

“Fool For A Day” Modeling and Texturing Guidelines

This is a guide to how texturing and modeling should be submitted and render-ready for the film “Fool For A Day.” It will go over what files should look like and how to set up assets for easy access for the texture artist.

ALL Models that are being handed over to a texture artist are **DUE 02/26/26 12pm**

Models must have everything below done before being handed over:

1. Uv’s
 - a. Make sure they are clean uv’s that are usable (the checkered map in Maya is a good tool for this)
2. Needs to be saved as .ma file
 - a. In FileZilla/collaborative space > Foolforaday > FFD_Project_Masterfile > asset > props
 - b. If the prop was previously .fbx please name it the **EXACT** same as the .fbx version and archive the old one
 - c. It will then be up to people to reload and replace references as needed
3. Needs also to be saved as a .fbx file
 - a. In FileZilla/collaborative space > Foolforaday > TEX_Models
 - b. This is a folder not connected to the Maya project. You will find it in the same place as the master project folder. It is named
 - c. This must be the **EXACT** same model as the .ma one
4. The models **MUST** be able to open in Substance Painter
 - a. I highly recommend checking that it works by actually putting it in substance yourself

With all this texture artist can start to work on texturing all models, following the **FOOL_TextureBible** in the resources channel of Discord. Once done, you will then need to download your map textures and upload them to the collaborative space and connect them in Maya.

There are a few things to note with this:

1. Please upload to:
 - a. In FileZilla/collaborative space > Foolforaday > FFD_Project_Masterfile > sourceimages > Create a folder labeled propsname_TEX

2. When connecting texture, I recommend looking at the Bushitoad 3D texture bible from Zoo in discord resource channel. It literally goes over connecting in maps in Maya for colour, roughness, and height in the later slides
 - a. Any maps you don't need, please **DONT** upload them to the master file.
This thing is already gonna be pretty big.

Then you will upload the .ma file with the texture connected:

1. In FileZilla/collaborative space > Foolforaday > FFD_Project_Masterfile > asset > props
 - a. These will replace the ones already in there, so name them the **EXACT** same thing and archive the old ones

ALL Textures in Maya are **DUE 03/01/26 5pm**