

Types of Pipeline

- Animation Pipeline
 - Modelling
 - Animation
 - Lighting
 - Camera
- Rendering Pipeline
 - Lighting
 - Passes (Shadow, AO, etc)
 - Dependencies (Textures, Depth, Shadows etc)
 - Final composite
- May be integrated into one pipeline or split

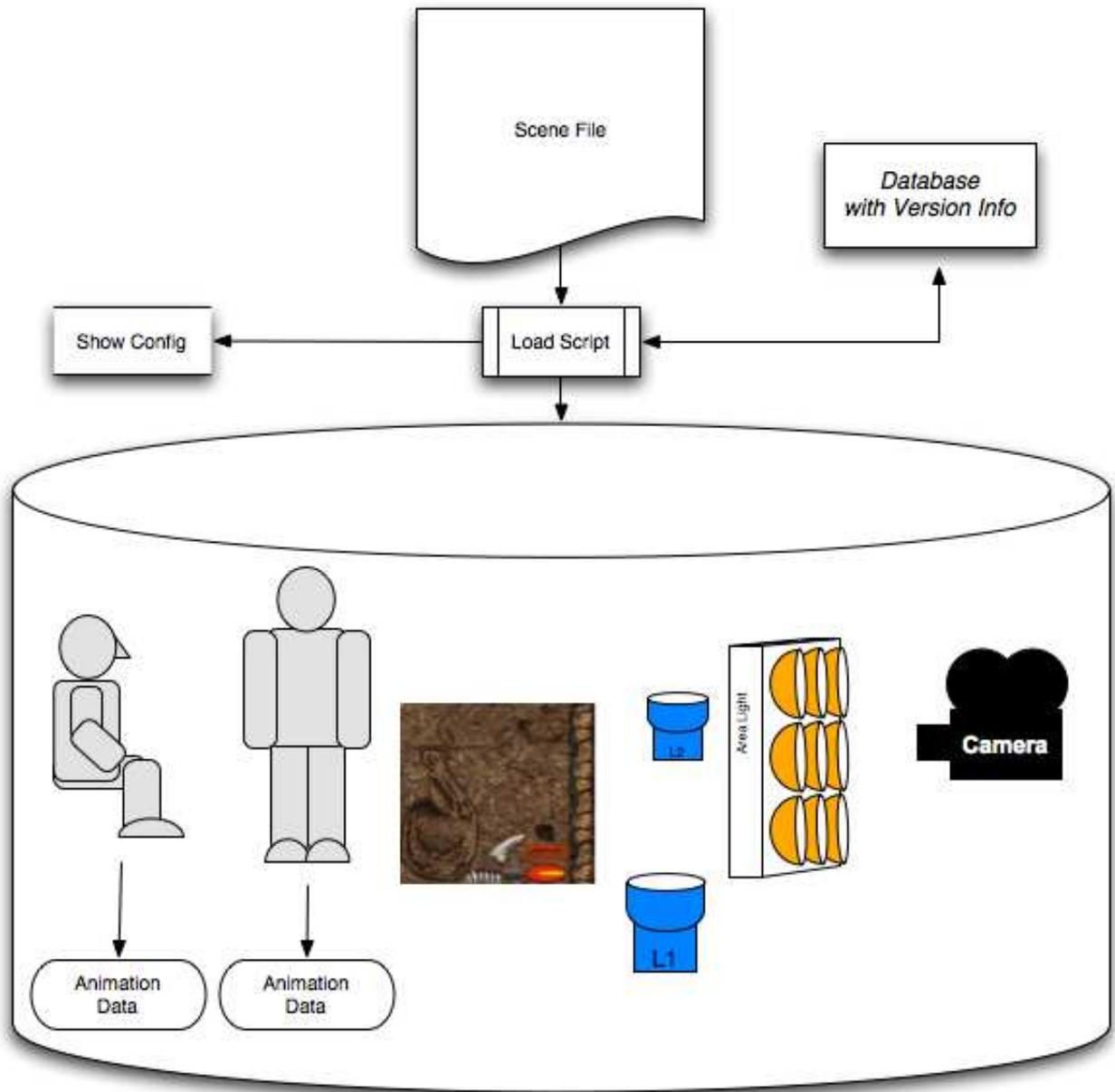
Animation Pipeline

- The key to all pipelines is asset management.
- But what actually is an asset and how do we manage them?
- Deciding upon what is an asset can be a huge task in itself
- In most companies the software package is treated almost as an operating system with other tools integrated into it to form the pipeline.
- Usually whole scene files are not created in a 1 to 1 working environment, rather individual components worked on by numerous people are combined to produce the scene.

Assets

- In most production houses the assets are stored as individual elements and pulled into the scene using the current version
- The scene itself doesn't contain the actual assets but a reference to the asset
- These are usually stored on the disk shared by all users
- A database and configuration scripts are used to load in the assets to the scene.
- This is usually called a "Pull Pipeline"

Pull Pipeline



Building the Pipeline

- To make building the pipeline easier it is best to set up some naming conventions.
- This will then filter down to all of the elements of the pipeline.
- This should be decided upon as soon as possible (most companies dictate this structure)
- Once these are created they must be used at all times.

Sample Naming Conventions

SHOW the name of the show (i.e. project name), every element should start with this

- for example MPC used CCF for Charlie and the Chocolate Factory

SCENE derived directly from the storyboard

- for example Scene 1 becomes CCFSC1

SHOT A Scene may have numerous shots so we can add sub categories

- CCFSC1S2 (Scene 1 shot 2)
- The actual naming convention is not set in stone the important thing is **consistency throughout the show!**

Directory Structures

