

Vector Chronology

"Designed" From Dec '93 — ~~JUNE~~ '94

Project was expected to have a 1st
playable done by MARK & RICH & CHRIS

BACKGROUNDS AMBER & (MARK)

Jeff Remmer
Mark Lorenzen
Jeff Jonas

Stub all roughs
Amber, Mark & Artist take rough next level, then stub

MAKE PRIORITY LIST OF BACKGROUNDS
FIND MINIMUM ACCEPTABLE THEN
ADD WHAT EXTRAS WE'D WANT.

MAY 15th ALL ART DONE

BOSS

HAVE SPEC. ARTIST DEDICATED TO IT?

<u>BKGRNDS</u>	<u>Rem</u>	<u>BOSS</u>
(CONNECTOR)	Rem	
PORT	ML	TABLE
RECTAC.	ML	TRAIN
OCEAN	Jonas	DISCO
BERGS	Jonas	DUNEBUGGY
BAMBOO	AMBER	FINAL BOSS
PAVILLION	ML	
BUNKER	GK	
HYDROPONIC	GK	
STAGE	Rem	

low priority
ROCKET
FIELD
FOREST

All questions RE: BKGRND → AMBER
Jay involves critique opinion only to Amber
MARK doesn't assist bkgrnders w/out Amber
Amber gathers all art for art review from
artists → organizes for Art Review Comm.
ART STYLE DETERMINED BY AMBER/MARK

ART LEAD HY 12/2/94 BUNKR

BIG PROBLEMS: DESIGN HOMOGENEITY
TIME MANAGEMENT

PRODUCER ROLE - SOA liason

~~ART WHAT DECISION~~

ART LEAD - sched. manager
ART control

WHAT DECISIONS SHOULD BE MADE BY MORE THAN ONE PERSON?

#5 Quality & style of ART

WEEKLY ART MEETING?

MONTHLY ART MEETING?

GRUNTS

~~EYEBALL~~

LEGS

BEEBLE

DOORMAN 1/2

ceiling hand.

Mole hand.



~~AAAD~~

Sub / ~~AAAD~~ IS

~~AAAD~~ SEAMINE

Angler

RAFT TURRET

TURRET

HOVER TURRET

Ceiling Walker

JAWS

HOWITZER

~~BOMBER~~

JELLY

TREEFROG

HE-TOP

SHE-TOP

HAZARD (~~PROBE~~ ON TRACKS IN TRAIN LEVEL)

MEATBALL

SHARD

SCALER

knobbly ball made of shard

GENERALS



- MARGE (2 LEG)
- PLANE TRAIN

- BIG BOMBER
(SOW BUG)
(EGG)

just falls from bomber, bounces, shatters, leaves howitzer etc.

- SNOWBLOWER
- MECHA JELLY

SUB-BOSS

- ACROBAT (HYDRO PONIC)

- SLUDGE BARGE (SPACE PORT) (uses turrets)

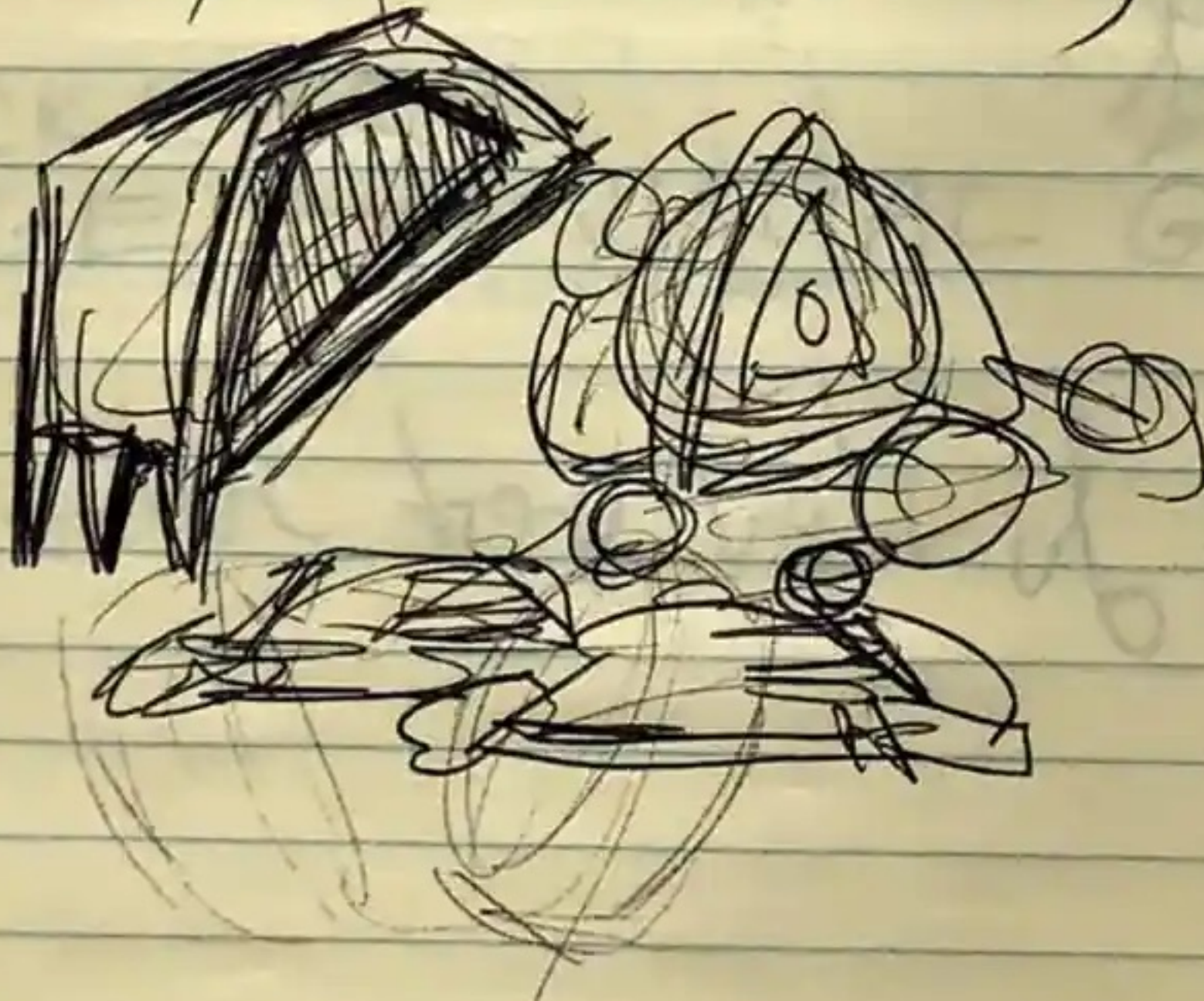
- AURORA BOREALIS
BEAR, PELICAN, WHALE
EAGLE

- CLOCKWORK

- BLUEPRINT → CEILING WALKER
PIRANNA

SPIDER BOMBER page 3

(GARGOYLE FOR FOREST)



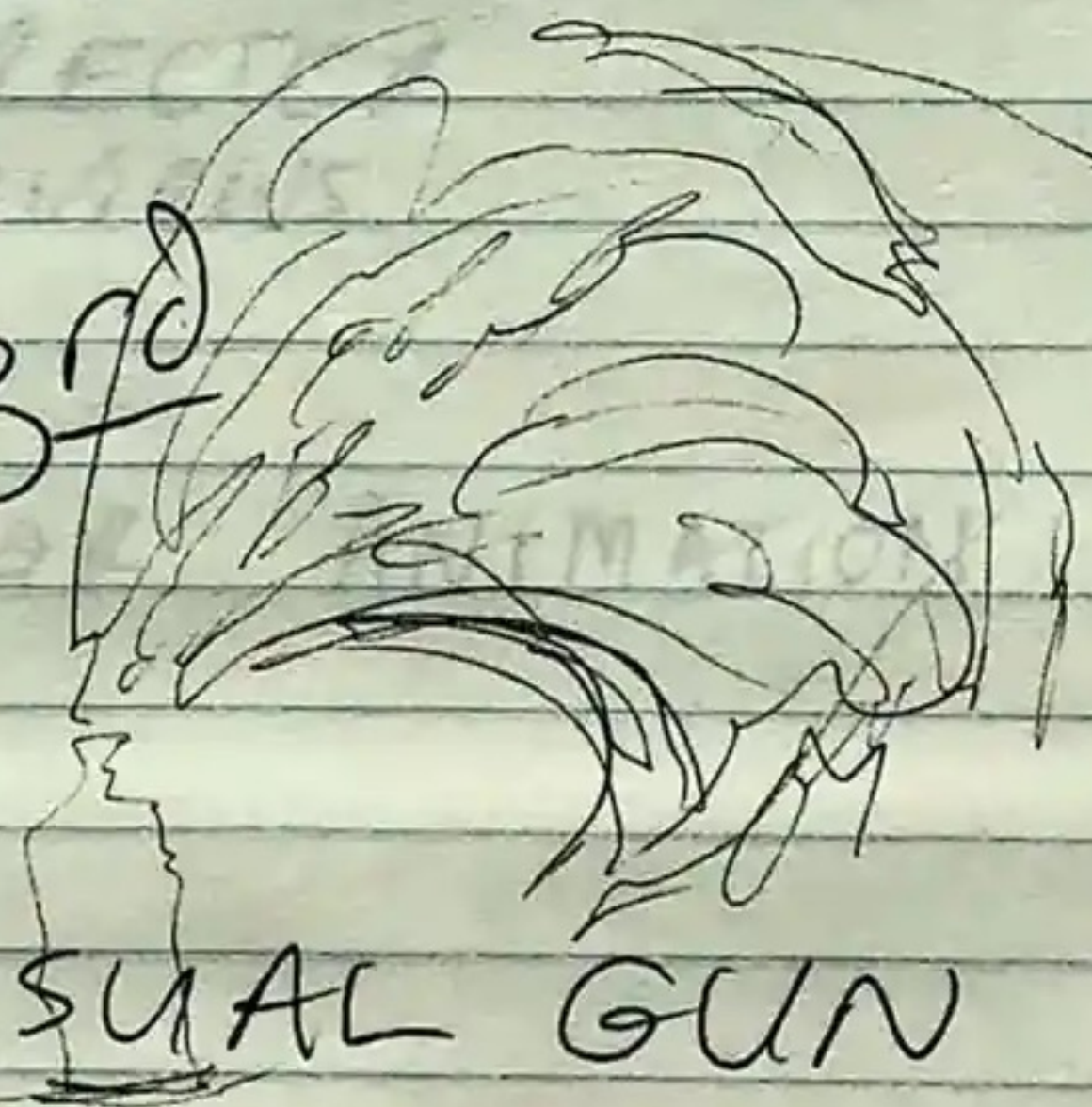
PROBLEMS

- MONOCHROME → too toy like, unsinister
- Round Balls/smooth texture →
- SALVAGE — more junky

★ SOLUTIONS

- VARIED COLOR/RACING STRIPES, UPC codes, insignia
- SINISTER SHAPES, VARY IN COLOR
- USE SALVAGE

NEXT
By WED, 23rd



- CLOCK WORK
- MARGE → VISUAL GUN

1/2 valve top half of pal stone

Nov. 21st → May 15th

ROLES

JERRY → PRODUCER
↳ scheduling
↳ promotion

RICH → DESIGN KEEPER / LEAD PROGRAMMER
↳ DESIGN DOC.

AMBER → LEAD BACKGROUNDER

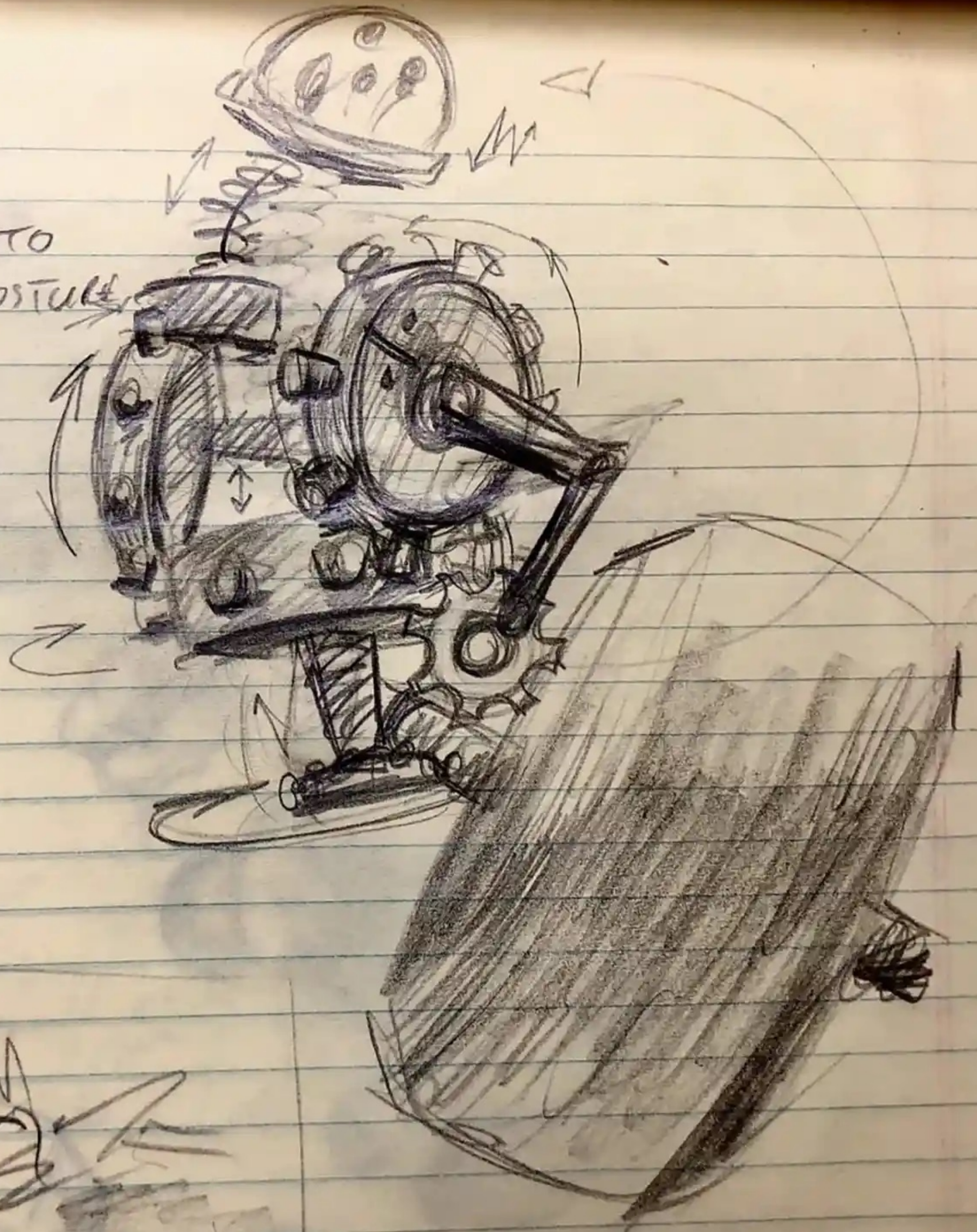
MARTY → LEAD ANIMATOR

MARK → Technical Designer

JON ROY → ART DIRECTOR
↳ ART REVIEWS

MAKE SCHED. FOR ANIMATION

WHEN GOES INTO
DEFENSIVE POSTURE
TOP CLOCKWORK
BECOMES ONE
SPECTE PIECE →
HELPS AVOID
DROP OUT



MARK BOTTA'S LIST

TO BE ADDED

12/5 MARGE

~~CES~~
~~CES~~

TV EXPLODING
POWER UPS

12/9 LEGS

~~CES~~

MORPH SEQ

12/9 DOORMAN

~~CES~~

MORPH ICONS

12/9 TURRET

~~CES~~

3-D SEQ'S

12/16 TRAIN BOSS

MISC:

REC SHIELD SPRITE
SHIELD CONTROLLER
SPARKLE
BUBBLE
DEBRIS
EXPLOSIONS

12/20 BEEBLE

12/23 DISCO BOSS

12/23 HE-TOP

VMAN

1/2 SLUDGE BARGE (SUB) (MARK)

VARIOUS ANIMS

1/2 HOWITZER

~~CES~~

NEW PIECES (HANDS, LIGHTNING)
IDLES

JUMP/FALL

1/9 SLUDGE PILOT

~~CES~~

RUNSTART

1/9 BIG BOMBER

1/16 ACROBAT (SUB)

1/16 EGG

1/16 SNOW BLOWER

1/23 CEILING HAND

1/30 CLOCKWORK (SUB)

DO YOU UNDERSTAND WHAT YOU NEED TO DO ON THIS PROJECT?

- TAKE SKETCHES OF ENEMIES AND PROVIDE MATT WITH DETAILED MODEL SHEET I.E., Side/Front views of all proportions being correct

NOTE - SOME OF THE PARTS SHOULD HAVE MARKINGS, NUMBERS, OR OTHER SORTS OF INSIGNIA ON THEM DONE IN A COLOR RANGE WHICH DIFFERS FROM THE BASE RAMP OF SIX, BUT ^{THE COLOR} RANGES MUST EXIST IN THE SAME PALETTE. THIS PALETTE IS THE ENEMY PALETTE WHICH IS TO BE DETERMINED BY YOU.

- WORK WITH MATT IN MODELING YOUR DRAWINGS - THE WORK IN 3-D CANNOT JUST BE A REASONABLE FACSIMILE OF YOUR ORIGINAL SKETCHES - THE MODELING MUST IMPROVE UPON THE DRAWINGS. BY ADDING NEW TEXTURES, MORE FULLY DEVELOPED 3D RELATIONSHIPS, AND FINDING THE BEST POSSIBLE SHAPES WITH THE BEST POSSIBLE TEXTURES AND LIGHTING, YOU WILL BE ADDING TO YOUR ORIGINAL CONCEPT SKETCHES WITHOUT CHANGING THEM. IT IS CRUCIAL THAT TIME BE SPENT FINDING THE BEST LIGHTING SITUATION FOR ANY GIVEN PIECE - THE ONLY WAY TO DO THIS IS TO TRY ONE LIGHTING SETUP, RENDER IT, LOOK AT IT ON THE TV, AND TRY TO IMPROVE IT UNTIL YOU ARE CERTAIN YOU HAVE SOMETHING WHICH CANT BE IMPROVED. IT TAKES TIME & INVOLVEMENT.

- DETERMINE THE ENEMY PALETTE BY (1) FIGURING WHICH LEVEL(S) AN ENEMY GOES ON (2) DETERMINING THE OTHER ENEMIES THIS ENEMY WILL BE SHARING THE SCREEN WITH & BE LOADED WITH (3) USING A RAMP OF 6 TO BEGIN YOUR PALETTE, A "BLACK" and a "White" [neither need to be absolute values (000, 777) but need to be your lightest & darkest and call in the right 2 of 16th slots of all your palettes] CONSULTATION W/ THE BACKGROUND OF ANY GIVEN

ENEMY LEVEL IS A GOOD THING, BUT DON'T THINK THAT THE PALETTE HAS TO BE THEIR WAY. IT IS MUCH MORE IMPORTANT THAT THE ENEMIES LOOK GOOD IN THEIR OWN PALETTE THAN THE BACKGROUNDERS HAVE EXTRA COLORS.

- I WILL TAKE YOUR MODEL SHEETS AND DETERMINE WHAT ANGLES ARE TO BE RENDERED, HOW MANY PIECES TOTAL ANY GIVEN FIGURE SHOULD HAVE AND HOW MANY STATES OF ANY GIVEN PIECE WE WILL NEED. REMEMBER THAT ALL PIECES NEED TO FIT WITHIN A 32X32 PIXELS SQUARE SO THAT NO ONE PIECE EXCEEDS OUR "ONE PIECE, ONE SPRITE" MAXIM. IN THIS SAME VEIN, WE MUST TRY TO KEEP THE TOTAL NUMBER OF PIECES FOR ANY GIVEN ENEMY AS LOW AS POSSIBLE - WE ARE ALLOWED A TOTAL OF 450 CHARACTERS OF ENEMY PIECES TO LOAD PER LEVEL. TO GIVE YOU AN IDEA OF HOW TIGHT THIS IS, DOORMAN TAKES UP 100 CHARACTERS, BEEDLE TAKES UP 78, AND MARGE/LEGS TAKE 375 CHARACTERS. FOR THE ICE CAVE WE ARE ALREADY OVERBUDGET BY A LOT (103 ch) AND WE HAVE YET TO INCLUDE THE TURRET IN THIS TALLY. THIS SIZE-PER-PIECE/TOTAL-ENEMY-SIZE-IN-RELATION-TO-450ch-LIMIT LIMITATION MUST BE KEPT IN MIND WHEN DESIGNING ENEMIES & MODELING/RENDERING ENEMIES. IT IS OK TO RENDER MORE ANGLES OF ANY PARTICULAR PIECE THAN WE MAY NEED, AS LONG AS SOME OF THOSE CAN BE USED. IT IS NOT ALRIGHT TO CREATE COMPLEX 3-D MOTIONS WHICH CAN ONLY BE ANIMATED THRU AN EXTENSIVE AMOUNT OF ROTATED 3-D IMAGES. THIS METHOD WOULD LOOK THE BEST, BUT WE CANNOT DO THIS VERY OFTEN AND EVEN THEN, ONLY ON A VERY LIMITED SCALE.

- ONCE YOU'VE FOUND A LIGHTING/TEXTUREMAP BALANCE THAT YOU FEEL HAS RENDERED THE BEST HAVE ME COME IN TO SEE IT. IT IS BETTER FOR ME TO VIEW IT AT THIS POINT (ON MATT'S TV) THAN TO VIEW IT AS LBM'S IN DA. WHILE IT IS STILL ON MATT'S TV THERE IS AN OPPORTUNITY TO MODIFY THE RENDERING - ONCE IT IS IN DA, VERY LITTLE CAN BE DONE OTHER THAN SLOWLY MODIFYING EACH PIXEL. WE DON'T HAVE ENOUGH TIME IN OUR SCHEDULE FOR THIS
- LOOK AT THE SCHEDULE, DATES ARE CLEARLY MARKED AS TO WHEN YOU SHOULD BEGIN WORKING ON A GROUP OF TASKS AS WELL AS WHEN THE TASKS SHOULD BE DONE. IF YOU DON'T THINK YOU CAN GET SOMETHING DONE BY THE TIME IT IS DUE, LET ME KNOW. IF YOU DON'T THINK YOU HAVE A REASONABLE AMOUNT OF TIME TO DO SOMETHING, LET ME KNOW. I TRIED TO LAY OUT A REASONABLE SCHEDULE BUT IT MAY NOT BE OK FOR YOU - IF THINGS ARE TOO TIGHT, JUST LET ME KNOW. THE SCHEDULE IS EXTREMELY IMPORTANT - WE ARE NEARLY 4 WEEKS BEHIND WITH 4 MONTHS TO GO BEFORE EVERYTHING MUST BE DONE. WE ARE NOW FACED WITH THE DIFFICULT TASK OF CATCHING UP AT LEAST AN EXTRA WEEK PER MONTH. EVEN WORSE, WE HAVE ONLY COMPLETED ONE OF THE SIMPLEST ENEMIES USING THIS NEW METHOD OF 3-D MODELING IN OVER A MONTH. JANUARY HAS A VERY INTENSE SCHEDULE, AS DO THE FOLLOWING 3 MONTHS. THE LIGHTEST WAS DEC. AND IT HAS NOW PASSED US BY. WE NEED TO REALLY MAKE A BIG EFFORT TO CATCH UP. THE SCHEDULE IS AN essential aid in catching up.