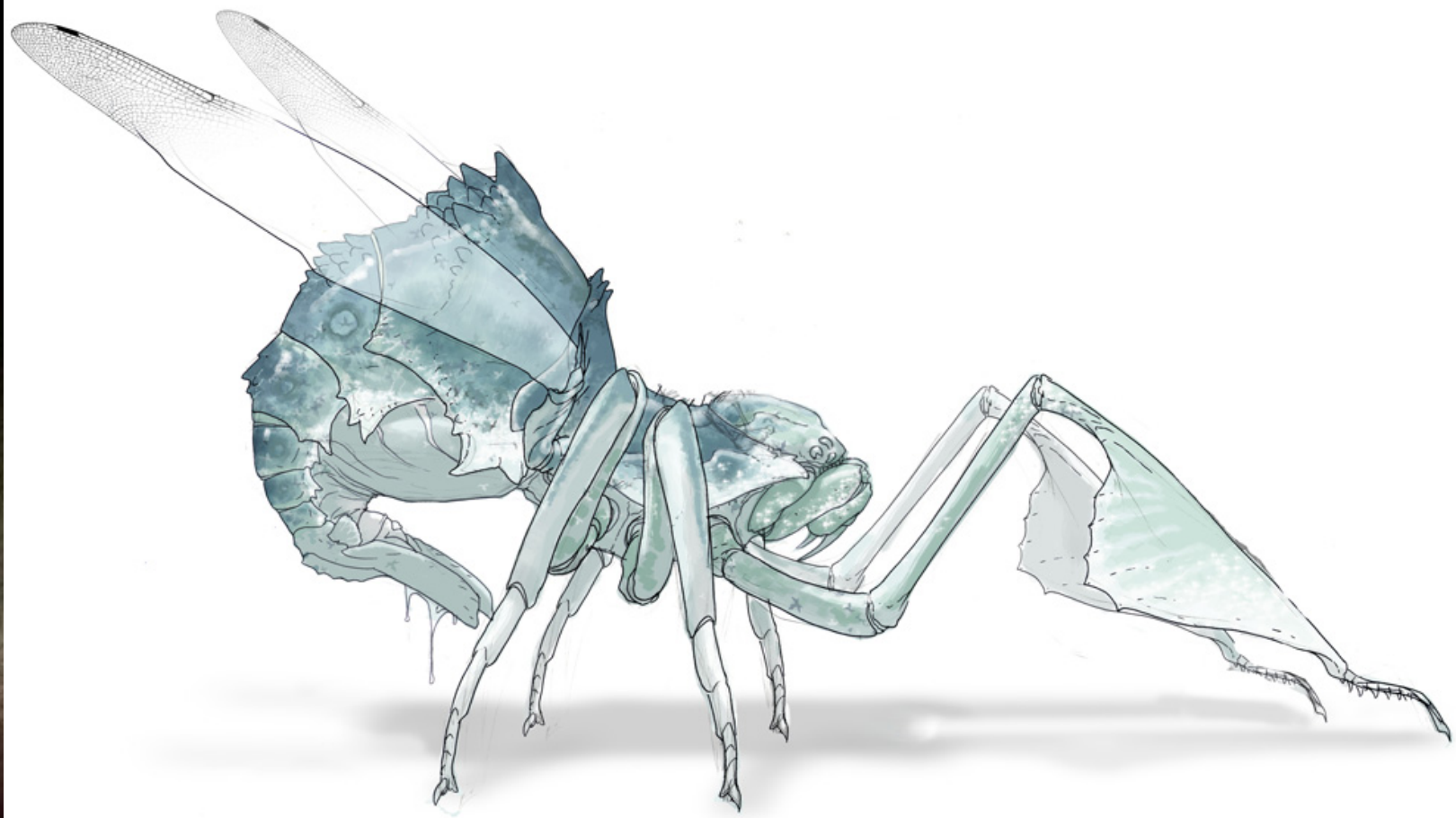
- Efficiency. Using key features from all available “applications” allows for quicker workflow.
- Trouble shooting. I find moving geometry between applications exposes problems in the geometry.
- Fun. Tackling a new problem and finding solutions as well as learning new software is fun and keeps us current.

“applications”

- Applications covered are mostly software but certain assets and team members may benefit from moving the asset in and out of the computer.





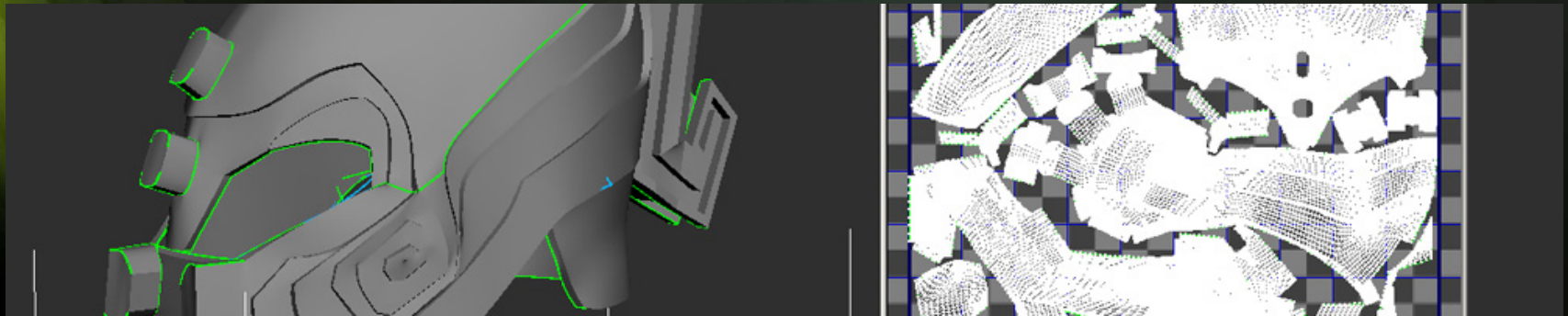






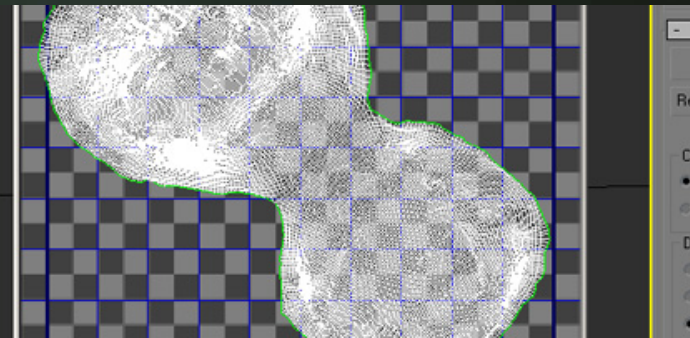
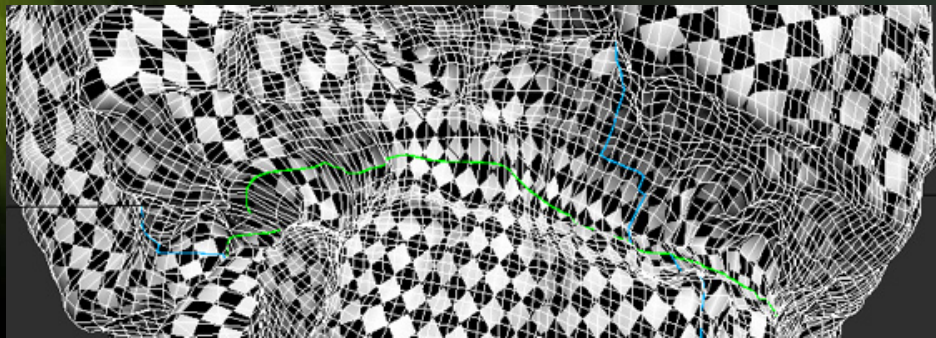
Mokai Pikeman

- game model with hard surfaces into Z-brush to produce highly dimensional normal map.
 - Max smoothing features
 - Zbrush reconstruct subdiv
 - Zmapper Normal Map creation features.



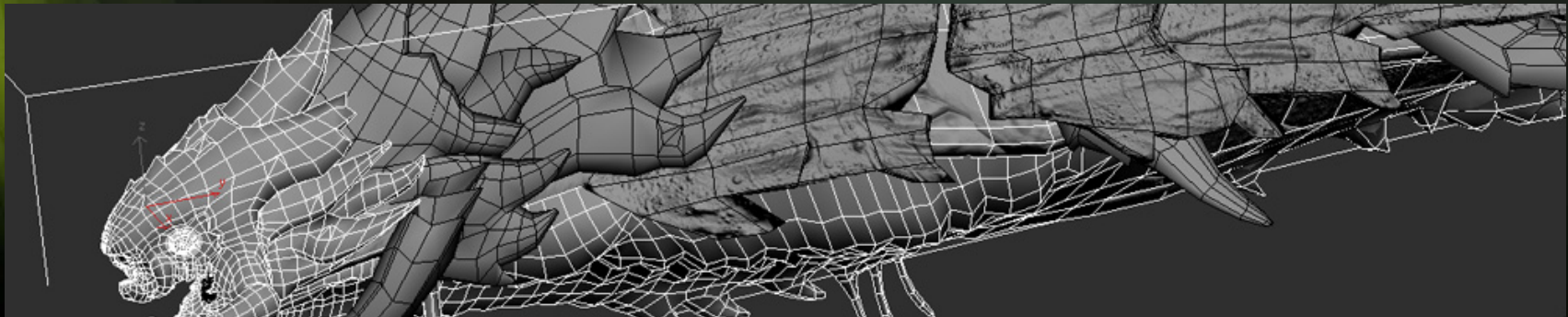
Floating Rocks

- Rapid creation of realistic looking rocks.
 - Max Modeling and UVing
 - Zbrush displacement and modeling
 - Deep UV relax
 - transfer new UVs to existing Zbrush model
 - XSI reduce polygons
 - Maya export to game



Coral Snake

- Fast creature modeling workflows.
 - Blocking in max.
 - Edgeloop modeling with Polyboost.
 - Quick normal maps from Zbrush.
 - Mesh deformers to hide repeated geometry.



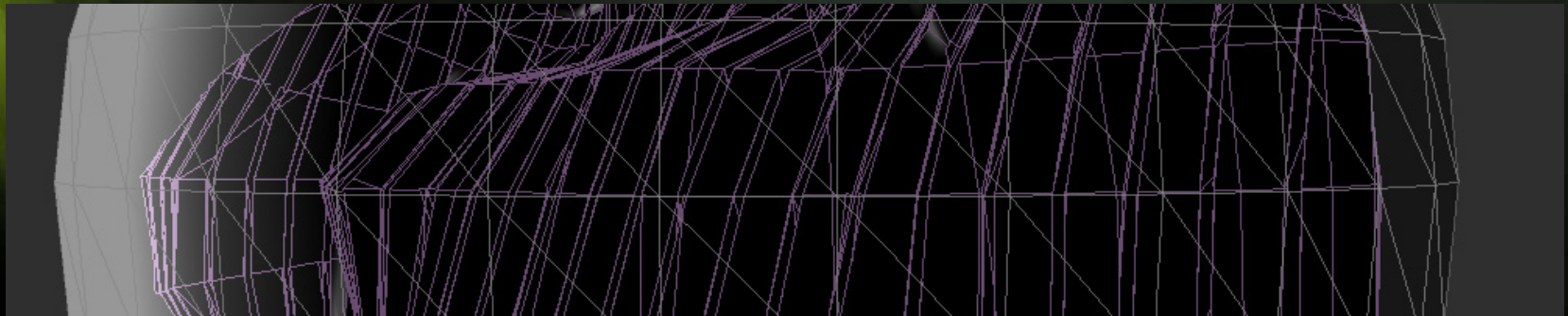
Trees

- Realistic next-gen lowest poly trees.
 - Max/Maya projection texture baking.
 - Tiling normalmap in Zbrush.



Dimensional Texture Maps

- Quick cube and volumetric maps.
 - Cube Maya create geometry, Body Paint on geometry, Max bake to new UV set, Photoshop automatic cutting and saving of files
 - Vol. Max and Zbrush modeling, Max special file to create textures from 3d shape, Photoshop scripts to assemble edit and save out files



Tips

- Get every piece of software available. Even a trial to see the features. Floating licenses are great.
- Become friends with experts in packages you don't know as well and people who can write code/tools for the package your company uses.
- Don't be afraid to try a new ideas, if they seem to extreme or risky be sure to test them in the simplest/cheapest way first.

Open forum to discuss user solutions and questions

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