



All In! | Vegas Casino Challenge | Poker Sharks

Art Asset Technical Guidelines

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2005-03-18

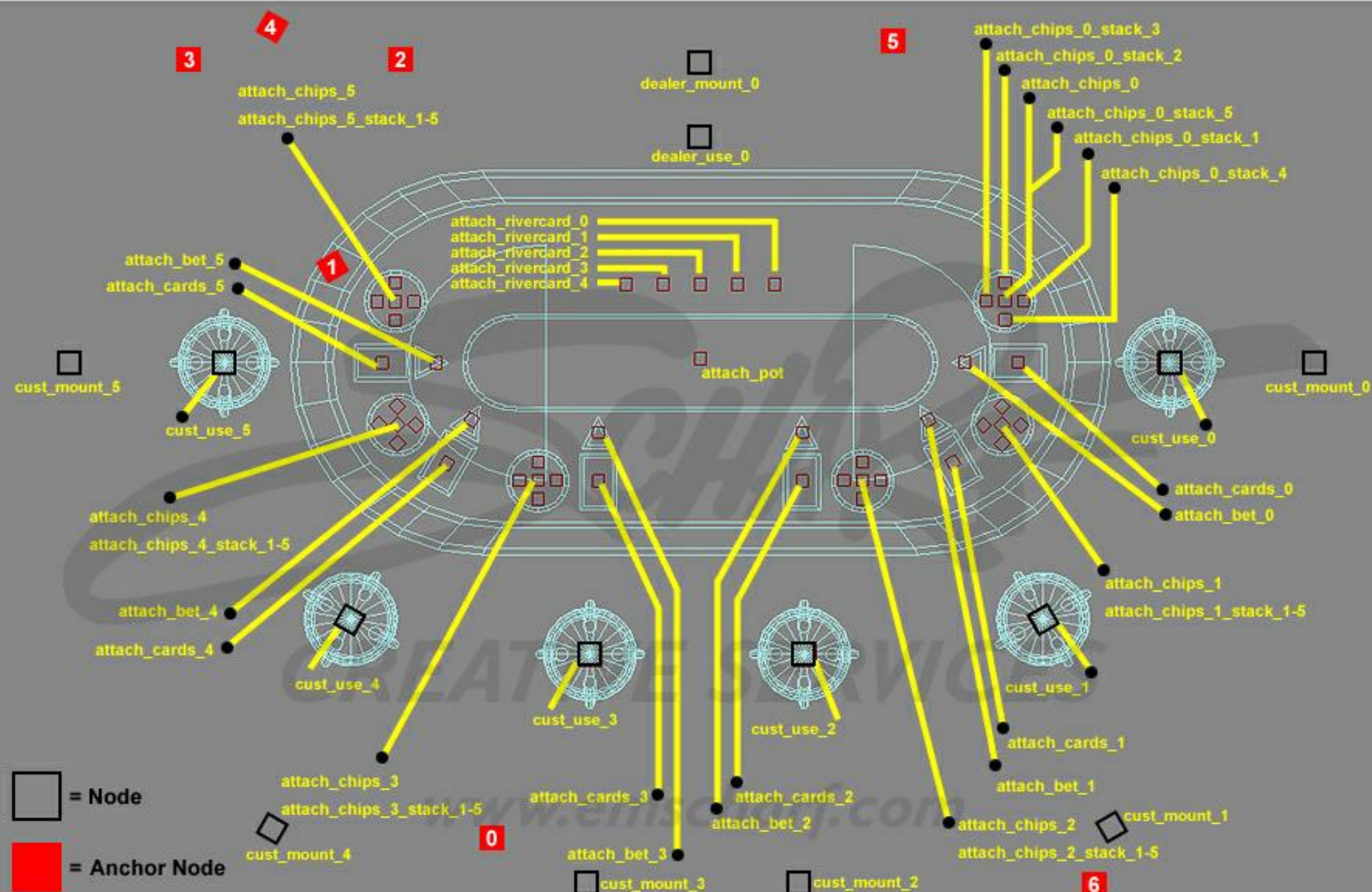
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Guidelines For Standard Table & Seat Nodes (No Built-In Chip Set)

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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:

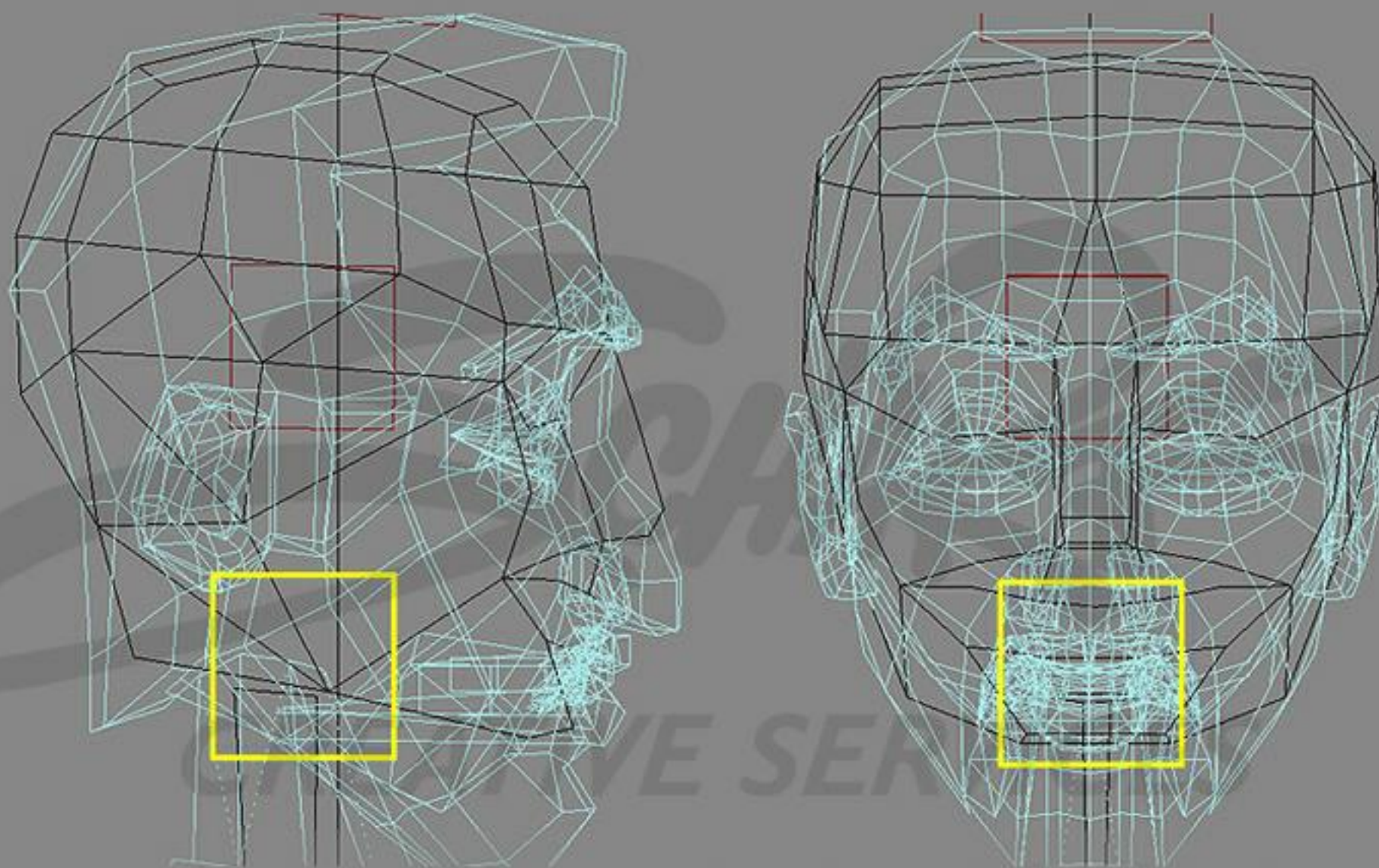
chip_0100_stackheight_01.mlg
 chip_0100_stackheight_02.mlg
 chip_0100_stackheight_03.mlg
 chip_0100_stackheight_04.mlg
 chip_0100_stackheight_05.mlg
 chip_0100_stackheight_06.mlg
 chip_0100_stackheight_07.mlg
 chip_0100_stackheight_08.mlg
 chip_0100_stackheight_09.mlg
 chip_0100_stackheight_10.mlg

- 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.

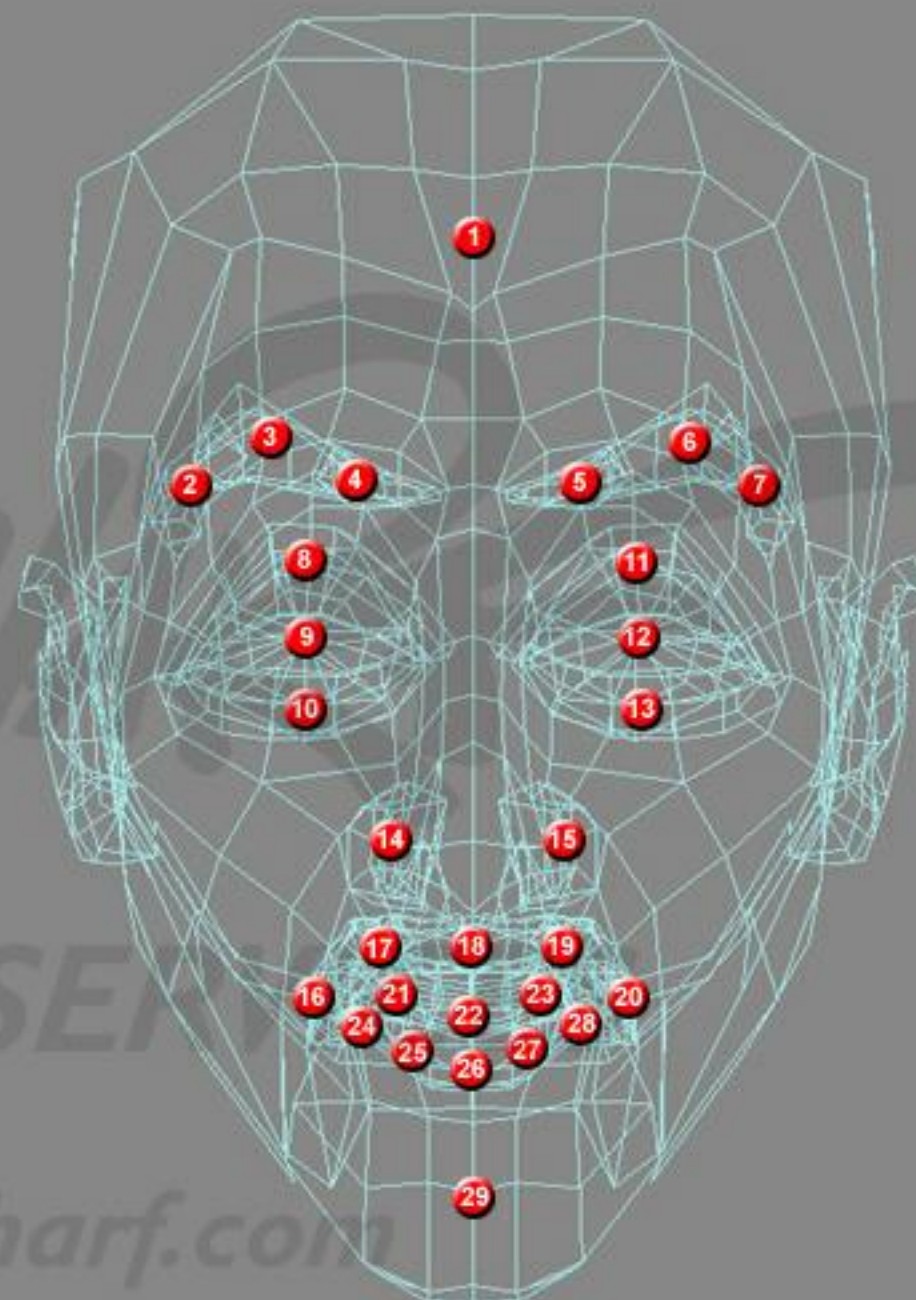
We actually **NEED** the character head objects to be *linked* to "**connect_body**," **AND** we need "**connect_body**" to be animated for the head motion. We **ALSO** need "**connect_body**" to be *linked* to the character body object called "**torso**".

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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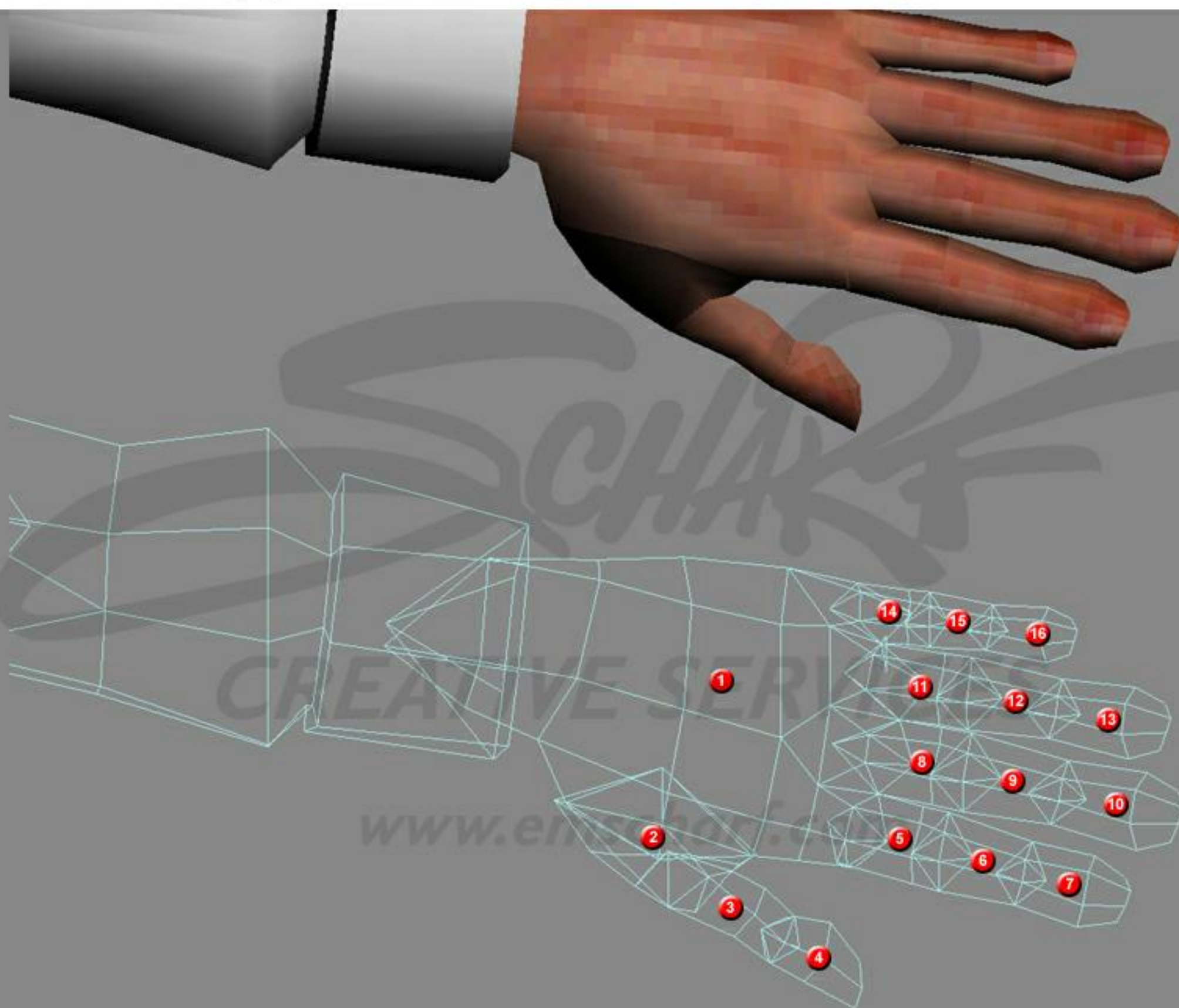
01 - head
 02 - eyebrow_right_outside
 03 - eyebrow_right_middle
 04 - eyebrow_right_inside
 05 - eyebrow_left_inside
 06 - eyebrow_left_middle
 07 - eyebrow_left_outside
 08 - eyelid_right_top
 09 - eyeball_right
 10 - eyelid_right_bottom

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

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