All In! | Vegas Casino Challenge | Poker Sharks

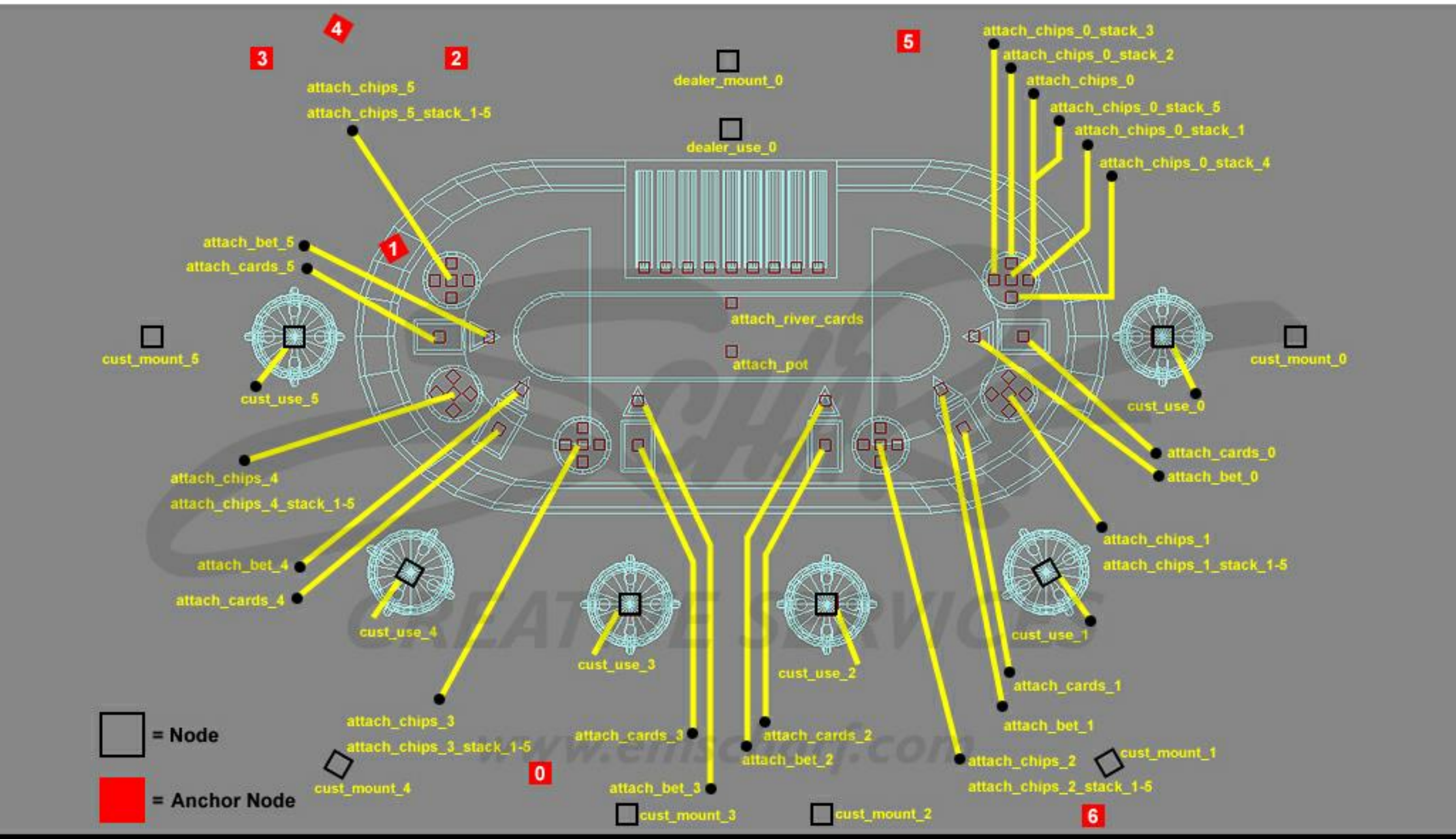
Art Asset Technical Guidelines

Created By Eric M. Scharf

2005-03-18

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

All In! | Vegas Casino Challenge | Poker Sharks



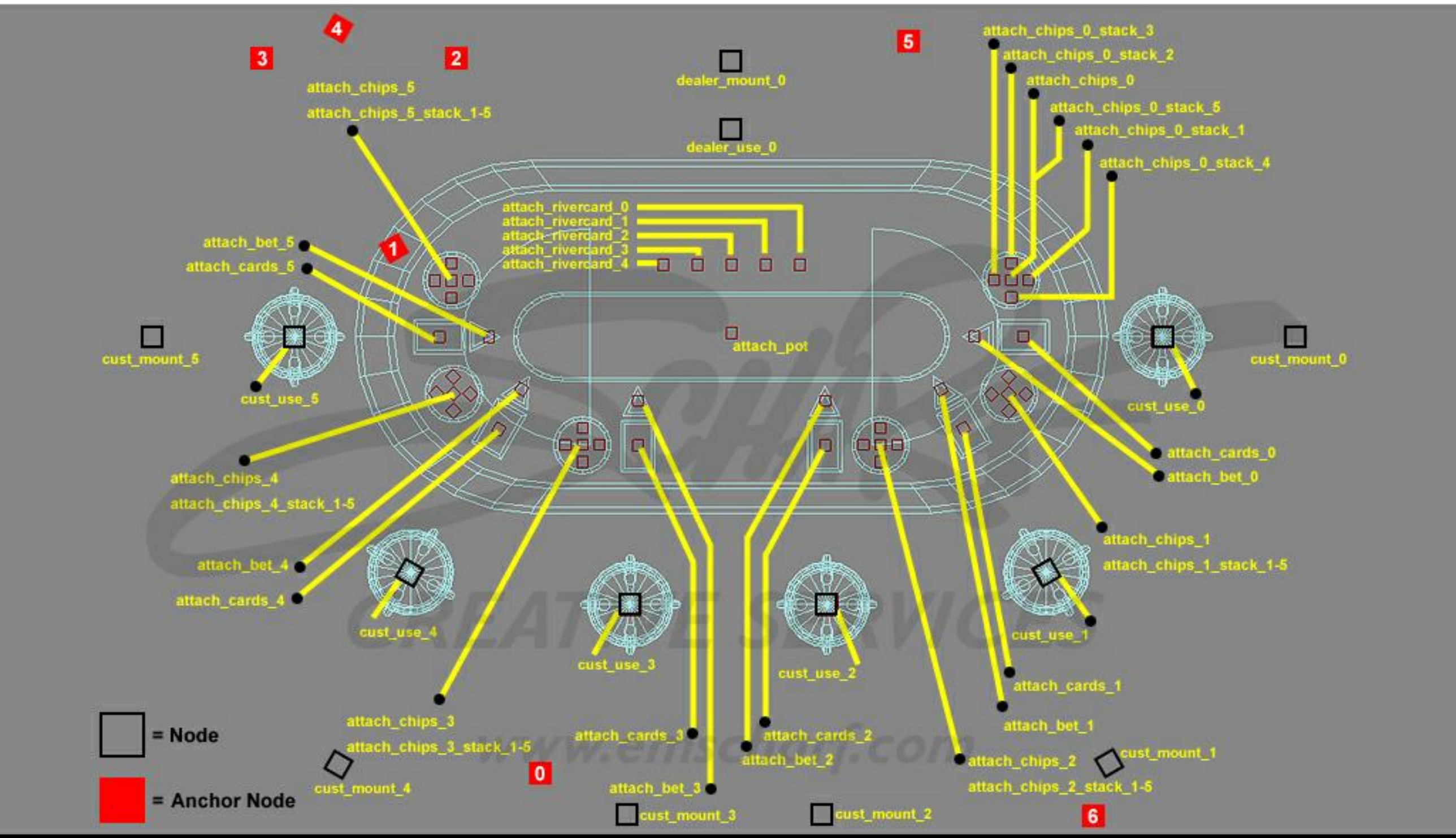
There are six players at each poker table. Each player has the following:
(1) a node for sitting down on a stool (cust_mount_0-5)
(2) a node for playing a game (cust_use_0-5)
(3) a node for the placement of playing cards (attach_cards_0-5)
(4) a node for where a bet is placed (attach_bet_0-5)
(5) a node 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)

All In! | Vegas Casino Challenge | Poker Sharks



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).

All In! | Vegas Casino Challenge | Poker Sharks

Guidelines For Chip Set Models & Chip Usage

- 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 hasTEN 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").

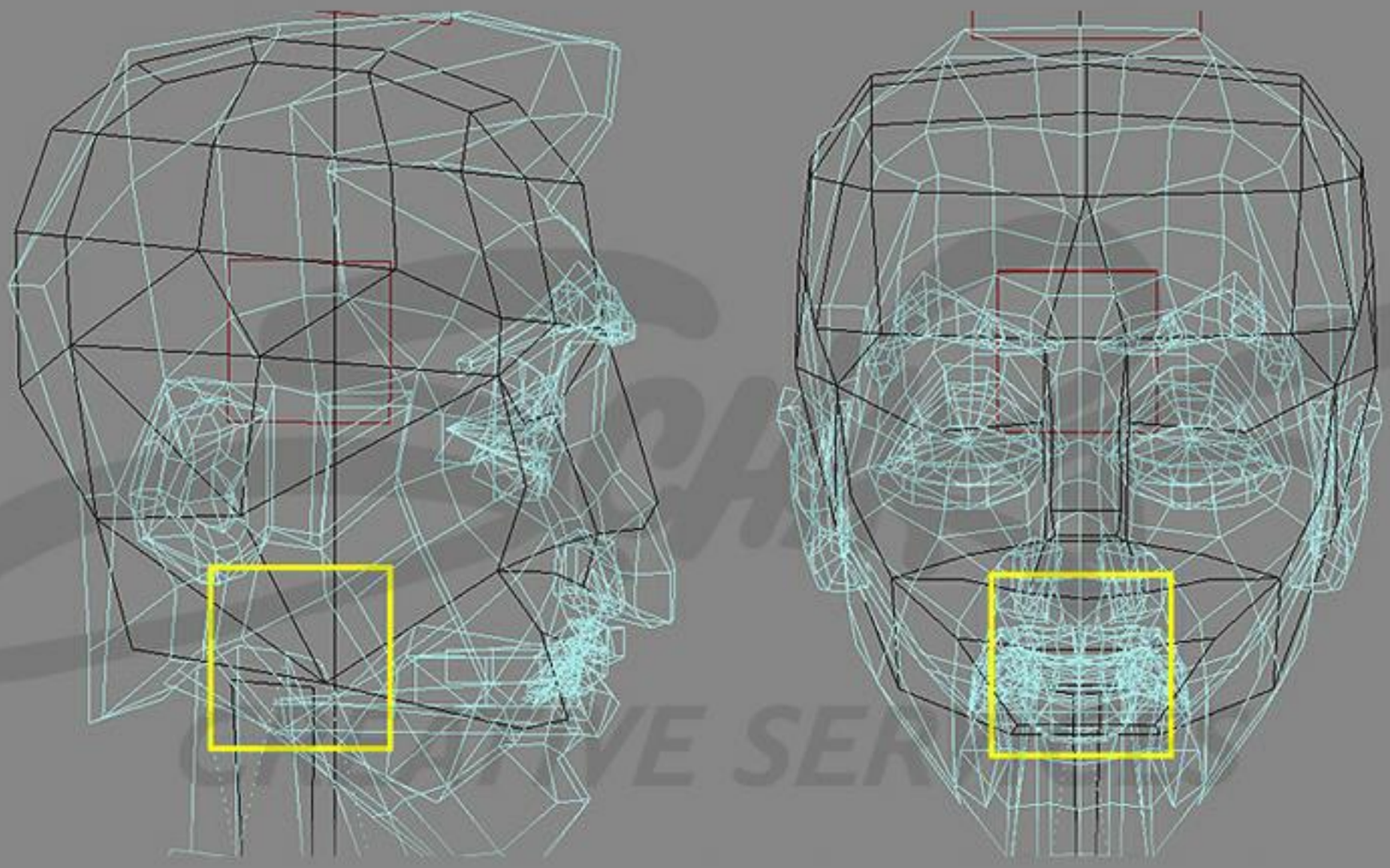
- ANY combination of chip models can be used to fill up the row for a specific denomination.

- 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".

Poker 2 MASTER

All In! | Vegas Casino Challenge | Poker Sharks

Guidelines For Head & Body Attachment Components



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.

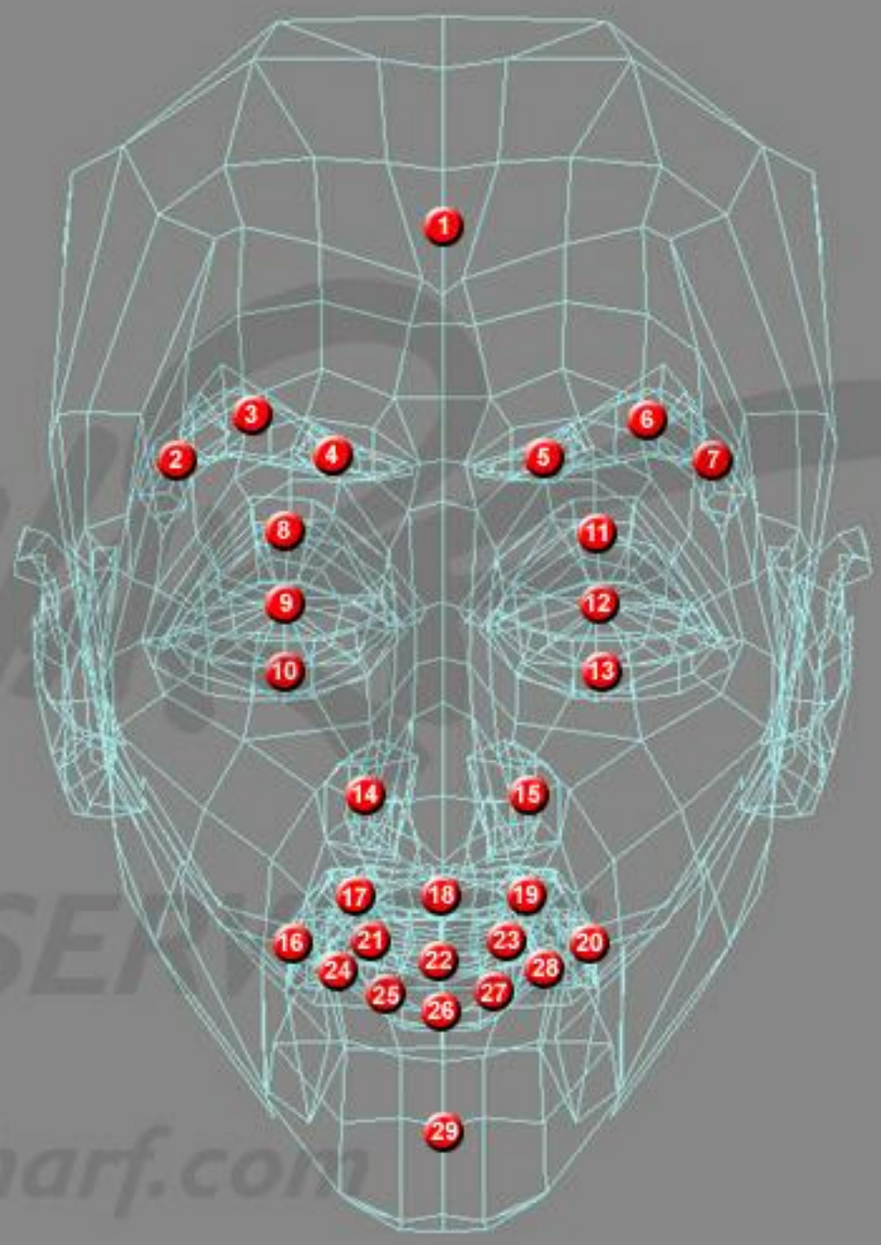
eGames

Poker 2 MASTER

Magic Lantern Incorporated

All In! | Vegas Casino Challenge | Poker Sharks

Naming Convention Guidelines For Character Head Components

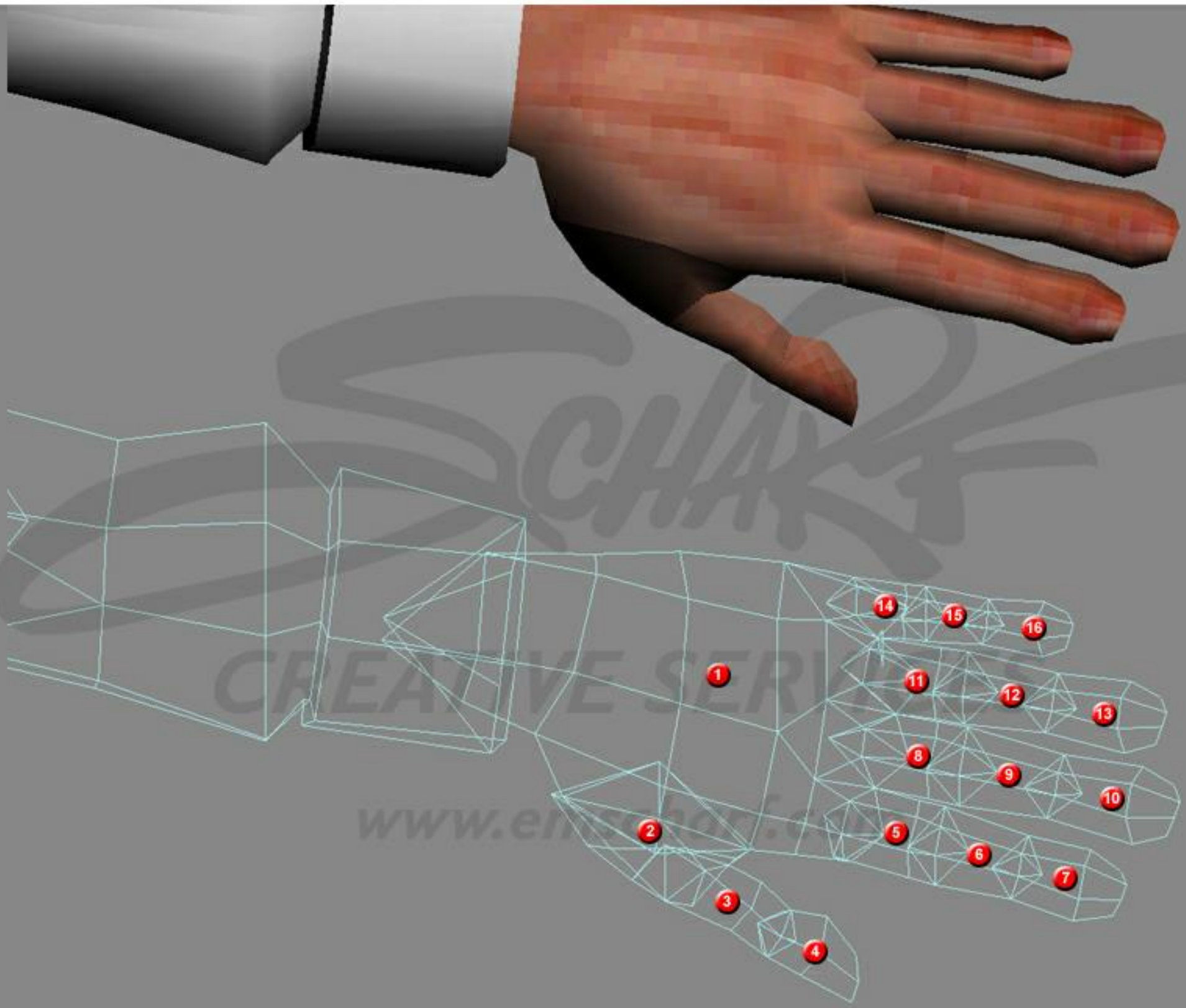


01 - head
02 - eyebrow_right_outside
03 - eyebrow_right_middle
04 - eyebrow_right_inside
05 - eyebrow_left_inside
06 - eyebrow_left_middle
07 - eyebrow_left_outside
08 - eyelid_right_top
09 - eyeball_right
10 - eyelid_right_bottom
11 - eyelid_left_top
12 - eyeball_left
13 - eyelid_left_bottom
14 - nostril_right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

Poker 2 MASTER

All In! | Vegas Casino Challenge | Poker Sharks

Guidelines For Hand Component Naming Conventions



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