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 - what is produced
 - starting from what
 - using which tool(s), by which artist(s)
 - storing which intermediate result (in which format), etc.
- Different pipelines for different classes of objects
 - E.g. characters ≠ sceneries ("props") ≠ equippable armours ≠ ...
 - Note: within a given game, all assets in a class are usually quite uniform (comparable resolution, same set of textures, same formats, etc.)
- In the last few lectures, we mentioned a few possible steps
 - concerning modelling and texturing (low poly modelling, uv-mapping...)
 - missing: the parts about animations (skinning + rigging + animation...)
 - missing: the parts about materials
- Identifying a good pipeline is not easy!

