



Poker 2
MASTER



Art Asset Technical Guidelines

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All In! | Vegas Casino Challenge | Poker Sharks

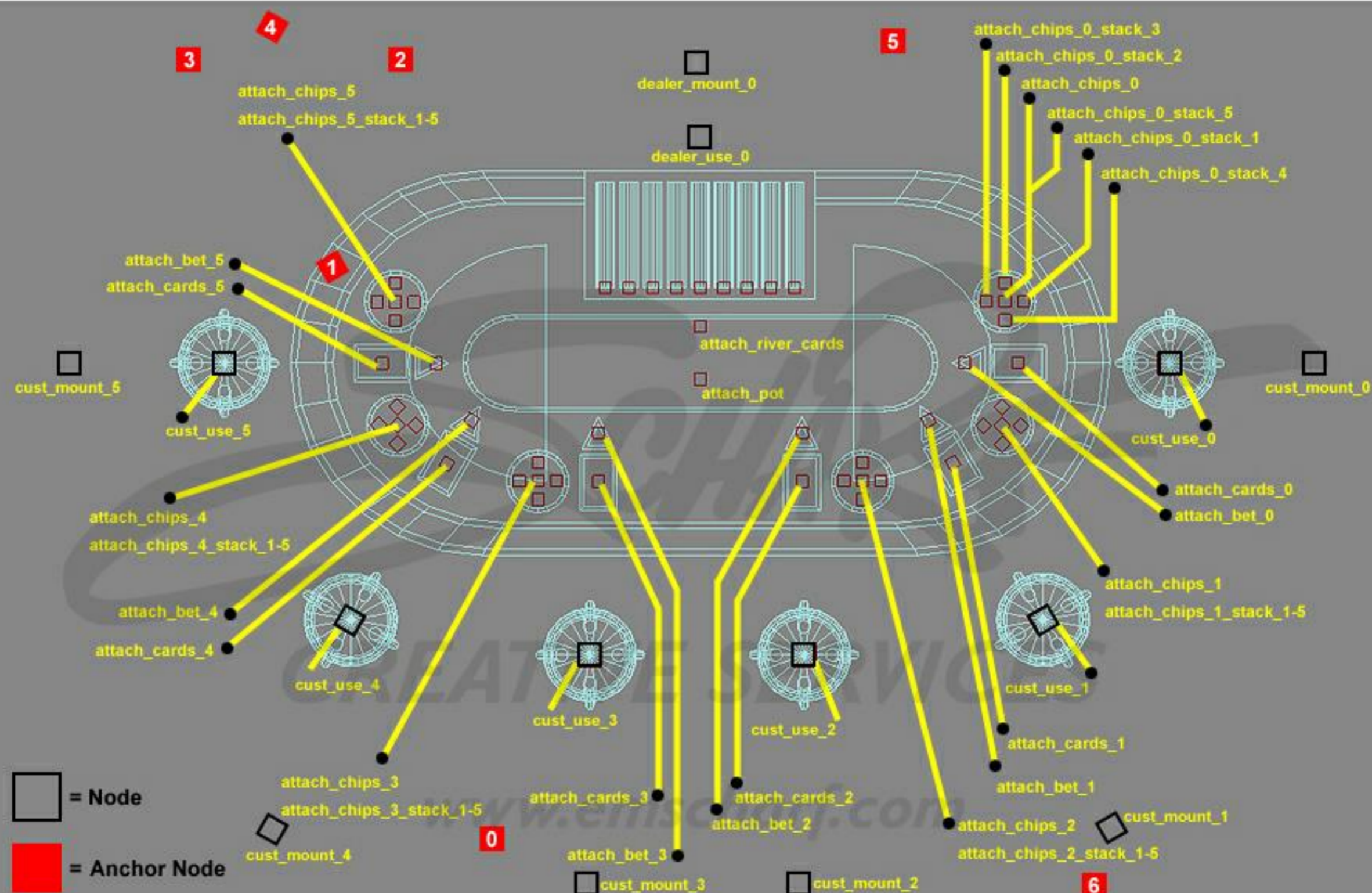
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Guidelines For Standard Table & Seat Nodes (Built-in Chip Set)

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There are six players at each poker table. Each player has the following:

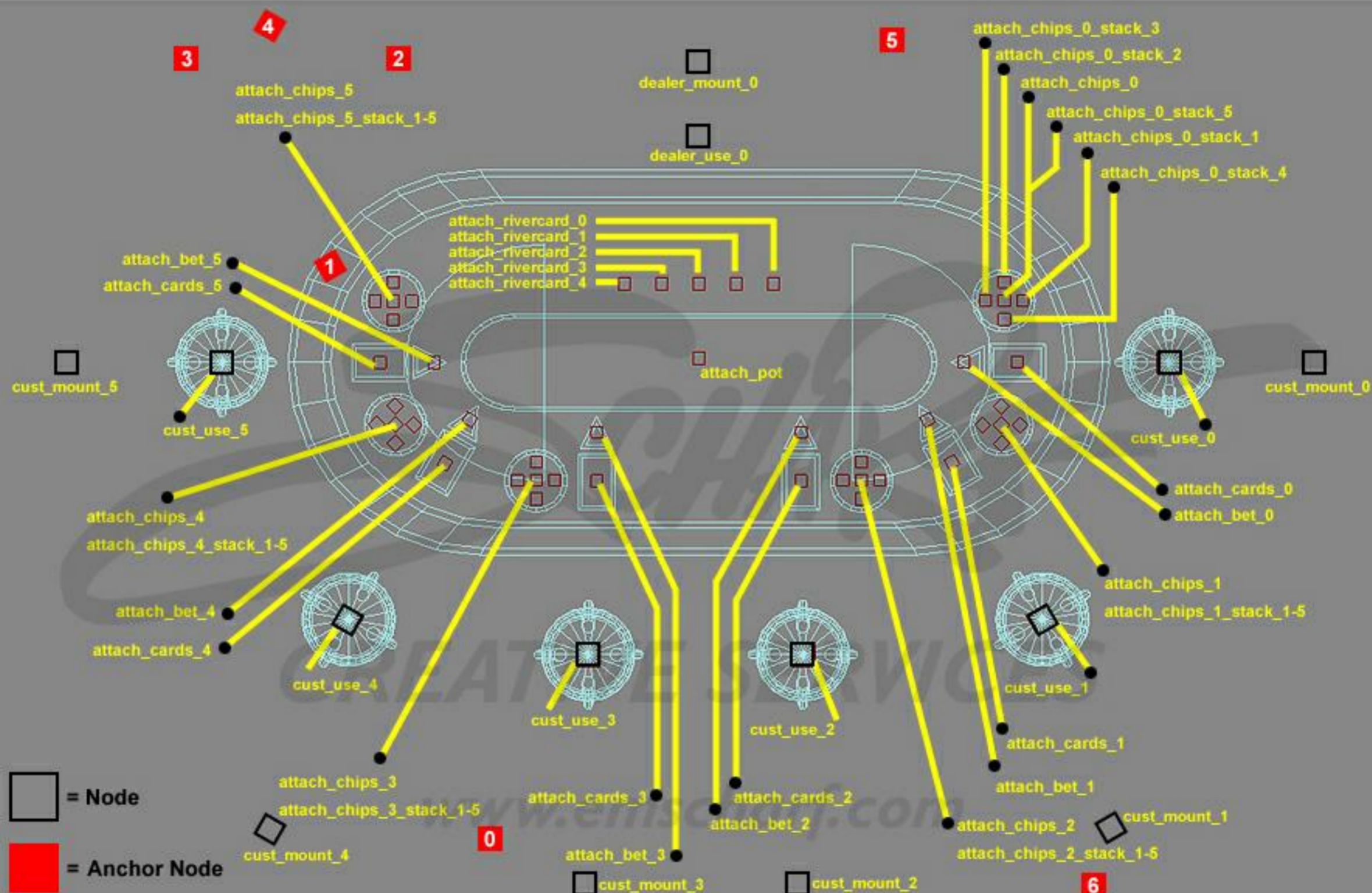
- (1) a node for sitting down on a stool (**cust_mount_0-5**)
- (2) a node for playing a game (**cust_use_0-5**)
- (3) a node for the placement of playing cards (**attach_cards_0-5**)
- (4) a node for where a bet is placed (**attach_bet_0-5**)
- (5) a node for where a player's entire collection of poker chips is placed (**attach_chips_0-5**)
- (6) five nodes, within that chip collection area, where stacks of chips can be positioned (**attach_chips_0-5_stack_0-5**)

The dealer moves into his dealing position from **dealer_mount_0**. The dealer starts a game from **dealer_use_0**. The playing cards that are displayed by the dealer are positioned at **attach_river_cards**. The pot of chips, that all players are competing for, is positioned at **attach_pot**. The bank of poker chips has nine rows of chips and an individual node, **attach_chipstack_0-8**, for placement of those rows.

Each player and the dealer have individual "anchor nodes" that can be used to replicate a single animation in multiple orientations. The anchor node acts as a portable version of an animation's origin point (0,0,0). **Please NOTE:** Magic Lantern, Inc. "J5" game engine technology relies upon 3D Studio MAX "dummy objects" acting as "nodes" that are, in turn, utilized as targets for object and animation placement.

Guidelines For Standard Table & Seat Nodes (No Built-In Chip Set)

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There are six players at each poker table. Each player has the following:

- (1) a node for sitting down on a stool (**cust_mount_0-5**)
- (2) a node for playing a game (**cust_use_0-5**)
- (3) a node for the placement of playing cards (**attach_cards_0-5**)
- (4) a node for where a bet is placed (**attach_bet_0-5**)
- (5) a node for where a player's entire collection of poker chips is placed (**attach_chips_0-5**)
- (6) five nodes, within that chip collection area, where stacks of chips can be positioned (**attach_chips_0-5_stack_0-5**)

The dealer moves into his dealing position from **dealer_mount_0**. The dealer starts a game from **dealer_use_0**. The playing cards that are displayed by the dealer are positioned at **attach_rivercards_0-4**. The pot of chips, that all players are competing for, is positioned at **attach_pot**. There will be NO dealer bank. Players begin the game with a pre-determined amount of poker chips.

Each player and the dealer have individual "anchor nodes" that can be used to replicate a single animation in multiple orientations. The anchor node acts as a portable version of an animation's origin point (0,0,0).

- There are **NINE DENOMINATIONS** of poker chips in Poker Master 2.
- The denominations are: **\$1, \$5, \$10, \$25, \$50, \$100, \$500, \$1,000, and \$5,000.**
- Each chip denomination **has TEN MODELS** . . . for LIVE chips (i.e. chips that are actually in-play . . . and being used by the poker players on the playing surface, NOT the chips that are sitting in the dealer bank).
- For example, a \$100 chip has ten models. **The MAXIMUM STACK HEIGHT for any LIVE chips is TEN** . . . thus, each denomination has ten models . . . from a single chip model to a stack-of-ten-chips model.
- The chip models for the \$100 chip set will be called **chip_0100_stackheight_01-10.mlg** (where "chip" is the model type, "0100" is the chip value, and "stackheight" is the physical height, in number of chips, of that model).
- The models names for the entire series of LIVE \$100 chips are:

```
chip_0100_stackheight_01.mlg
chip_0100_stackheight_02.mlg
chip_0100_stackheight_03.mlg
chip_0100_stackheight_04.mlg
chip_0100_stackheight_05.mlg
chip_0100_stackheight_06.mlg
chip_0100_stackheight_07.mlg
chip_0100_stackheight_08.mlg
chip_0100_stackheight_09.mlg
chip_0100_stackheight_10.mlg
```

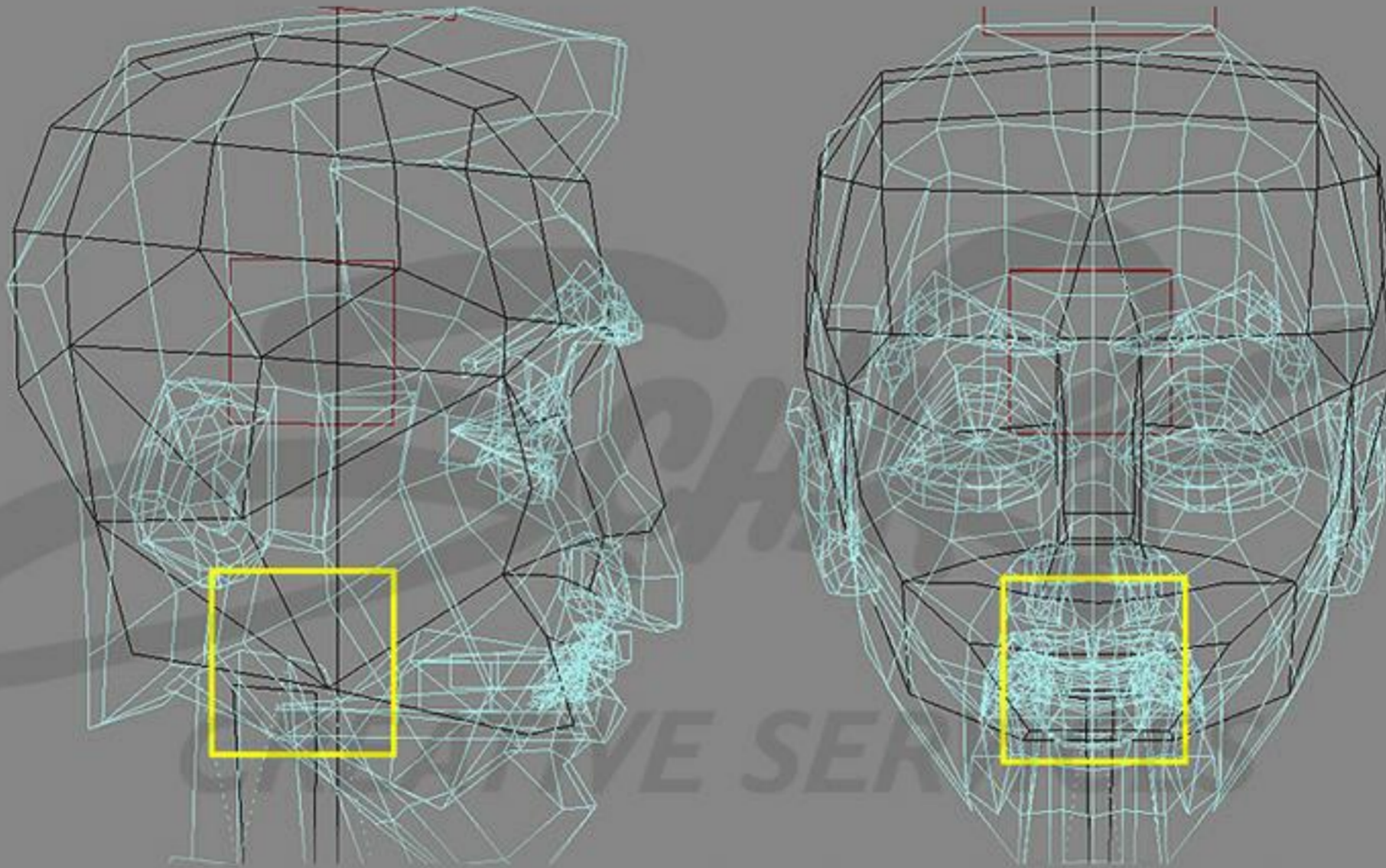
- Each chip model contains **TWO** placement nodes that allow for proper chip stacking and size combinations:
"attach_chip_top" for the top of the chip
"attach_chip_bottom" for the bottom of the chip



- **Please NOTE:** These LIVE chip models will also be used for the DEALER BANK.
- The dealer bank can hold **nine rows of chips** . . . one row for each denomination . . . and each row is exactly **FORTY CHIPS IN LENGTH** (i.e. four of the models named "chip_0100_stackheight_10.mlg").
- ANY combination of chip models can be used to fill up the row for a specific denomination.
- Each row, in the dealer bank, has an attach node for stacking the chips-to-be-dealt. The nodes are called: **"attach_bank_chipstack_0-8"**.

Guidelines For Head & Body Attachment Components

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All eight character models **MUST** include **ONE** new dummy object . . . that will enable our technology to attach the unique character heads to the unique character bodies . . . in-game. **This dummy object is labeled "connect_body"**.

In **ALL** character animations, this dummy **MUST** control the character head. For example, in the already-delivered animation named "**sit_idle_male**," the character head, itself, is, of course, being animated and has key frames.

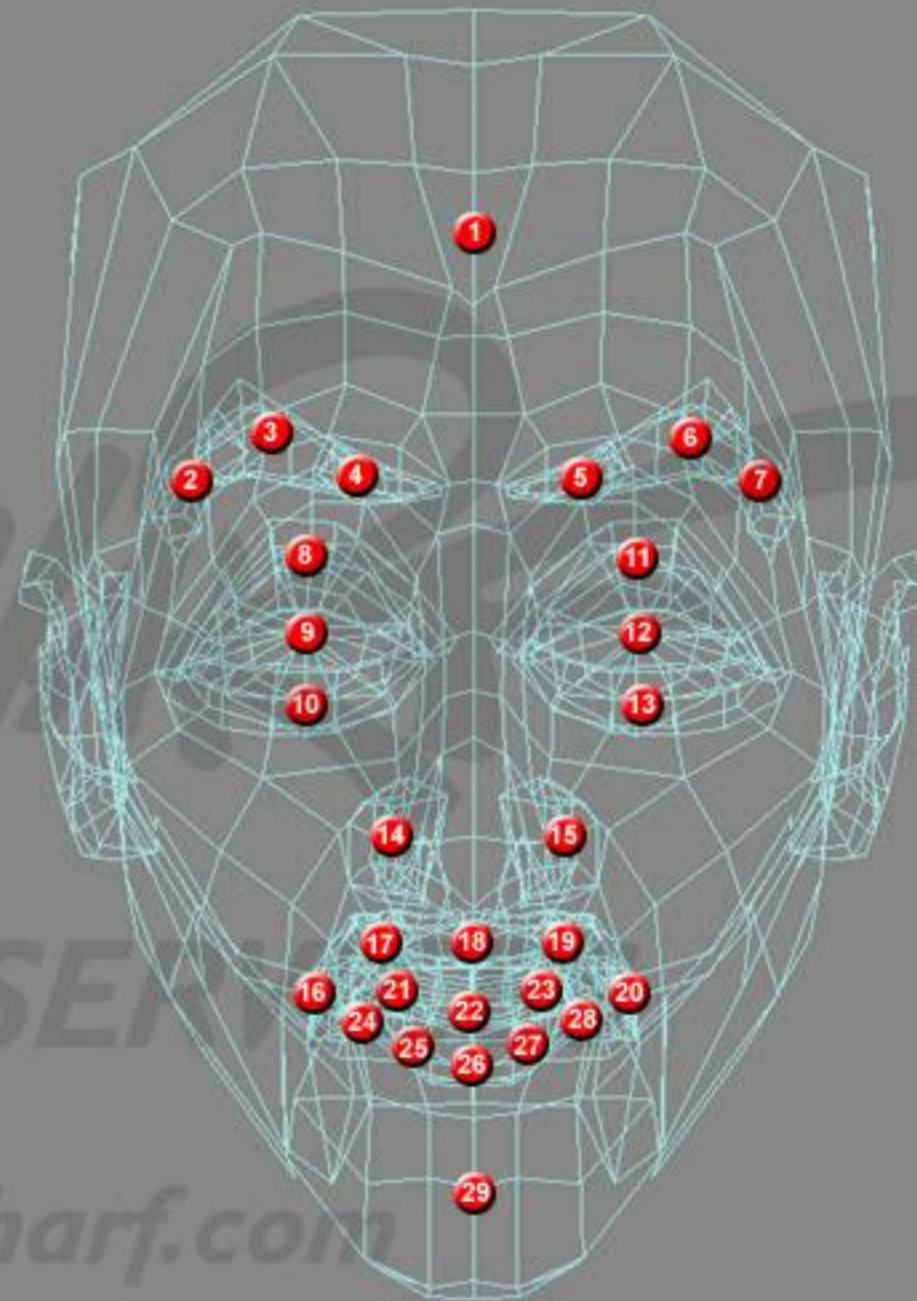
We actually NEED the character head objects to be *linked* to "connect_body," **AND** we need "connect_body" to be animated for the head motion. We **ALSO** need "connect_body" to be *linked* to the character body object called "torso".

THUS, when we export the character body animations (*without* the head geometry but *with* "connect_body") and . . . export the character head animations . . . and the game engine attaches the two models . . . we will be able to keep the general motion of the heads **AND** their facial expressions.

The "connect_body" dummy is IN EXACTLY THE SAME POSITION AS and REPLACES the two dummies ("connect_body_to_head" and "connect_head_to_body") that we originally requested that you add to each character model.

Naming Convention Guidelines For Character Head Components

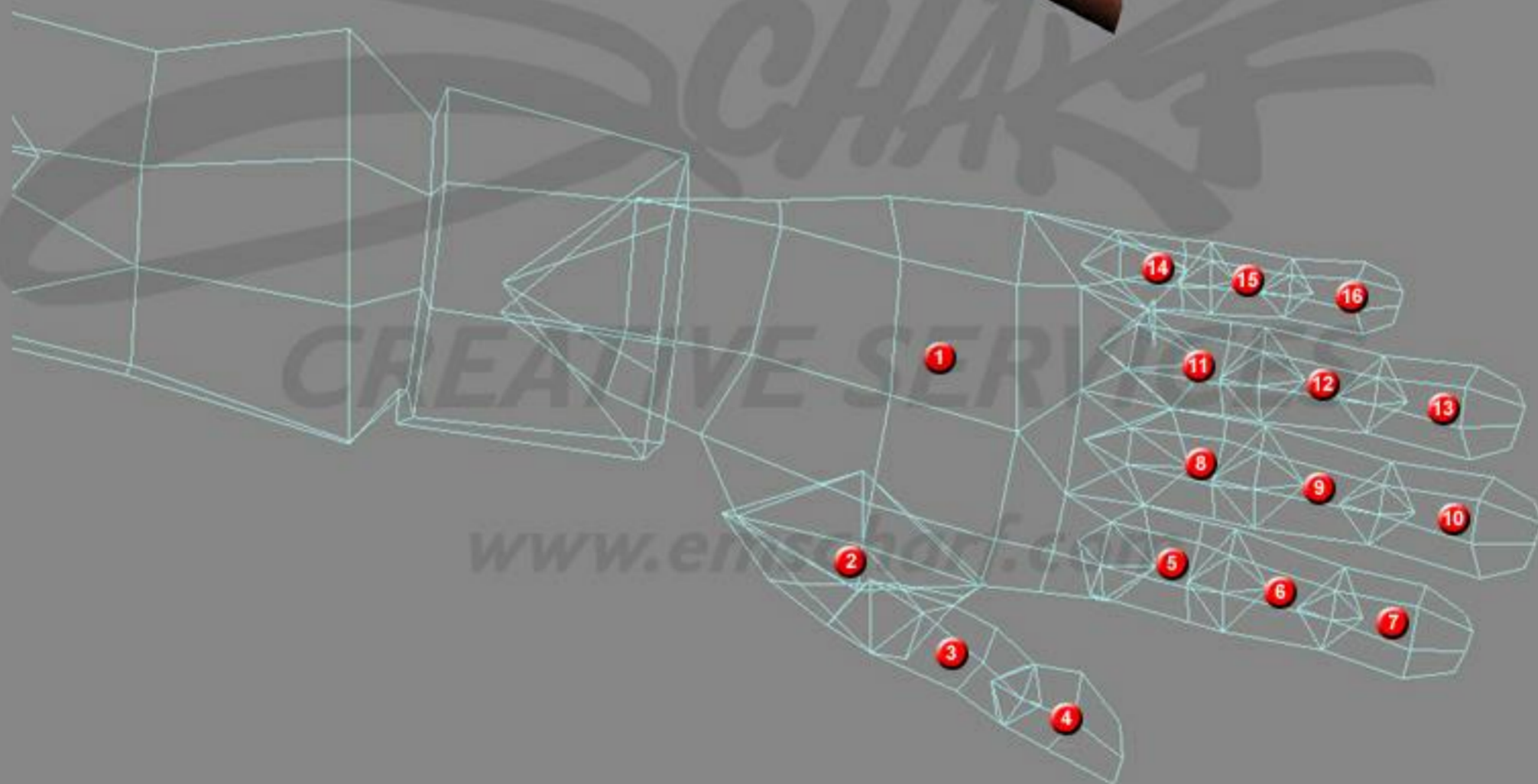
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- | | | |
|----------------------------|-----------------------------|------------------------------|
| 01 - head | 11 - eyelid_left_top | 21 - lip_upper_right |
| 02 - eyebrow_right_outside | 12 - eyeball_left | 22 - lip_upper_middle |
| 03 - eyebrow_right_middle | 13 - eyelid_left_bottom | 23 - lip_upper_left |
| 04 - eyebrow_right_inside | 14 - nostril_right | 24 - lip_lower_right_outside |
| 05 - eyebrow_left_inside | 15 - nostril_left | 25 - lip_lower_right_inside |
| 06 - eyebrow_left_middle | 16 - mustache_right_outside | 26 - lip_lower_middle |
| 07 - eyebrow_left_outside | 17 - mustache_right_inside | 27 - lip_lower_left_inside |
| 08 - eyelid_right_top | 18 - mustache_middle | 28 - lip_lower_left_outside |
| 09 - eyeball_right | 19 - mustache_left_inside | 29 - jaw |
| 10 - eyelid_right_bottom | 20 - mustache_left_outside | |

Guidelines For Hand Component Naming Conventions

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- 01 - hand
- 02 - thumb
- 03 - thumb_joint
- 04 - thumb_tip
- 05 - index_finger
- 06 - index_finger_joint
- 07 - index_finger_tip
- 08 - middle_finger
- 09 - middle_finger_joint
- 10 - middle_finger_tip
- 11 - ring_finger
- 12 - ring_finger_joint
- 13 - ring_finger_tip
- 14 - pinky_finger
- 15 - pinky_finger_joint
- 16 - pinky_finger_tip