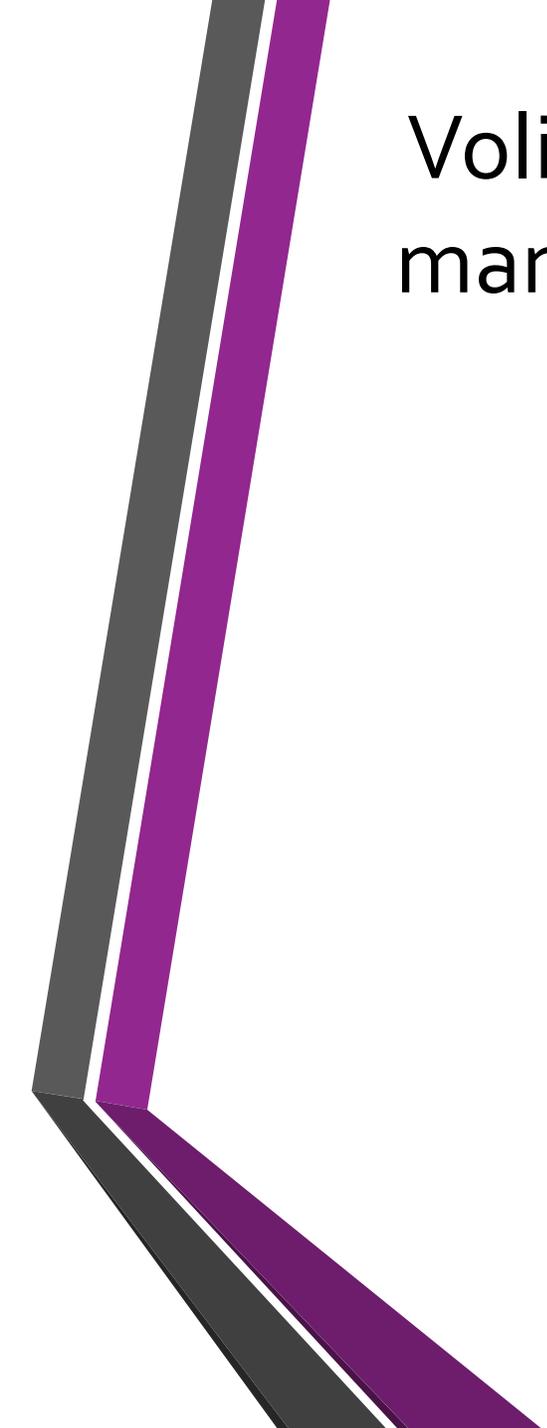


Deploying and Maintaining a Unified Toolset Worldwide

Jeff Hanna
Principal Technical Artist

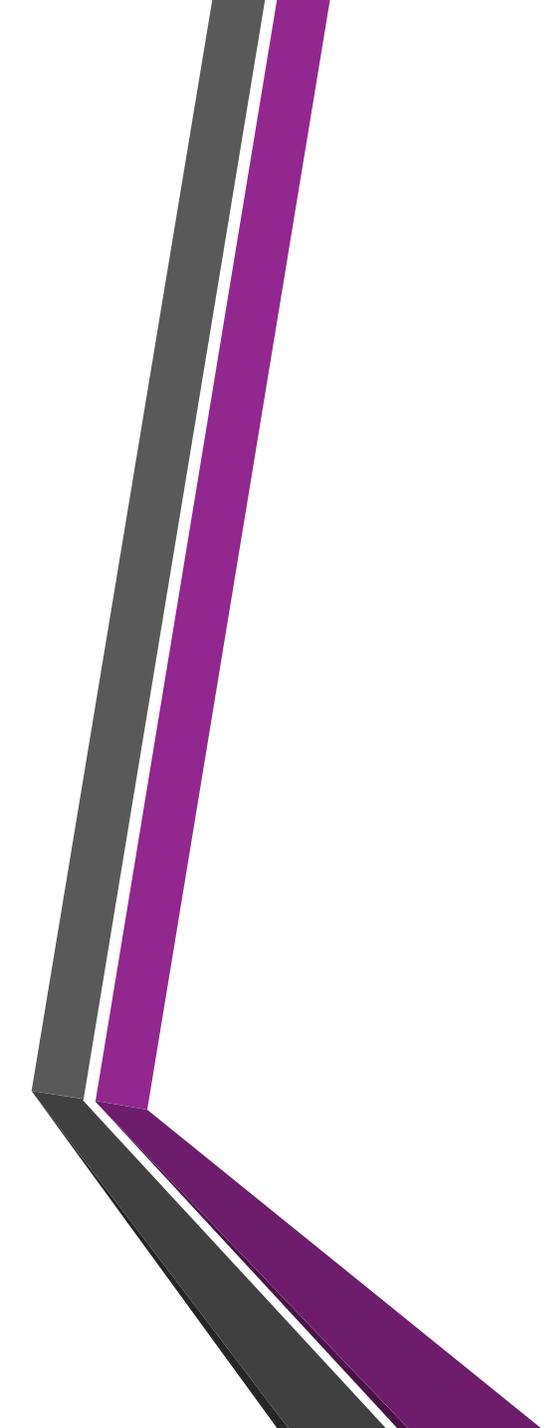




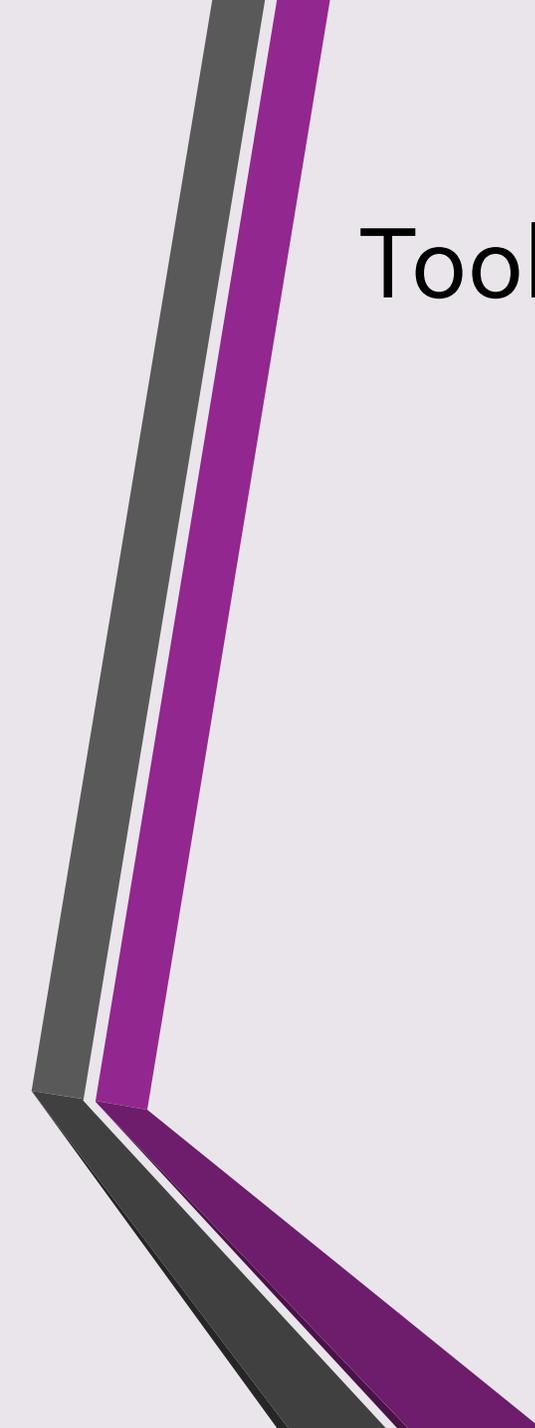
Volition has learned a lot about off-site tools management over the past decade. I'd like to share that knowledge with you.

We hope can use
this information
to improve your
tools pipelines
and procedures.



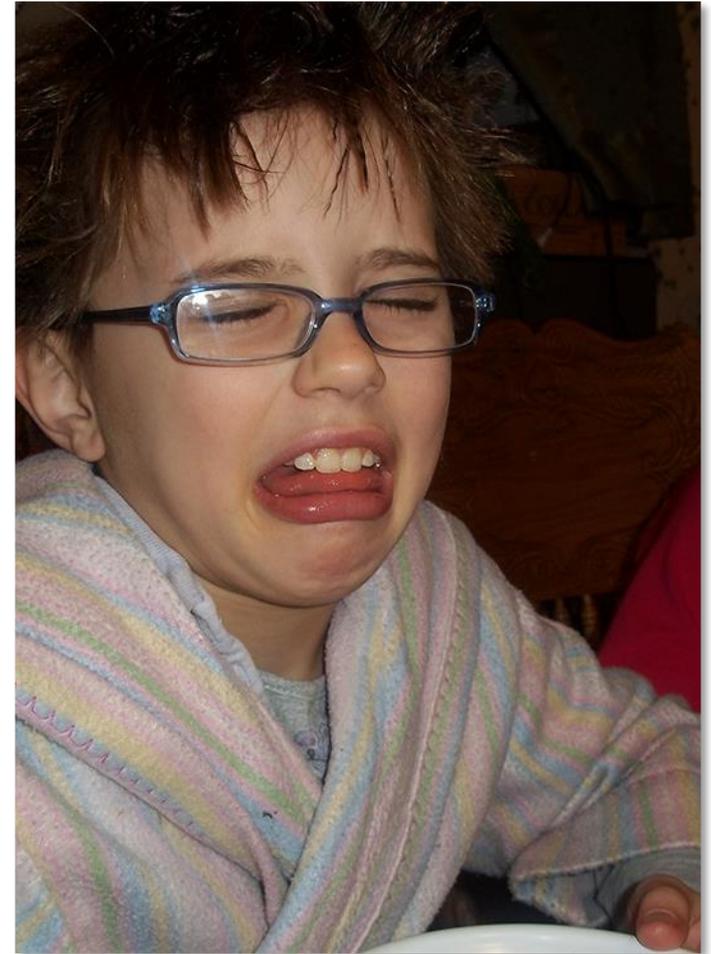


Why is any of this necessary?



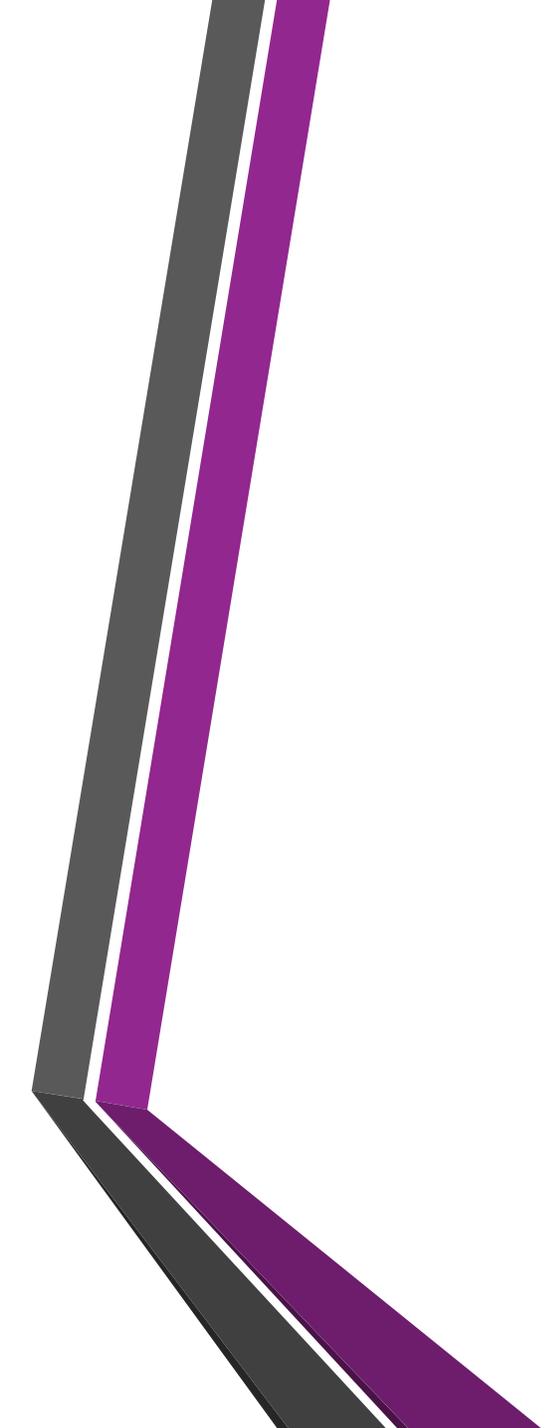
Tools, Technology, but most importantly, how
you think

Let's talk about that word,
"Outsourcing"





Team extension



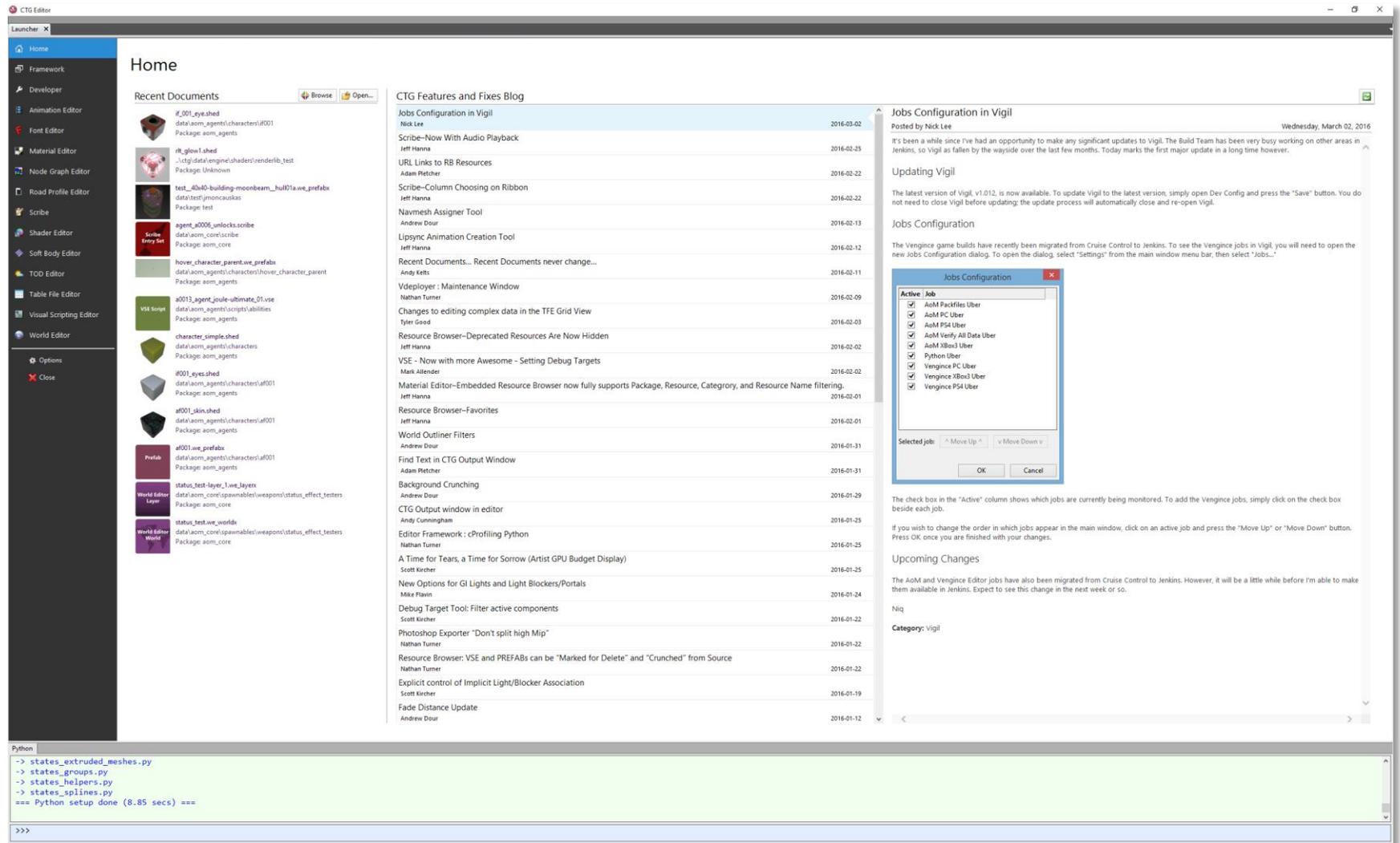
Is it right for everybody?

Let's begin at the end

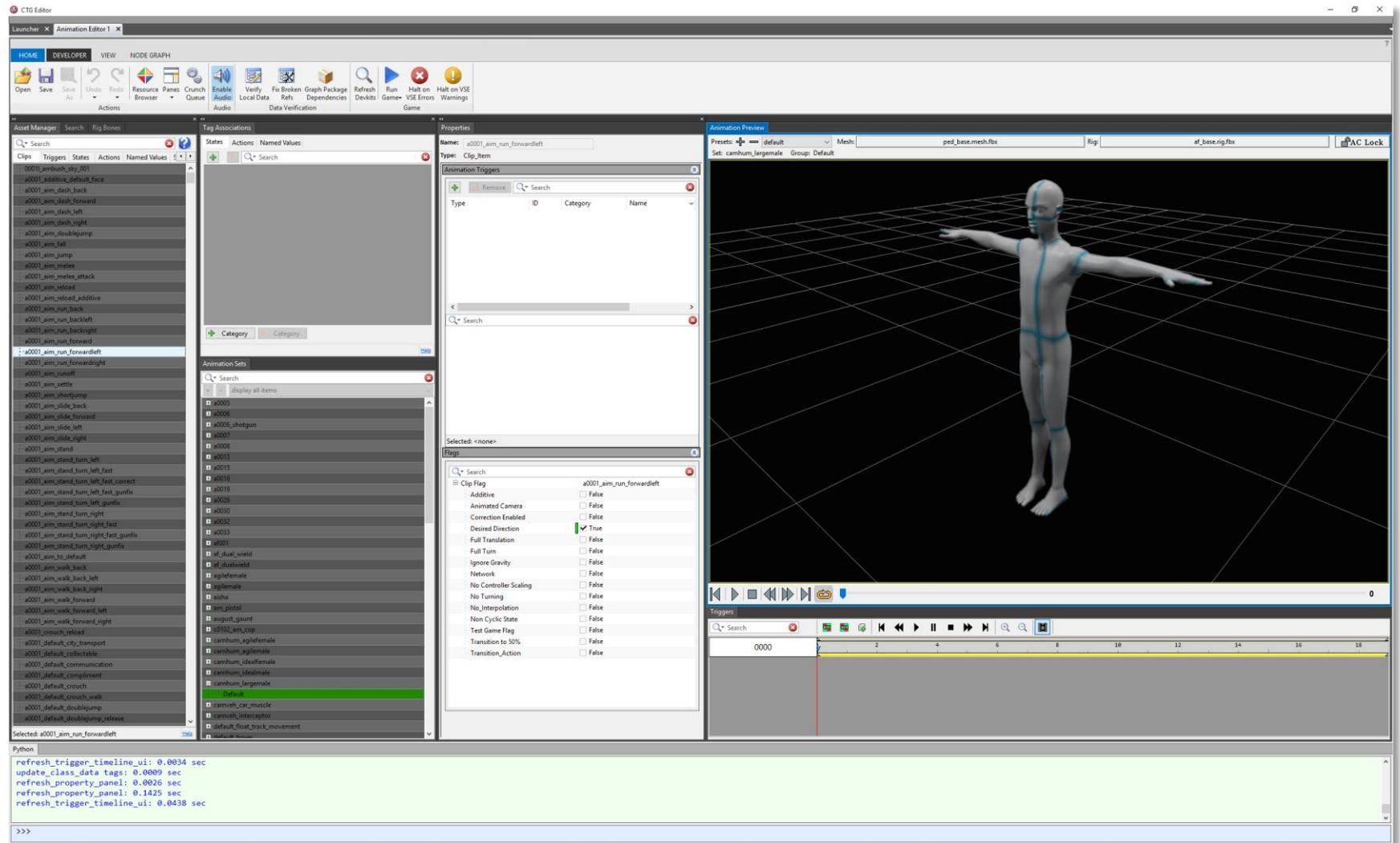




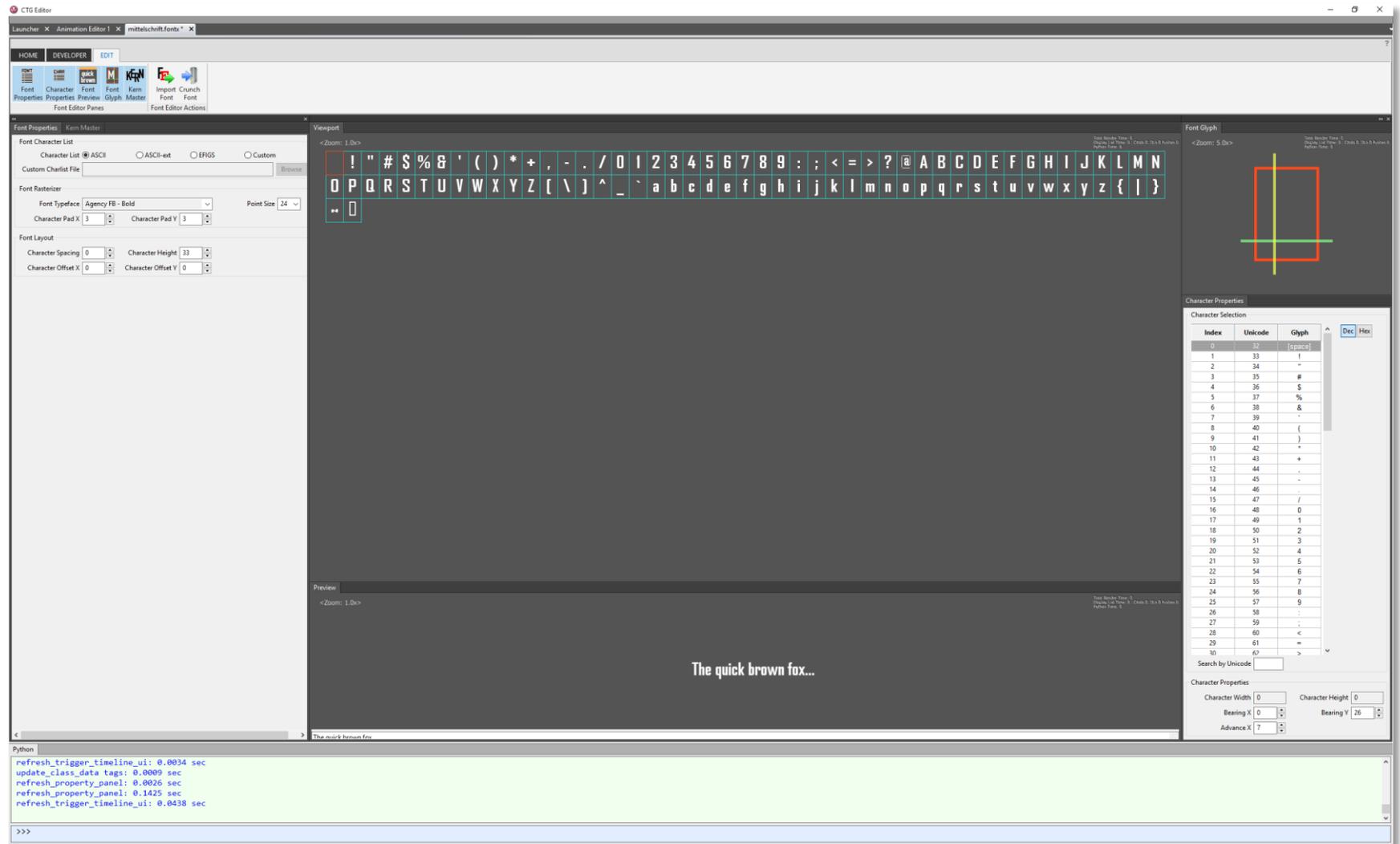
Our technology
(We don't really show this much)



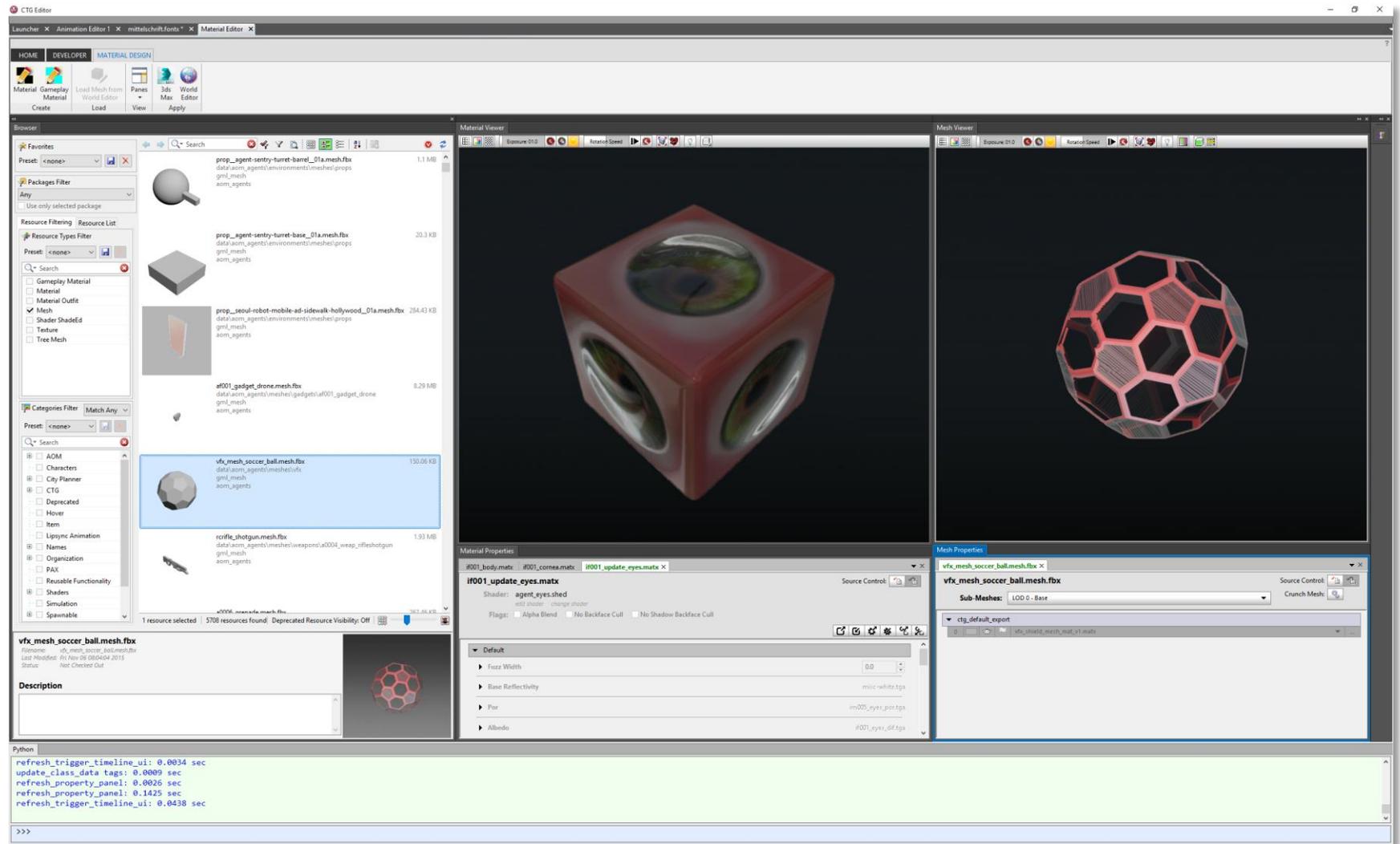
CTG Editor



Animation



Fonts



Materials

The screenshot displays the CTS Editor application. The main window is titled "Line Editor" and contains a large table of data. The table has four columns: "String ID", "English Text", "Voice Event", and "Lipgize Animation". The "String ID" column contains numerical values, and the "English Text" column contains lines of text. The "Voice Event" column shows "VMO RESOURCE" for most entries, and the "Lipgize Animation" column shows "LIPGIZE ANIMATION".

On the left side, there are two search panels: "Search Persons" and "Search Line Situations". Below these are "New Persons" and "New Binding" buttons. At the bottom left, there is a "Python" console window with the following code:

```

refresh_trigger_timeline_ui: 0.0034 sec
update_class_data tags: 0.0009 sec
refresh_property_panel: 0.0026 sec
refresh_property_panel: 0.1425 sec
refresh_trigger_timeline_ui: 0.0438 sec

```

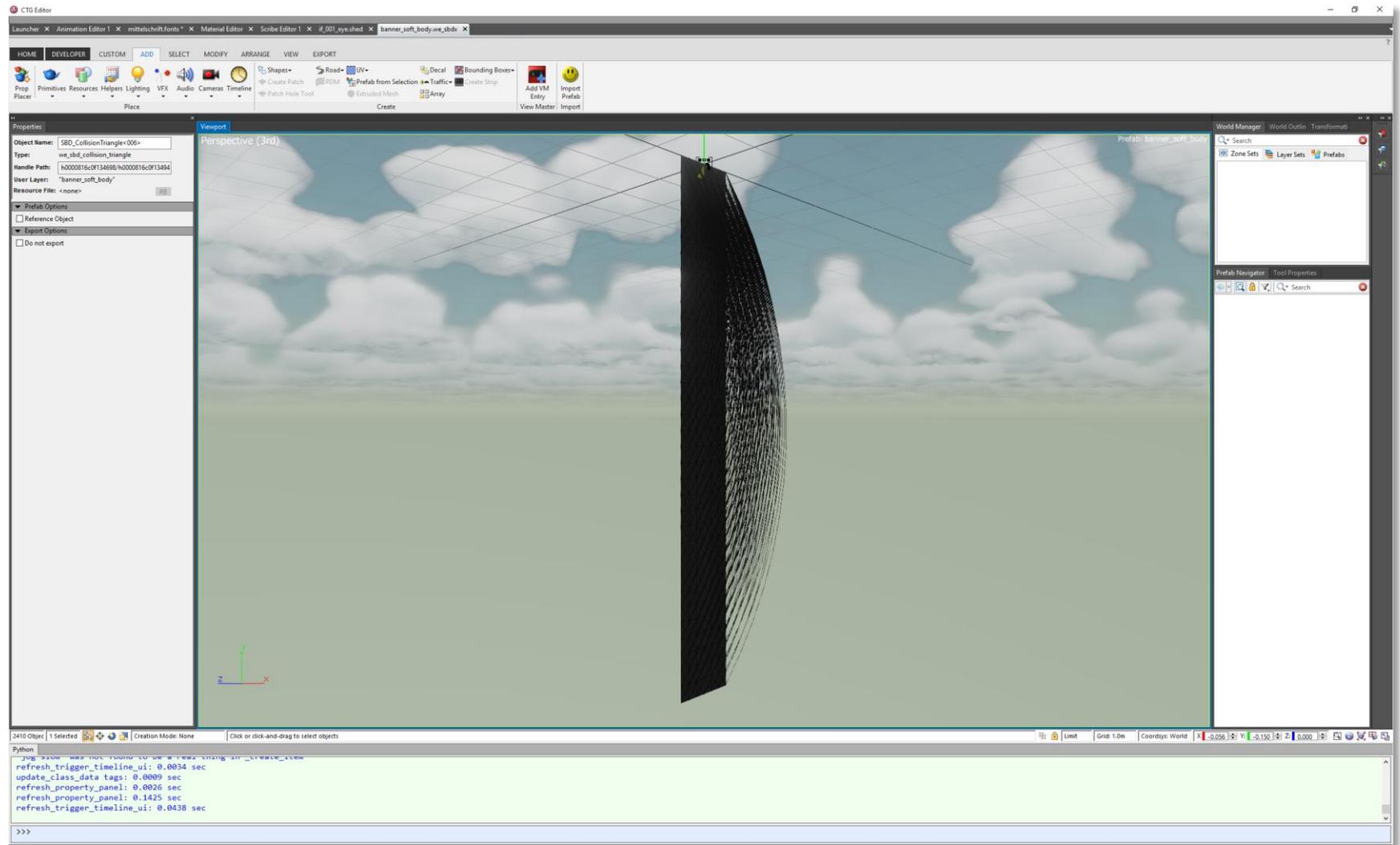
On the right side, there is a "Person Editor" panel with a search bar and a "Name" field containing "pad vocal female young 04". Below this is a "Description" field and a "Line Situations" dropdown menu. At the bottom right, there is a "Conditional Call Formatting" panel with a "Preset" dropdown menu.

Story Scripts

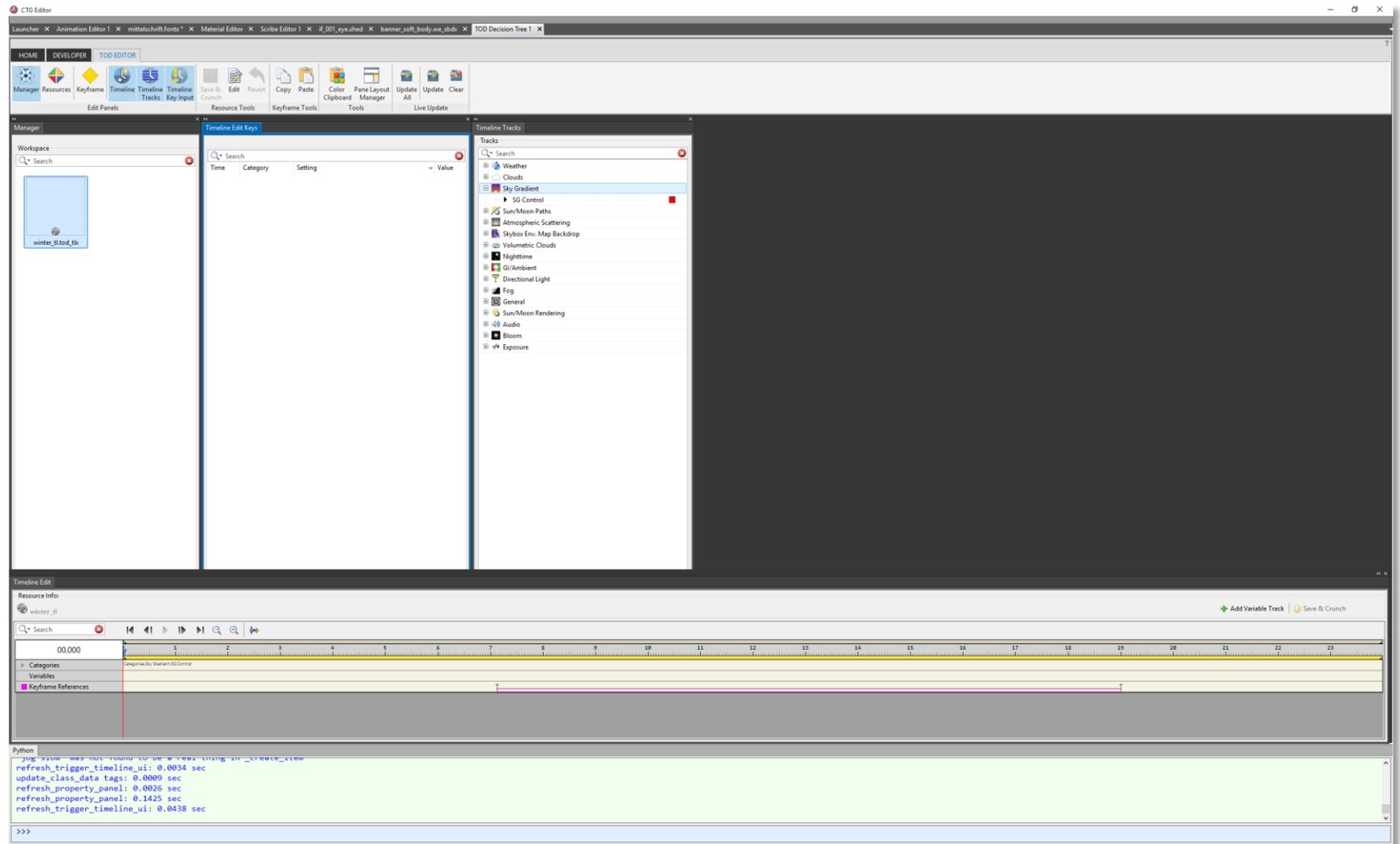
The image shows the Unity Shader Graph editor interface. At the top, there's a menu bar with options like HOME, DEVELOPER, and SHADER DESIGN. Below it is a toolbar with icons for Update Shader, Auto Update, Save & Full Crunch, Hide Labels, Clean Up, Render, Debug Info, View Grid, and Emphasis. The main area is the Viewport, which contains a complex node graph. On the left, there's a Node Library with categories like Favorites, Conditional, Math, and Nodes. On the right, there's a Shader Preview window showing a 3D cube with a red and white texture and a green eye-like shape. Below the preview is a Properties panel. At the bottom, there's a Python console with the following output:

```
Python
refresh_trigger_timeline_ui: 0.0034 sec
update_class_data tags: 0.0009 sec
refresh_property_panel: 0.0026 sec
refresh_property_panel: 0.1425 sec
refresh_trigger_timeline_ui: 0.0438 sec
>>>
```

Shaders



Soft Body Physics

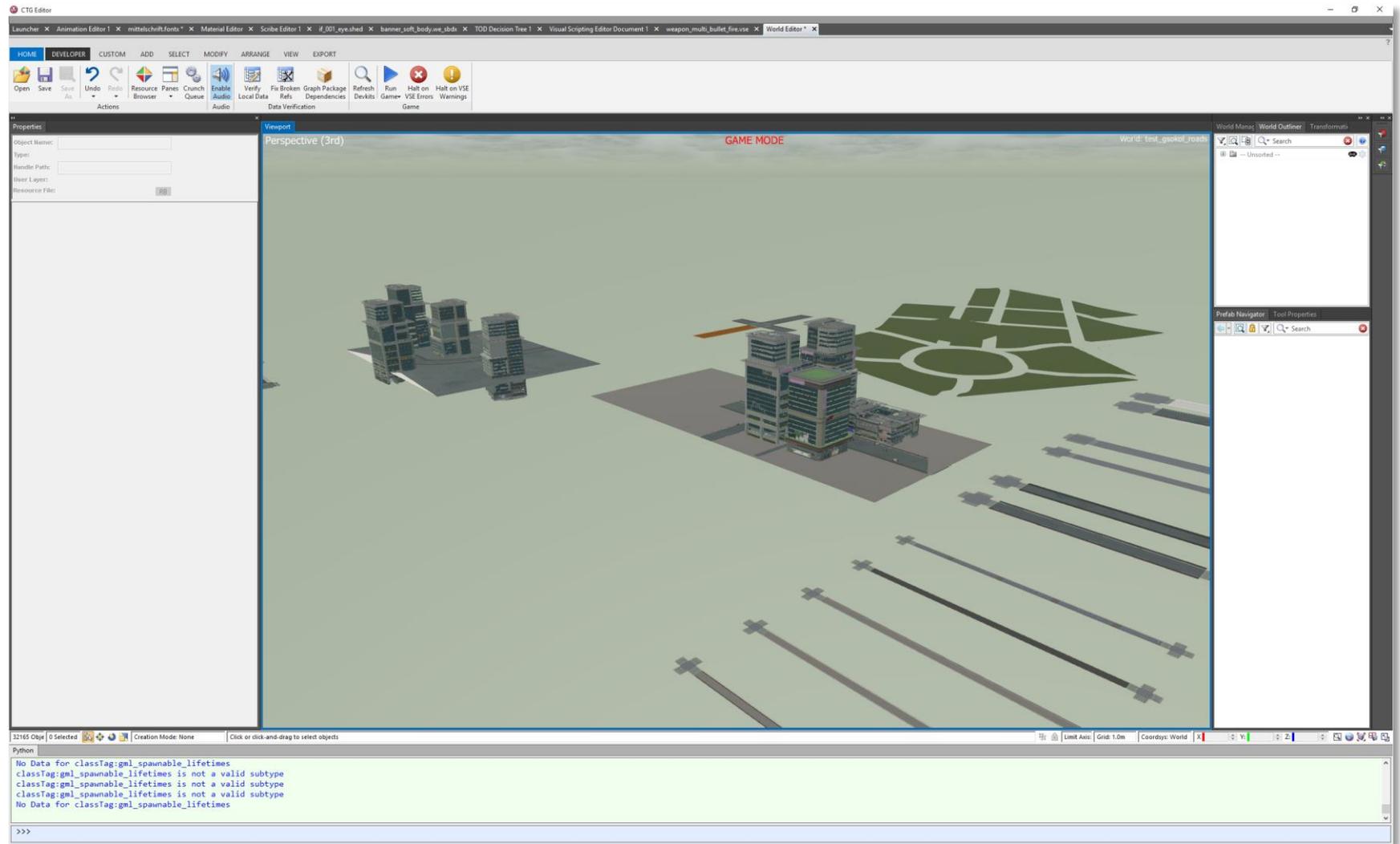


Time of Day

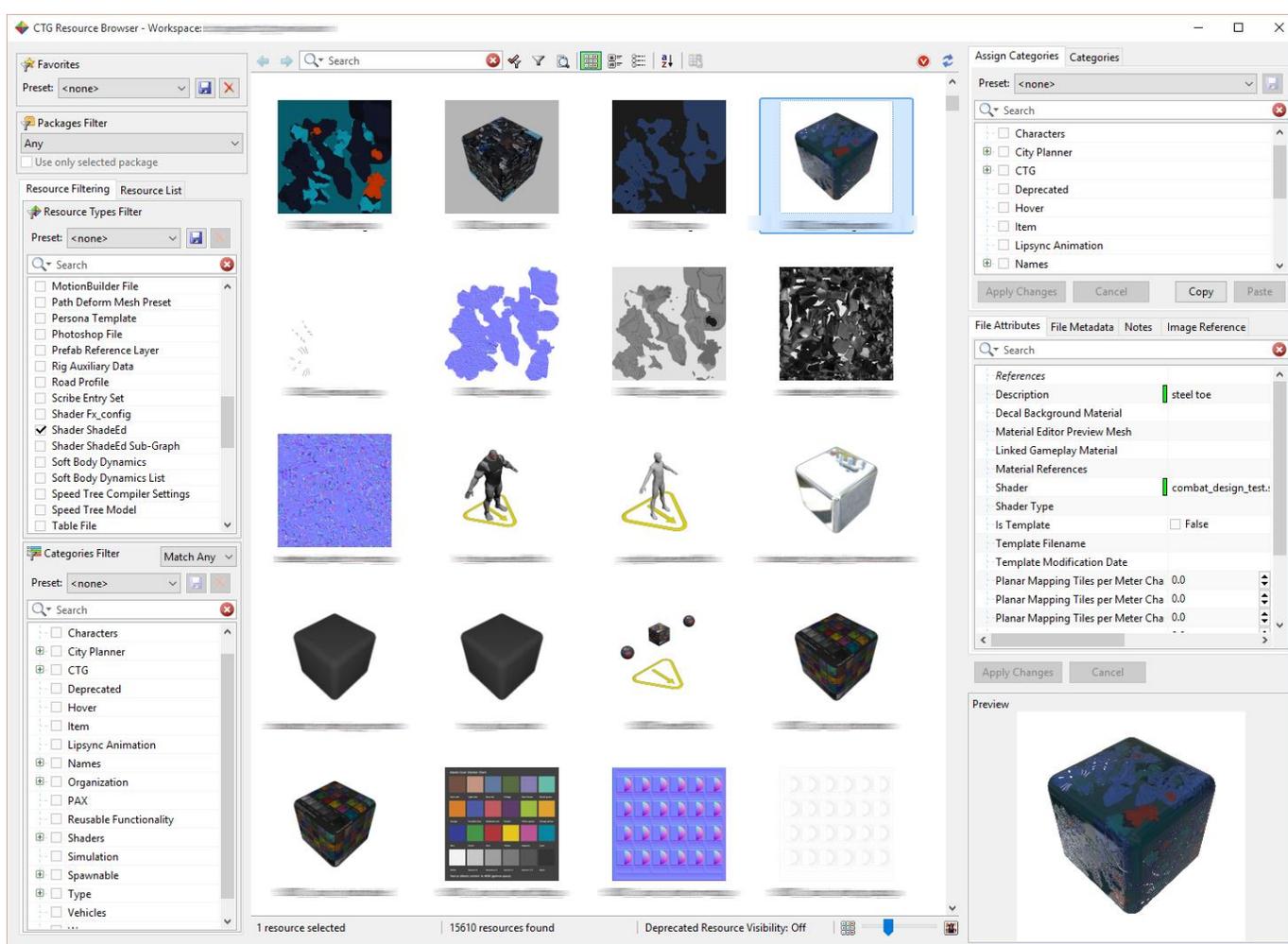
The screenshot displays the Unreal Engine Visual Scripting Editor. The main workspace contains a blueprint graph for a weapon system. The graph includes several nodes: 'Weapon' (multiple instances), 'Component' (multiple instances), 'Event' (multiple instances), and 'Weapon Shared Data'. The graph is connected to a 'Weapon' component in the 'Component' panel. The 'Component' panel also shows 'Weapon Shared Data' and 'Weapon' nodes. The 'Properties' panel on the right shows the 'Weapon' component's properties, including 'Name', 'Type', 'Ref', and 'Est'. The console window at the bottom displays the following Python error messages:

```
No Data for class:tag:gm1_spawnable_lifetimes
class:tag:gm1_spawnable_lifetimes is not a valid subtype
class:tag:gm1_spawnable_lifetimes is not a valid subtype
class:tag:gm1_spawnable_lifetimes is not a valid subtype
No Data for class:tag:gm1_spawnable_lifetimes
```

Visual Scripting



World Editing



Resource Browser

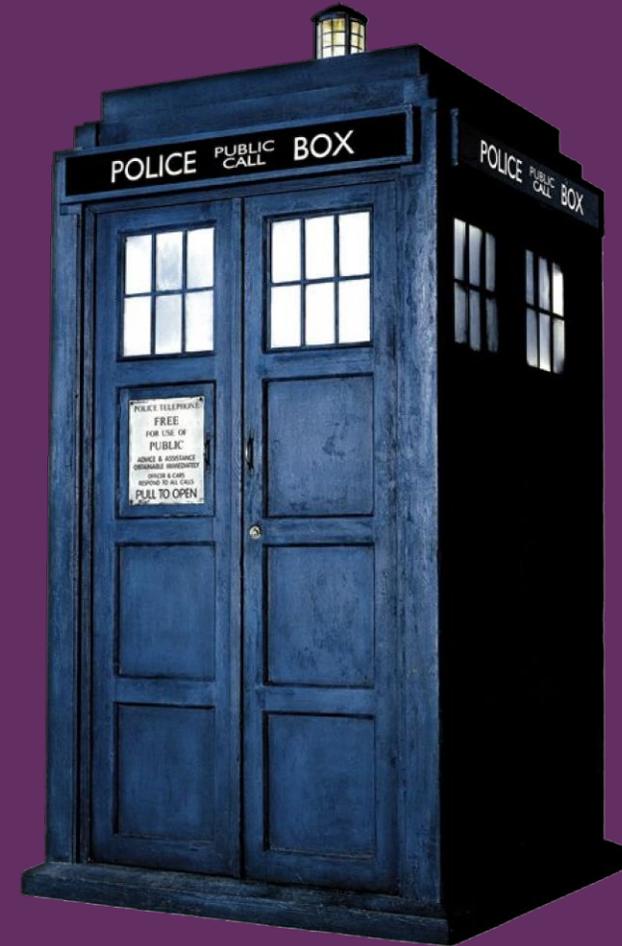


Dev Config, Xinstaller, and Error Logging

<http://tech-artists.org/forum/showthread.php?5365-GDC-2011-TA-Bootcamp-Presentations>

Obviously we had to
work to get to this point

Let's fire up the
Wayback Machine



Ten years ago



The first person who Tweets the connection between this Doctor and one of the game made by one of today's speakers gets a prize!

#TABC #GDC

Two projects, two technologies



Two projects, two technologies





Two projects, two philosophies

RED FACTION
GUERRILLA

Remote locations were remote

7,148 mi

Distance from Champaign, IL
to Shanghai



Five years ago



I'm sorry, but a Doctor must have easily recognizable eyebrows to be considered for a prize giveaway.

Two projects, two technologies

SAINTS ROW.
THE THIRD

RED FACTION
ARMAGEDDON



Two projects, one philosophy



Remote locations were (still) remote

Not so long ago

TNO



No prize here either. Sonic sunglasses, REALLY?!?

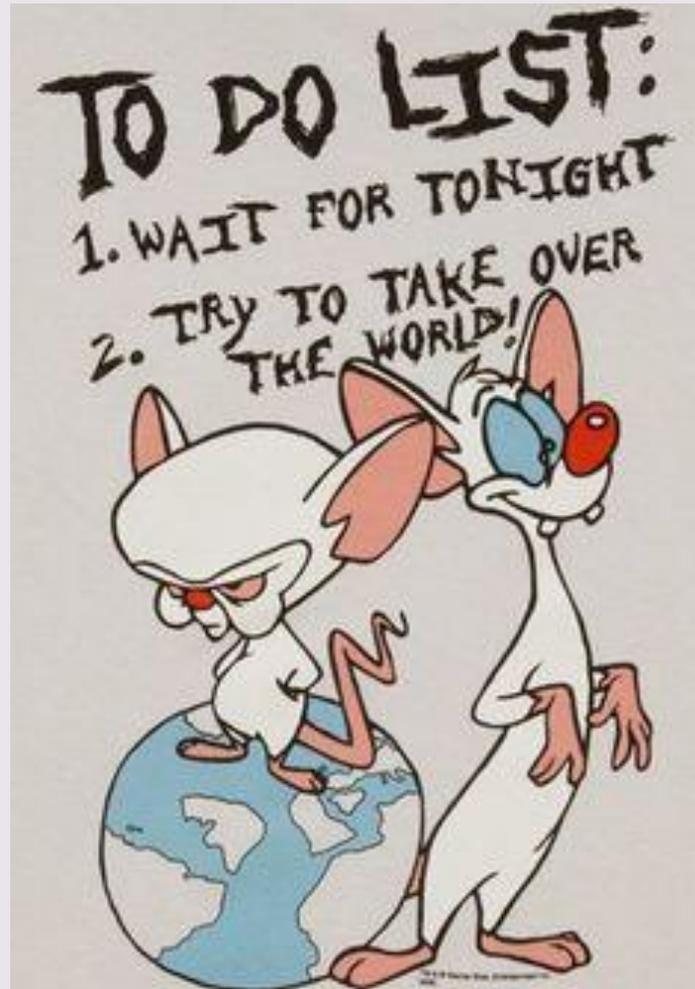


One project, one technology
One project, one philosophy

Let's end at the
beginning



Our current world domination status



Location, location, location

A better slide title:

Lag, lag, lag

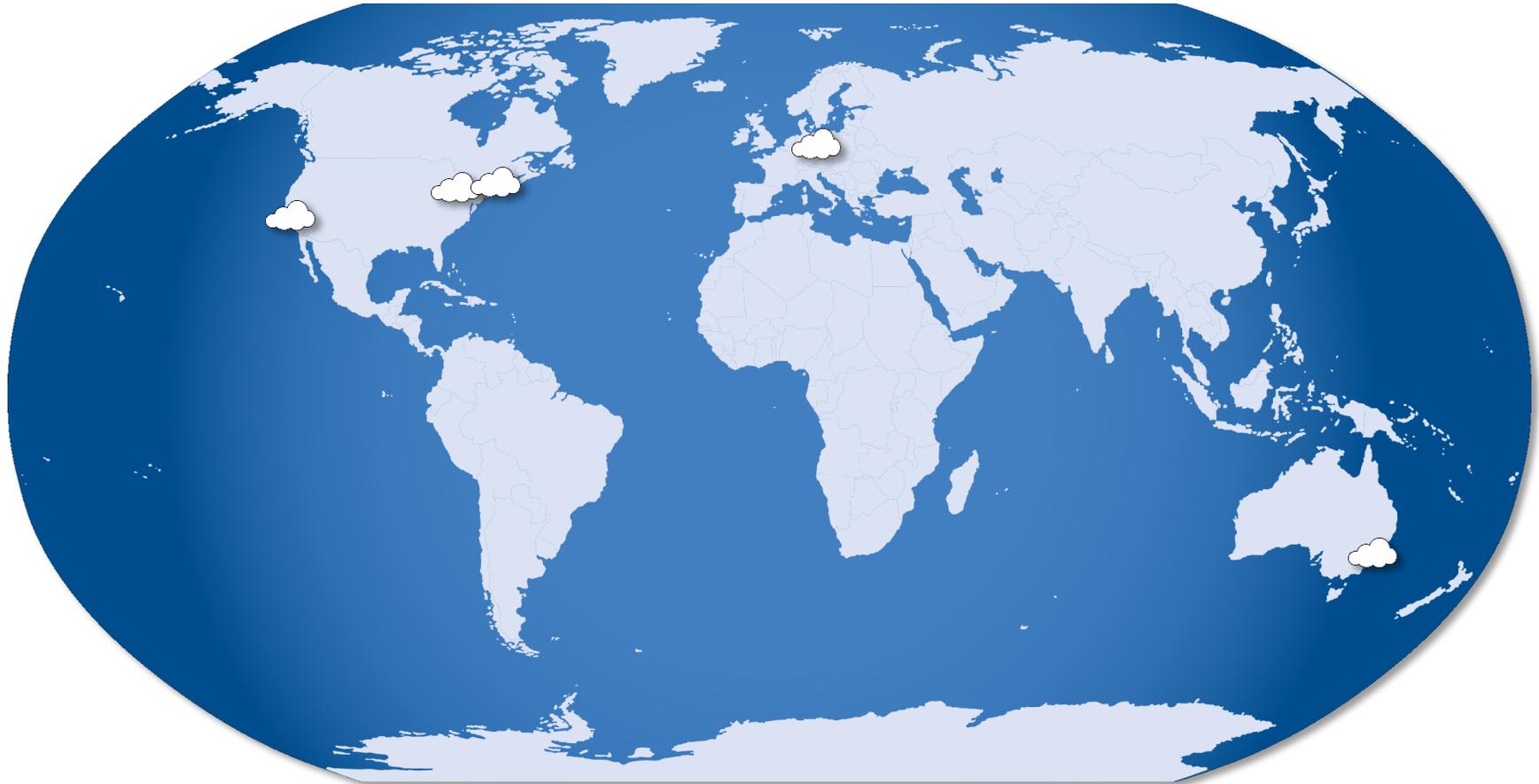
9,377 mi

Distance from Champaign, IL
to Kuala Lumpur



To the Cloud!

(don't worry, I'm not going to put a picture of a cloud up on screen)



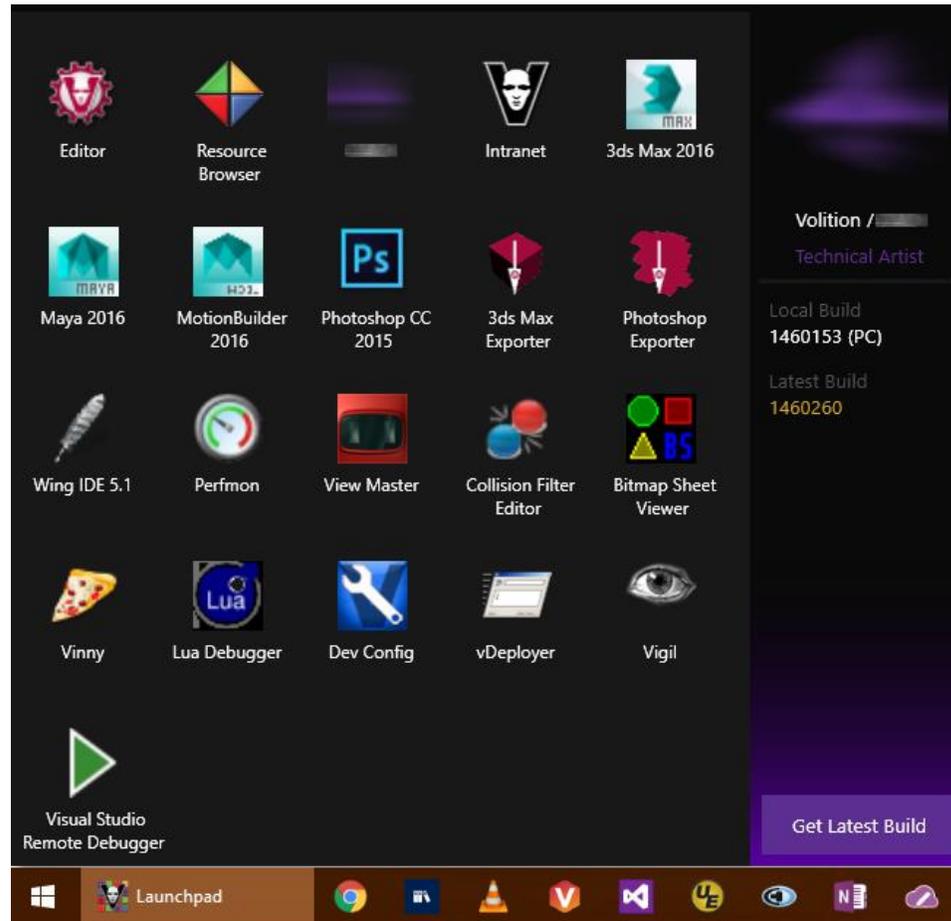


Wait, WTF? Did he say Windows 10?

Add files to locations other than the user's folder

Write to the Registry in any location other than CURRENT_USER

We added an onboarding utility





Let's Review

“Team Extension” vs “Outsourcing” mindset

Lag-free access to tools and data

Tools that install and run, without breaking Windows security

Tight integration between tools and the asset database

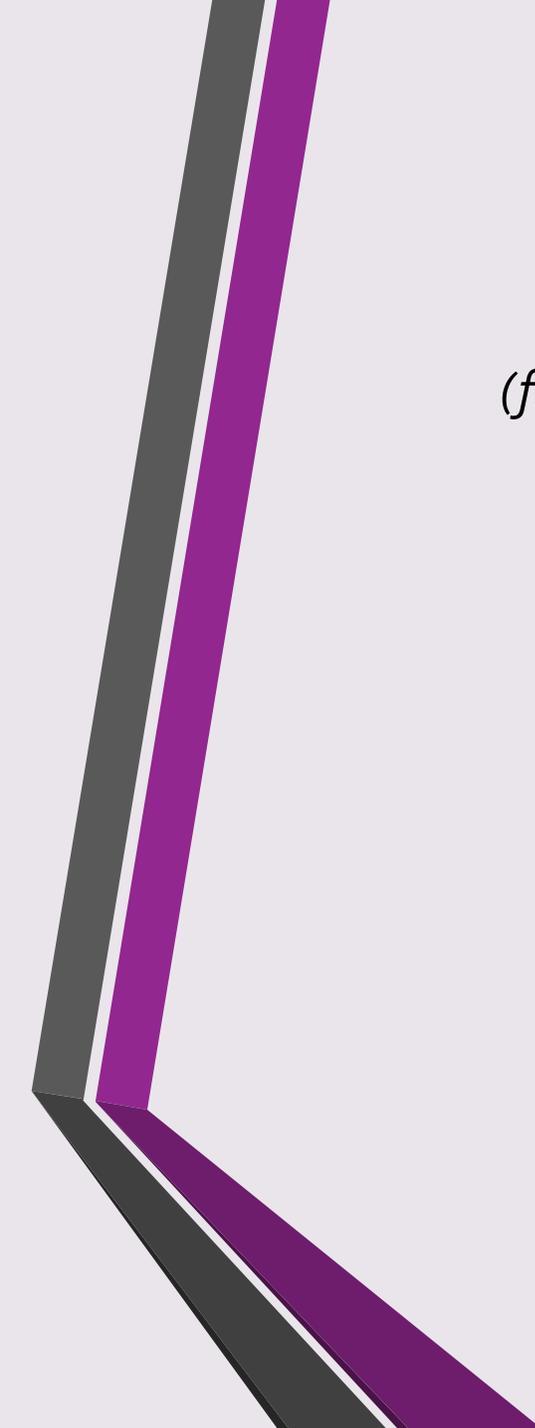
Comprehensive error logging and reporting

Easy updates, easy mistakes





That's all very interesting Jeff, but does
it work?!



Questions?

(first person to the microphone with a valid question gets a free SR4 Steam code!)