

## 3D TECH SUBMISSION GUIDE

### MODELING:

#### Before beginning:

1. As of last night, you should all have access to our collaborative space on the I-drive and be able to access it at home through FileZilla.
2. You should have access to the dropbox of our class.

#### During Modeling:

1. I will always provide references from our wonderful VisDev team, so please use them as they work hard on those.
2. Keep typology clean; I will be checking all models
3. UVs DO NOT have to be done in the first pass (Monday), as revisions might change your model; once revisions have been made, you will do UVs to turn in the complete model (Wednesday)
4. You don't have to worry about texturing them. That will be next week
5. Use naming and grouping to keep your files clean!
  - a. EXAMPLE ( Group naming; Gravestone\_GEO\_GRP, Geometry naming Base\_GEO)

#### After modeling:

1. We do not want your .mb files! We want you to export your prop as an OBJ and a FBX
2. Make sure to use naming conventions! If you need to double-check them, they are in dropbox under Production > guides > 3D Technical
3. Upload your models in Filezilla under Savannah > Collaborativespace > Bushitoad-film > BUSHITOAD > Assets > Sequence # > ##\_Assests > Into folder based on prop
4. Send a @zoo and just say you're done, so I know you are ready for revision.
5. I assign work on Thursdays, and the turn-in time will be before 1 AM Monday; I will give you revisions by the end of the day, and changes need to be made before 2 AM Wednesday.
6. When you receive revisions, make sure they are done, and if you want to double-check or have someone look at them, just send a screengrab and ask for feedback!
7. For Wednesday's submission, please share a screengrab of the complete model to Dropbox in production > dailies > week #

### TEXTURING:

1. Grab your FBX and follow the Bushitoad\_TextureBible\_Zoo in Dropbox under Production> Guides > 3D Technical.
2. The texture bible says this, but I'm going to remind you here, too. For ALL texturing you do, you will want to put pictures in our Discord 3D texture chat. I am not the only one giving you feedback on these. The VisDev team will also want to look at them.
3. I assign work on Thursdays, and the turn-in time will be before 1 AM Monday; all I need is a render from Substance Paint in the Texture channel in Discord.

4. I will give you revisions by the end of the day, and changes need to be made before 2 AM Wednesday.
5. When you receive revisions, make sure they are done, and if you want to double confirm or have someone look at them, just send a screengrab and ask for feedback!
6. For Wednesday's submission, please share a screengrab of the complete model to dropbox in production > dailies > week #
7. Once you have finished texturing and export your texture in a NAMED folder (for example, Gravstone\_Zoo\_TEX), you will upload this to FileZilla under Savannah > Collaborativespace > Bushitoad-film > BUSHITOAD > Sourceimages > Sequence # and upload the entire folder

**BLOCKING:**

1. ALL The information for blocking is in the BT\_3DTECH\_BlockingEnvironment\_Guide\_Zoo in dropbox under Production> Guides > 3D Technical