

TTF Cyclops Vendor Asset Delivery Specs

Updated May 2021

General

- Files delivered as Maya Ascii 2019 or FBX.
- Real-world scale. 1cm = 1cm.
- Each shot/animation should be its own file.
- Cameras are not needed
- We need some sort of env geo to make sure we know the orientation and placement of the animation. (this can be included in a separate file that can be imported/referenced into the shot files)

Animation/Rig

- The animation should be baked down to a single contiguous FK joint chain.
- No IK handles, constraints, set driven keys, expressions, etc.
- Should be less than 100 joints in the hierarchy per char/cre.
- Geometry should be skinned directly to the joints.
- No blendshapes, clusters, lattices, or other types of deformers including wrap deformers.
- The animation starts at frame 0
- Please provide a file with the character or creature in a t-pose or bind-pose

Geometry

- The total triangle count for the creature/character should be less than 200k
- The total triangle count for any single env asset should be less than 800k
- The total triangle count for all assets in an env should be less than 3 million

Textures

- Textures for the creature/characters/env are ideal but not required. If there are no textures then the char/creature/env will just be simply shaded in a single color.
- For textures please use jpg or png file format.
- Textures must be a power of 2 dimensions.
- No higher than 2k per texture file.
- Simple Lambert, Blinn, or Phong shaders only
- Diffuse texture only. (no spec, metallic, roughness, bump, normal, etc)
- Prefer models without UDIMs
- No overlapping UVs