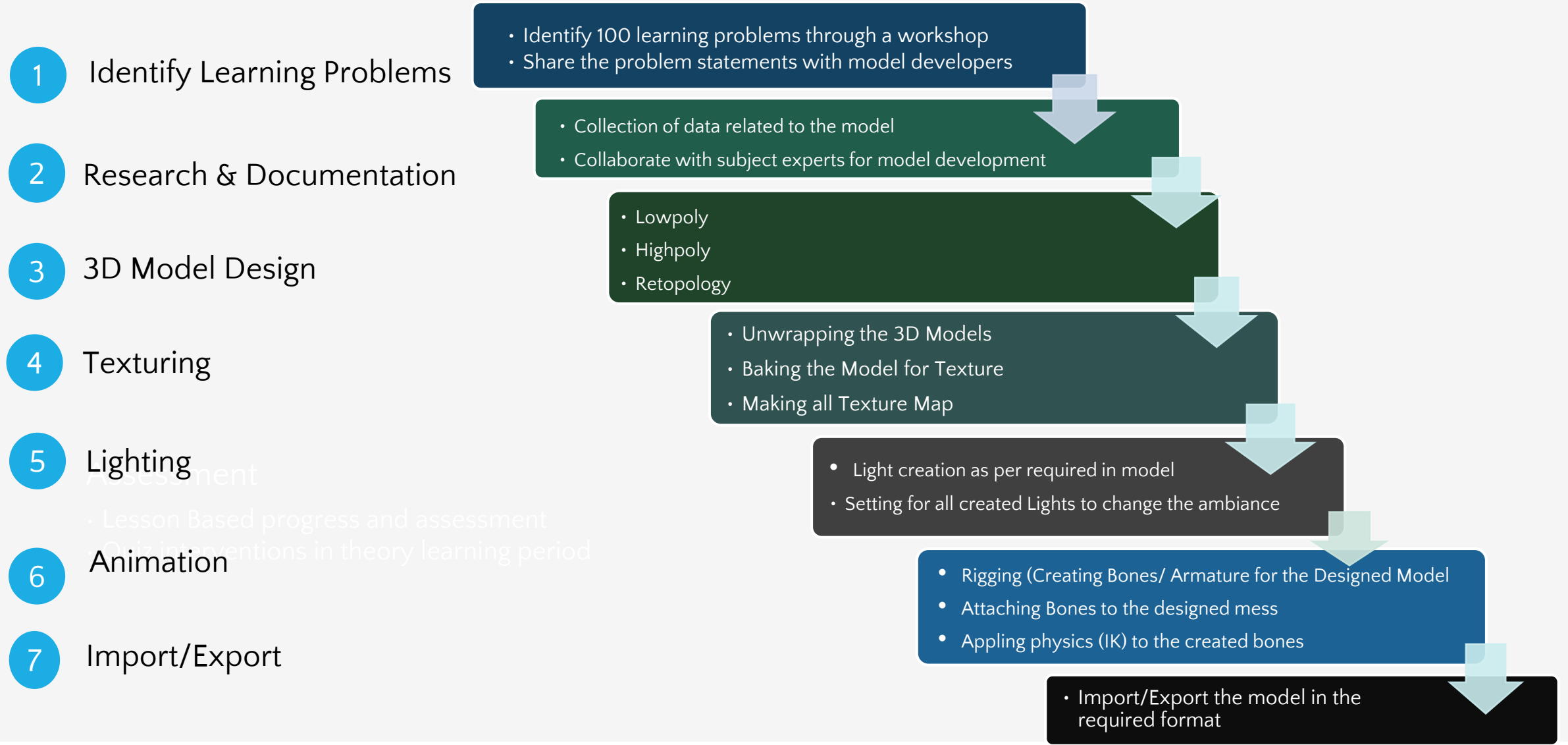


# **3D ASSETS PRODUCTION**

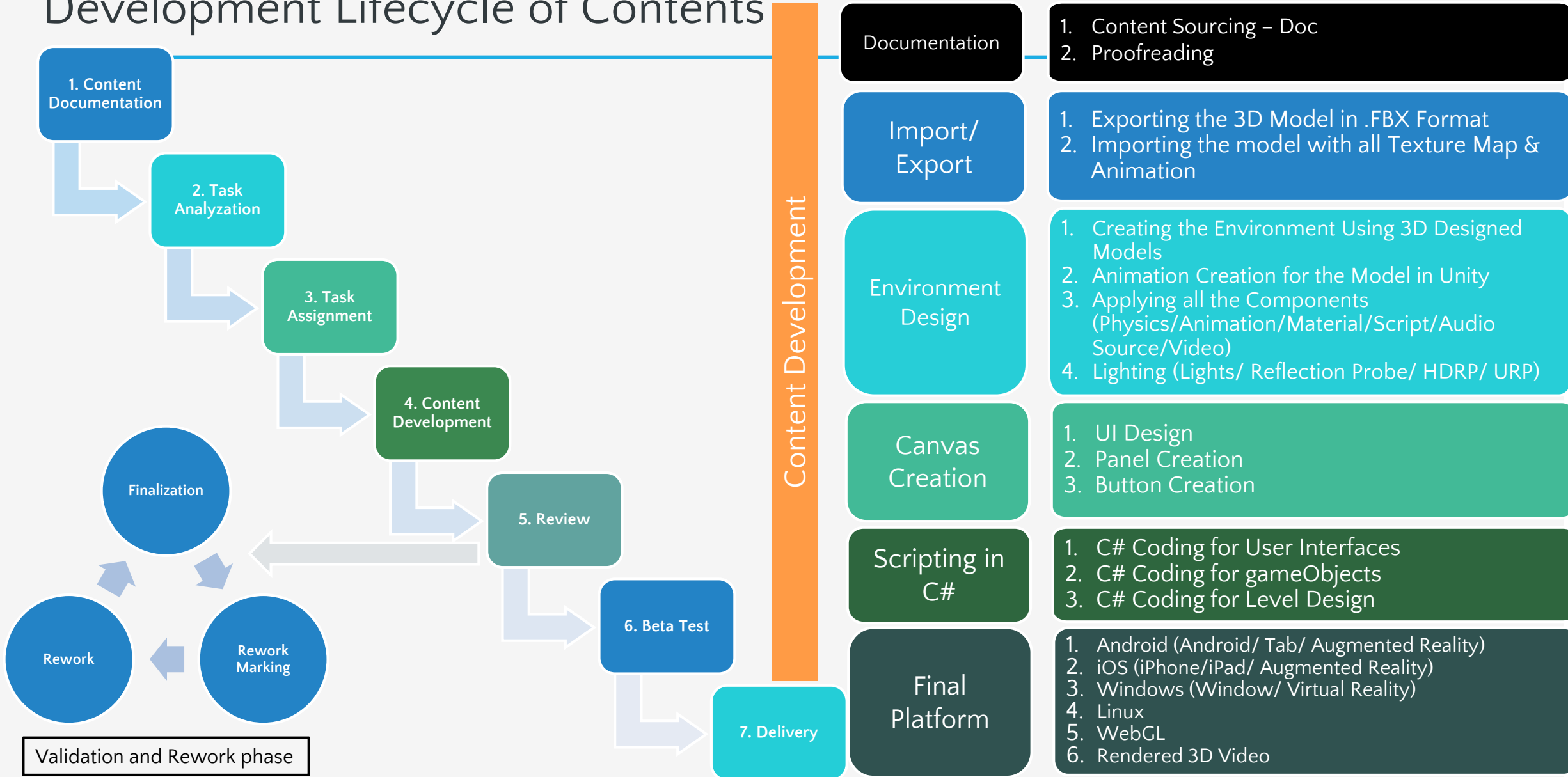
Standard Project & Process Plan

# 3D Model Design Pipeline/Workflow



Assessment  
• Lesson Based progress and assessment  
• Quiz interventions in theory learning period

# Development Lifecycle of Contents



# Roles & Responsibilities: Documentation

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Junior Domain Expert	Domain Expert	Senior Domain Expert (Quality Assurance)
<ul style="list-style-type: none"><li>• Doing comprehensive research about a given topic</li><li>• Writing a content flow document about the topic in a given template</li><li>• Writing good mix of theory and practice contents/concepts of a topic</li><li>• Visualization/Case Study of operational scenario of a given topic</li></ul>	<ul style="list-style-type: none"><li>• Thoroughly checking a document prepared by a Junior Domain Expert or JDE</li><li>• Adding missing contents in the document</li><li>• Guiding JDE about the content workflow before writing</li><li>• Assessing 3D Models for development.</li></ul>	<ul style="list-style-type: none"><li>• Checking the document checked by DE</li><li>• Adding significant missing things in a document</li><li>• Approval of the document for final production</li><li>• Approving 3D Models for development</li></ul>

# Roles & Responsibilities: Management

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Team Lead	Project Manager
<ul style="list-style-type: none"><li>• Clearing doubts of a developer</li><li>• Periodical training, awareness to the team members</li><li>• Helping a member if he/she is stuck in process</li><li>• Understanding the domain/topic for quality output</li><li>• Team building activities</li></ul>	<ul style="list-style-type: none"><li>• Creating a project sprint, detailed project plan, discussing and mitigating risk</li><li>• Creating a bridge between the educator+learner with the developer.</li><li>• Understanding critical requirements in a topic</li><li>• Help domain experts on creating a effective document</li><li>• Making all stakeholders aware about the development</li><li>• Motivating the team, meeting sprint targets</li></ul>

# Roles & Responsibilities: Development

3D Artist	Game Developer	Full Stack Developer (MERN)
<ul style="list-style-type: none"><li>• Is very good in 3D modeling tools like CATIA, Maya, Blender</li><li>• Knows animation and rigging and Realistic texturing.</li><li>• Has artistic mentality</li><li>• Is a team player</li><li>• Self-motivated and eager for learning</li><li>• Being from Mechanical is a plus.</li></ul>	<ul style="list-style-type: none"><li>• Is proficient with Unity and C#</li><li>• Understands OOP concepts and design algorithms</li><li>• Animation in Unity IDE</li><li>• Designing UML's</li><li>• Writing clean and reusable C# code</li><li>• Using design patterns to solve problems</li><li>• Writing technical documentation for future references</li><li>• Creating quick prototypes</li><li>• Knowledge of ARCore, ARKit, Vuforia, ARFoundation</li><li>• Knowledge of WebGL and necessary Cross-Platform understanding</li></ul>	<ul style="list-style-type: none"><li>• Developing web applications for PASS. Creating WebXR for AR.</li><li>• Discussing with the team and other stakeholders to design and develop intuitive UI</li><li>• Maintaining documentation, API with WebGL/VR applications.</li></ul>

# Asset Quality Assurance

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Type	Maker	Checker	Approver
Documentation	Model Developers	Industry & Subject Experts	SMT
3D Model	Model Developers	Industry & Subject Experts	SMT
Virtual Reality	Model Developers	Industry & Subject Experts	SMT
Augmented Reality	Model Developers	Industry & Subject Experts	SMT