DIRECTORY STRUCTURE FOR FOREIGN GROUND

ABSTRACT

This document definies the directory structure that will be used for Foreign Ground, as relevant for a graphics artist.

DOCUMENT HISTORY

Version	Date	Author	Comments
PA1	2005-05-02	Oskar Holmstrand	First draft
PA2	2005-05-09	Oskar Holmstrand	Added 5. Example Removed .dds as recommended format. (gave me some errors so let's use .tga), added correct title
PA3	2005-05-16	Oskar Holmstrand	Changed the in-text examples to reflect reallity. Added DXTC info.
PA4	2005-05-16	Oskar Holmstrand	Changed from Animation, to Animations. Because animation was wrong.
PA5	2005-05-16	Oskar Holmstrand	Inserted point 6 & 7
PA6	2005-05-18	Simon Tingell & Oskar Holmstrand	Change objectnames to circumvent a bug. Added some color to the example...
X	2005-12-14	Oskar Holmstrand	Changed to Bachelor Thesis version

1. Document overview

This document is aimed primarily for the graphics artists working for content to Foreign Ground. By having a common pre-defined structure, a lot of the problems concerning content location and linking can be avoided. Also, having a common structure like this allows one artist to quickly get an overview of assets created by other artists.

2. Structure overview

By separating the source files from the actual packages used in-game, we make it very much easier to go into release. The negative thing is that the artist needs to navigate to the correct folder more often. This can be solved by placing windows shortcuts in the relevant folders.

```
UT2004                          Source
  └─ ForeignGround                 ├─ Animations
        ├─ Animations              │     ├─ xxxx.ukx
        ├─ classes                 │     │      ├─ meshes
        ├─ Help                    │     │      └─ sequences
        ├─ maps                    │     └─ xxxx.ukx
        ├─ sounds                  ├─ sounds
        ├─ music                   │     └─ xxxx.uax
        ├─ staticMeshes            ├─ music
        ├─ system                  │     └─ xxxx.ogg
        └─ textures                ├─ textures
                                   │     └─ xxxx.utx
                                   │            └─ psd
                                   ├─ staticMeshes
                                   │     └─ xxxx.usx
                                   ├─ lib-psd
                                   └─ lib-mb
```
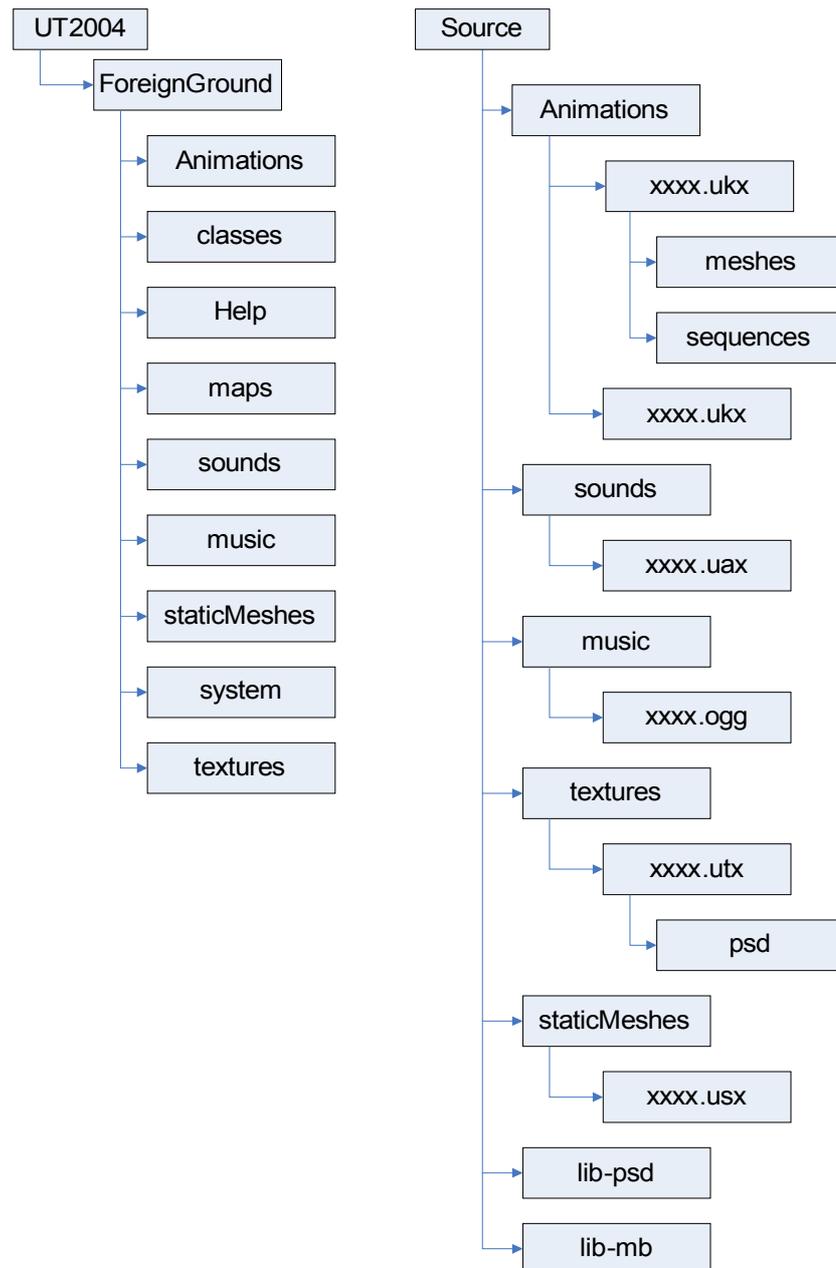
3. The mod directory

UT2004
  \\ForeignGround
    \\Animations
      *.ukx -   This is where character data resides. Each character type should have a separate
file,   while different meshes using the same rig data will reside in the same file.
                 Example: adults.ukx, child.ukx

    \\classes *.uc (unreal classes)

    \\Help   Level previews, extra info, splash screens

    \\maps
    FG-.ut2-   Levels for ForeignGround will have the prefix FG- and the suffix .ut2.
                 ForeignGround will only associate FG*.ut2 with the ForeignGround gametype.
                 Maps are the only thing that is edited at their final location.
                 Example: FG-monrovia01.ut2

    \\sounds
      *.uax -   Soundfiles.

    \\music
      *.ogg -   Music files

    \\staticMeshes
      *.usx –   This is where all the props are. The props should be categorized according to the
                 categories of (*modellista_Liberia_Final.xls*).
                 Example: buildings_civil.usx, junk.usx

    \\system   The programmers compiled mod files go here.

    \\textures
      *.utx -   Texture files. Prop- and character-specific textures will be named as the
                 corresponding .ukx or .usx file the meshes reside in.
                 World-textures will be categorized in types.
                 All textures should try to use DXTC compression in the package if possible.
                 Example: buildings_civil.utx, adults.utx, roads.utx, interface.utx, junk.utx

    The UT2004\\ForeignGround\\ folder should be held clean from raw data
    files. This ensures that the step from development to release(or test)
    is as smooth as possible. The raw data files goes into another directory
    structure.

4. The source directory

Source
  \Animations
    \xxxx.ukx (this is a directory named exactly as the file which contents it represent)
      rigged_xxxx -- rigged skeleton in bind-pose. This should be considered read-only
        once it's finished. Editing it afterward will most likely cause many problems.
    \meshes
      All the different meshes that are associated with the skeleton and animations.
      Only 1 .mb file per mesh. Also, a .psk file will exist here for each mesh.
    \sequences
      One or several .mb files desribing different movements or poses. If one .mb file
      contains several animations, there should be a .txt file describing between what
      frames the animations are (or what frame a pose is).
      Example: female_walks.mb, male_walks.mb

  \sounds
    \xxxx.uax
      .wav files only supported. Wav-format? Also, soundtool files should be here too.
  \music
    \xxxx.ogg
      Source files for the music. (samples etc)

  \textures
      By having separate folders for each .utx file, we know where each texture is.
    \xxxx.utx
      Textures can be in .bmp, .pcx, .tga, .dds and .upt formats. Underlined formats are
      recommended. The textures should be converted to DXTC formats on import.
      \psd
      .PSD versions of the textures should be here. Only 1 version of each. The saved
      PSD should always represent exactly what's in the .utx file and intermediate format.

  \staticMeshes
      By having separate folders for each .usx file, we know where each static mesh is.
    \xxxx.usx
      .mb files should be here. Only 1 version of each.
      Also, the exported .ase files should be here, named exactly as the .mb files.

  \lib-psd
      Folder with mixed psd files that can be used as base when creating new textures.
      However, before using a texture – it should be placed in the correct folder.
  \lib-mb
      Folder with mixed .mb files that can be used as base when modelling new items.

It might also be useful to have windows shortcuts in some directories, providing easier links between import and saving data. These may be most useful being NOT in cvs. (as they may have absolute paths).

In case you want to create a backup of a file, either do it locally, or create a backup folder in the folder where the file you want to backup exist. This ensures that the directories doesn't get clogged with files.

5. Example

Working on a static mesh for a **low fence**.

The maya file have the following name and path:
Source\staticMeshes\Props_Medium.usx\fence_low.mb

any backups or works-in progress will be placed in
Source\staticMeshes\Props_Medium.usx\backups\fence_low??.mb

The .PSD file for it's texture will have the following name and path:
Source\textures\Props_Medium.utx\psd\fence_low.psd

any backups or works-in progress will be placed in
Source\textures\Props_Medium.utx\psd\backup\fence_low??.psd

There will also be an exported .tga of the .psd, named and placed:
Source\textures\Props_Medium.utx\fence_low.tga

If the file prop uses several textures, they should be called:
Source\textures\Props_Medium.utx\fence_low_???.tga
Source\textures\Props_Medium.utx\psd\fence_low_???.tga

After export, the prop's staticMesh will be placed in UT into:
ForeignGround\staticMeshes\Props_Medium.usx   (together with alot of other props.)

It will be placed in the group Fence, with the object name Fence_Low.

It's textures will be placed in UT into:
ForeignGround\textures\Props_Medium.utx

It will be placed in the group Fence, with the texturename Fence_Low. The textures will in the package be converted to DXTC (most likely DXT3). If there are several textures, they will be named Fence_Low_??????.

6. Maya project

For your Maya project, set Source as the Project folder (name Source, Location wherever you want it). Use staticMeshes, Animations or lib-mb as your scenes folder (depending on your area of work or personal preference). Use textures for textures. All other folders will mostly not be used for this project, so don't type anything in them.

7. CVS

You need to check out two modules from CVS. Checkout Source so it lands where your maya project is, and checkout ForeignGround into your UT2004 folder. Details on how CVS is operated is currently beyond the scope of this document.