OS MANAGER: BACK TO THE SHOP SERIES I

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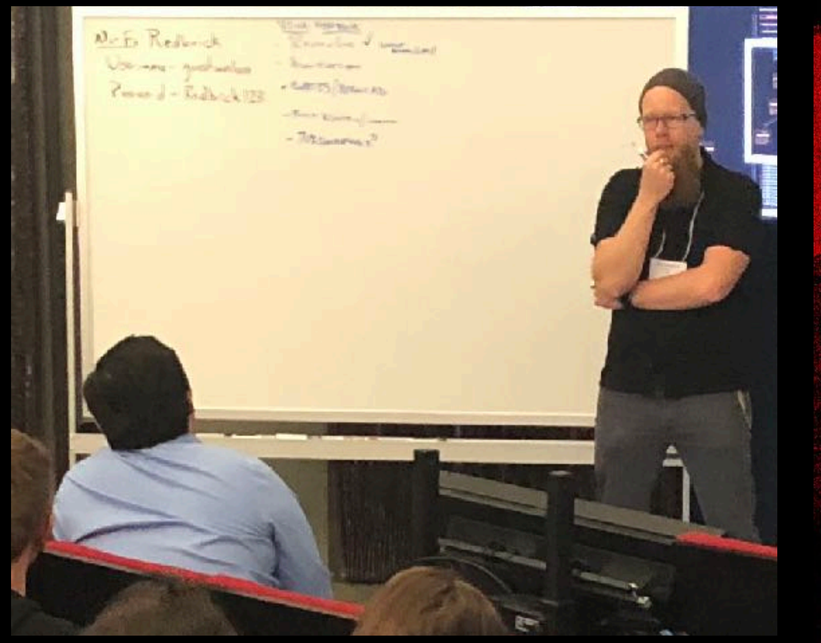
“NEVER LEAVE HOME WITHOUT YOUR POCKET KNIFE AND TAPE MEASURE.”

-Dave Barkowski

A BIT ABOUT ME...

Created, Managed, and Integrated External Content Outsourcing Pipelines end to end for Large-scale MMO, PC, and Mobile

Art Direction, Production and Artist Management, Technical Rigging, Scripting Artist and Animator Tools (Python+Maya), Asset Integration, Automation, Modeling, Texturing, Collegiate Teaching, and Training



XDS | EXTERNAL DEVELOPMENT SUMMIT

GAME OF THRONES CONQUEST™

STAR WARS 1313

PURDUE UNIVERSITY

CHAMPLAIN COLLEGE

RTL systems inc.

GameStop

SHOP RULES

Format:

- Present an overview of topics (~ 30 min)
- Break into teams to discuss innovations within the topics of visual feedback, tools & scripts, and scaling process. (~30 min)
- Come together to discuss findings (time remaining)

Outcomes:

- Team will share innovations that helped shape their OS careers
- Provide attendees with a list of learnings to explore on their own
- Continue the conversation outside ignite and into Vancouver

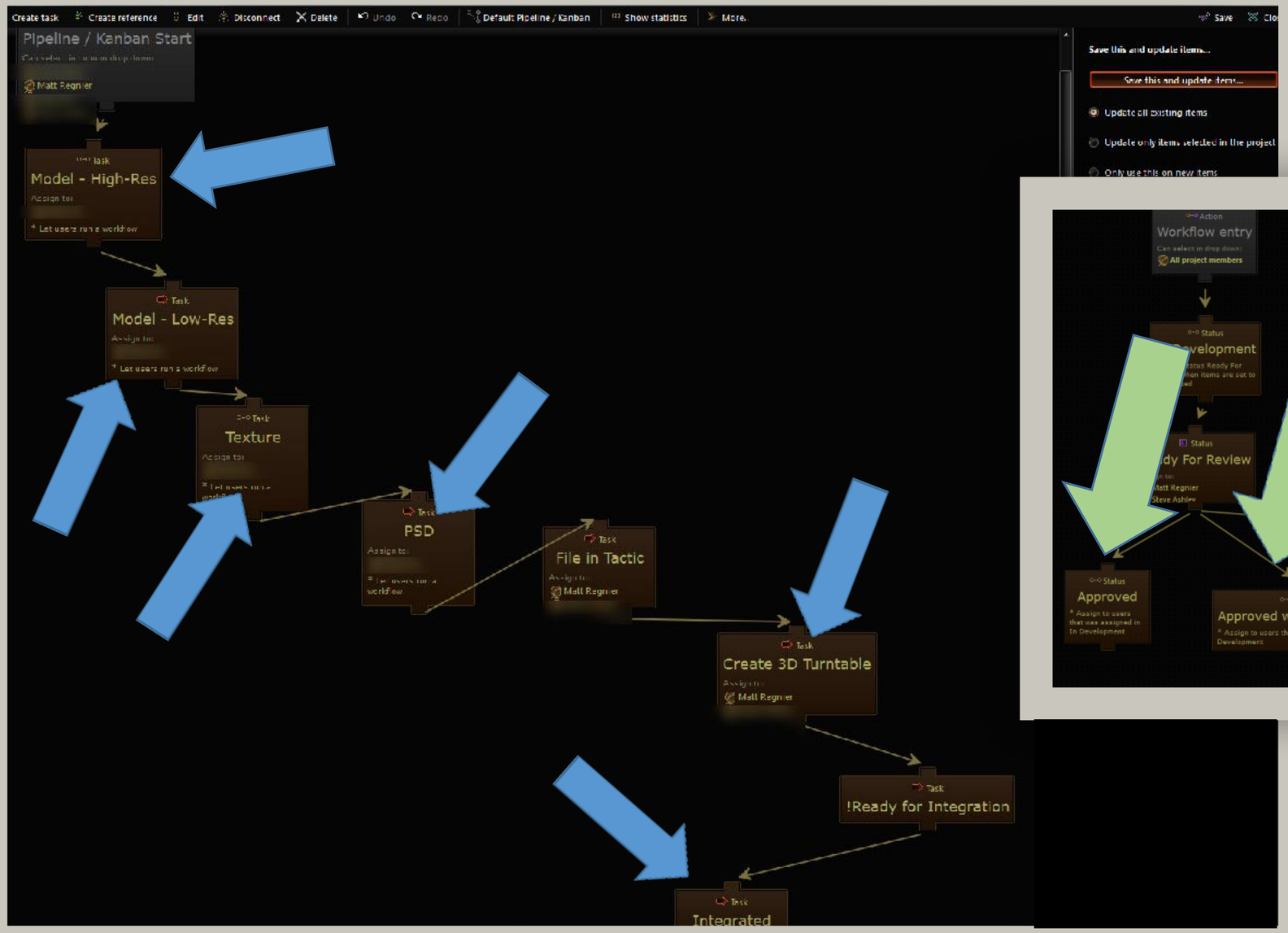
VISUAL FEEDBACK

SCRIPT YOURSELF OUT OF A JOB

SCALE WITH GREAT PROCESS

VISUAL FEEDBACK

- Review against the **CONCEPT**
- Review in **CONTEXT**
- **TWO & OUT** theory
- Should that feedback be in a **GUIDE**?
- Be **CONSISTENT**


Create task
Create reference
Edit
Disconnect
Delete
Undo
Redo
Default Pipeline / Kanban
Show statistics
More..
Save
Pipeline / Kanban Start
Matt Regnier
Task
Model - High-Res
Assign to:
Let users run a workflow
Task
Model - Low-Res
Assign to:
Let users run a workflow
Task
Texture
Assign to:
Task
PSD
Assign to:
Task
File in Tactic
Assign to:
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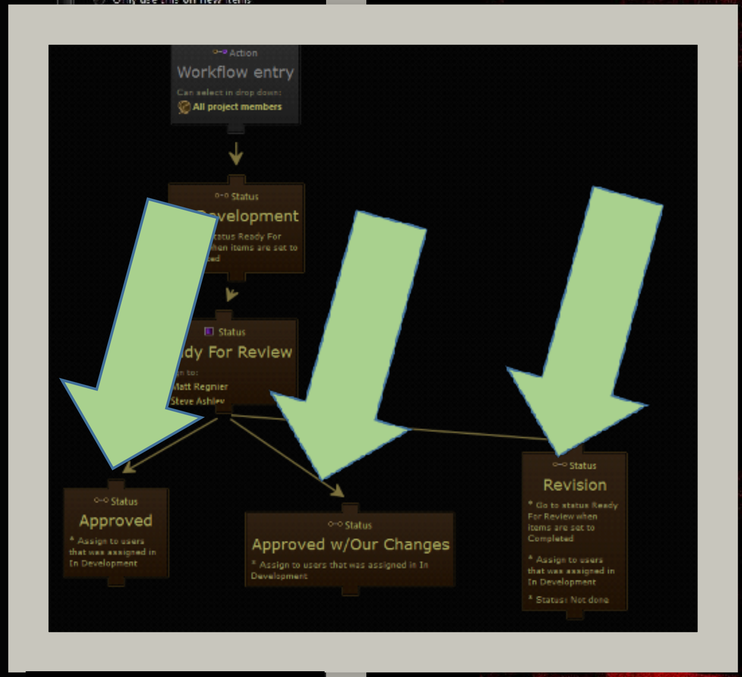
Task
Create 3D Turntable
Assign to:
Matt Regnier
Task
!Ready for Integration
Task
Integrated
Save this and update items...
Save this and update items...
Update all existing items
Update only items selected in the project
Only use this on new items


Action
Workflow entry
Can select in drop down:
All project members
Status
Status
dy For Review
Status
Approved
Assign to users that was assigned in In Development
Status
Approved w/Our Changes
Assign to users that was assigned in In Development
Status
Revision
Go to status Ready For Review when items are set to Completed
Assign to users that was assigned in In Development
Status: Not done

SHOP STUDY – RECAP

- Identify need to include licensor approval / review
- Augmented feedback to ensure higher and consistent quality level BEFORE licensor first review
- Adapted approval pipeline to put turntable render step on my plate to free up internal production
- End result was licensor was happy quality issues addressed and eventually were only approving final assets

SCRIPT YOURSELF OUT OF A JOB

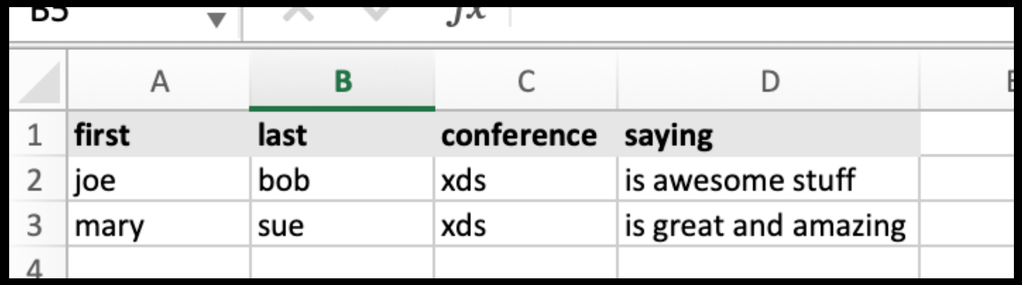
- **AUTOMATION**: Are you clicking the same button multiple times?
- Do you need to **ZIP** files?
- Do you need to **GENERATE** asset lists?
- Need to transfer files?
- Write a script!

XLRD

```
import xlrd

file = '/Users/mattregnier/Documents/xds_example.xlsx'
wb = xlrd.open_workbook(file)
wb.sheet_names()
sh = wb.sheet_by_index(0)
sh = wb.sheet_by_name(u'Sheet1')

for rownum in range(sh.nrows):
    print sh.row_values(rownum)
```



	A	B	C	D
1	**first**	**last**	**conference**	**saying**
2	joe	bob	xds	is awesome stuff
3	mary	sue	xds	is great and amazing
4				

```
[u'first', u'last', u'conference', u'saying']
[u'joe', u'bob', u'xds', u'is awesome stuff']
[u'mary', u'sue ', u'xds', u'is great and amazing']
```

SCALE WITH GREAT PROCESS

- What problems can be fixed **BEFORE** or **AFTER** submission?
- Does a tool already exist? Can you write one?
- Do your homework

SHOP STUDY – RECAP

- Ensure consistency and quality over a LARGE # of assets with guide
- Created Armor Concept Template (2D)
- Created Armor Zone Template (3D)
- Used these created templates with vendors to ensure guidelines were met

VISUAL FEEDBACK

SCRIPT YOURSELF OUT OF A JOB

SCALE WITH GREAT PROCESS

AFTER SESSION Q+A WRAP – IE ROUGH CUTS

Visual Feedback

- Reviewing live with your vendor ++
- Know their team
- Determine review gates before the engagement
- Build a rapport with your licensor
- 70% good enough?
- Review in Context

AFTER SESSION Q+A WRAP – IE ROUGH CUTS

Visual Feedback

- Have an Onsite! either the vendor here or you on their turf
- We are people. . . BOND!
- Partner training! In anticipation of future work train the vendor
- Cultural awareness: be mindful of the world political climate
- Process survive? Can what you have in place survive a vacation, life event, sickness or team change
- Kickoff call with reference packs and discuss the work
- In production pre-mortem: Do a milestone check in to talk about what is working and what is not

AFTER SESSION Q+A WRAP – IE ROUGH CUTS

Tools & Scripts

– Perforce syncs and integration: have the team work with you

– Forecasting and automation: Can you automate the contract / sow process with a quick tool?

– Can vendor resources be used to augment internally unavailable team resources? – This proved to be a great topic. If the team does not have time to write the pipeline can that work be outsourced?

AFTER SESSION Q+A WRAP – IE ROUGH CUTS

Scope & Scale

- Lots of factors contribute to changes
    - poor planning
    - over budget
    - milestones change
- Good to have long vs. short term goals
    - always weigh the immediate need v the long term larger goal. do not be afraid to make sacrifices in the short term in order to set the team up for success in the long term
- Tech debt will increase over time. If you can fix something today that will save time in the end then do it!

WRAP

Thank you for your time today. Any final questions?

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