Asset Management for Park Beyond

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LIMBIC ENTERTAINMENT

Founded in 2002

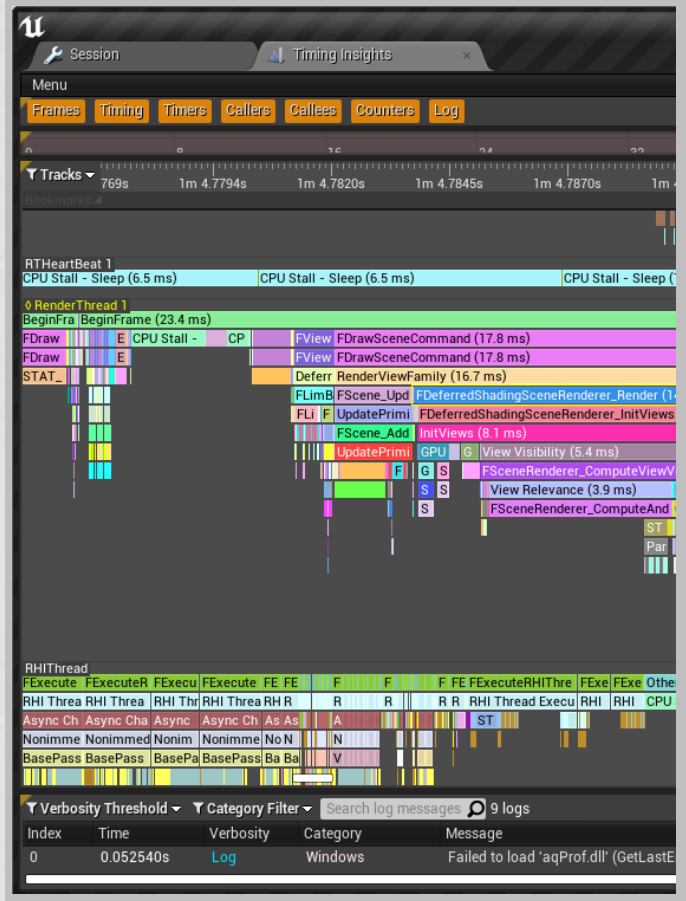
>110 employees

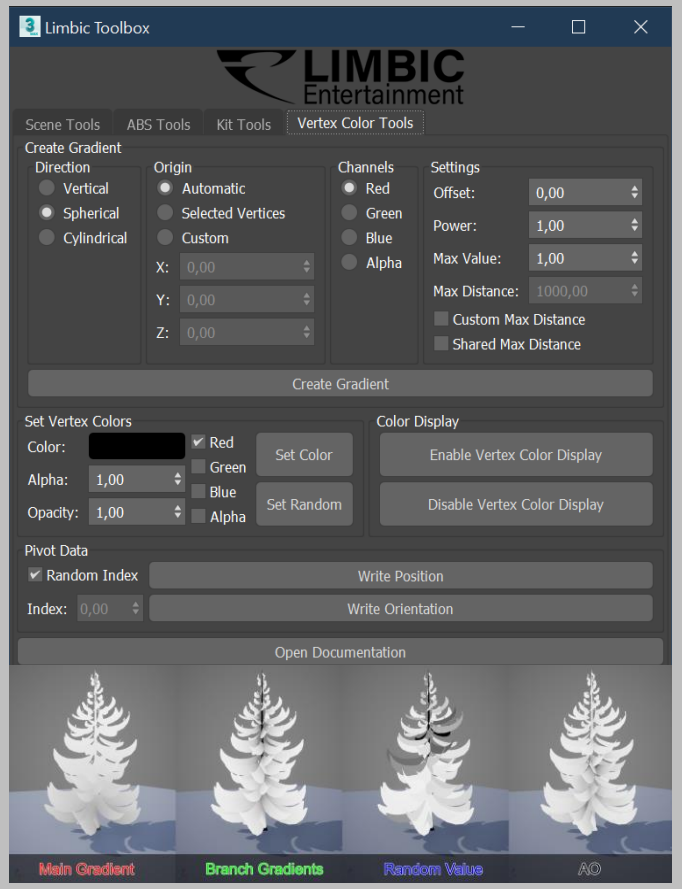
Studios in Langen & Cairo

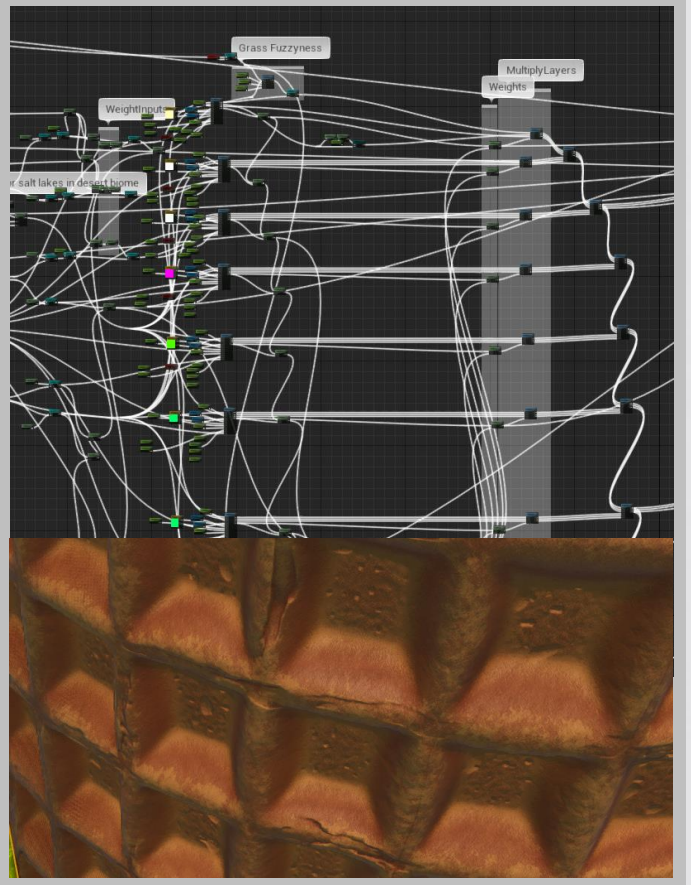
2-3 projects developed at any given time

IMPOSSIFIED
$3,544
304
35
99%
1,255
88%
Park
BEYOND
Sélectionner
Déplacer
Pivoter
Zoom
Avoir 3 manèges impossifiés
2 / 3

TECH ART


Session
Timing Insights
Menu
Frames
Timing
Timers
Callers
Callees
Counters
Log
Tracks
RTHeartBeat 1
CPU Stall - Sleep (6.5 ms)
RenderThread 1
BeginFrame (23.4 ms)
FDrawSceneCommand (17.8 ms)
RenderViewFamily (16.7 ms)
InitViews (8.1 ms)
View Visibility (5.4 ms)
View Relevance (3.9 ms)
RHIThread
Verbosity Threshold
Category Filter
Search log messages
9 logs
Index
Time
Verbosity
Category
Message
0
0.052540s
Log
Windows
Failed to load 'aqProf.dll' (GetLastE


Limbic Toolbox
LIMBIC
Entertainment
Scene Tools
ABS Tools
Kit Tools
Vertex Color Tools
Create Gradient
Direction
Vertical
Spherical
Cylindrical
Origin
Automatic
Selected Vertices
Custom
X: 0,00
Y: 0,00
Z: 0,00
Channels
Red
Green
Blue
Alpha
Settings
Offset: 0,00
Power: 1,00
Max Value: 1,00
Max Distance: 1000,00
Custom Max Distance
Shared Max Distance
Create Gradient
Set Vertex Colors
Color:
Alpha: 1,00
Opacity: 1,00
Red
Green
Blue
Alpha
Set Color
Set Random
Color Display
Enable Vertex Color Display
Disable Vertex Color Display
Pivot Data
Random Index
Write Position
Index: 0,00
Write Orientation
Open Documentation
Main Gradient
Branch Gradients
Random Value
AO


Grass Fuzzyness
MultiplyLayers
Weights
WeightInputs

WHY ASSET MANAGEMENT?

>101.000 Assets in the project folder

- 18.100 Textures
- 8860 Meshes
- 20.052 Data assets
- + 2392 Videos
- + Engine assets
- + Source files (fbx, sbs, tga,...)

Every possible mistake happens at least once

“Being careful” isn't a valid approach

WHY ASSET MANAGEMENT

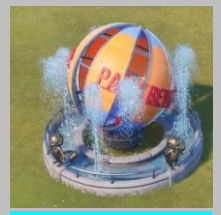
Goals

- **F**lexibility
- **A**bscence of errors
- **S**peed
- **T**ransparency

Methods

- Conventions
- Communication
- **Tools**

ASSET CREATION



Mesh

Blueprint

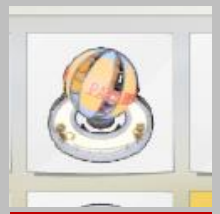
List of Placeables

Data Asset

SnapSetup

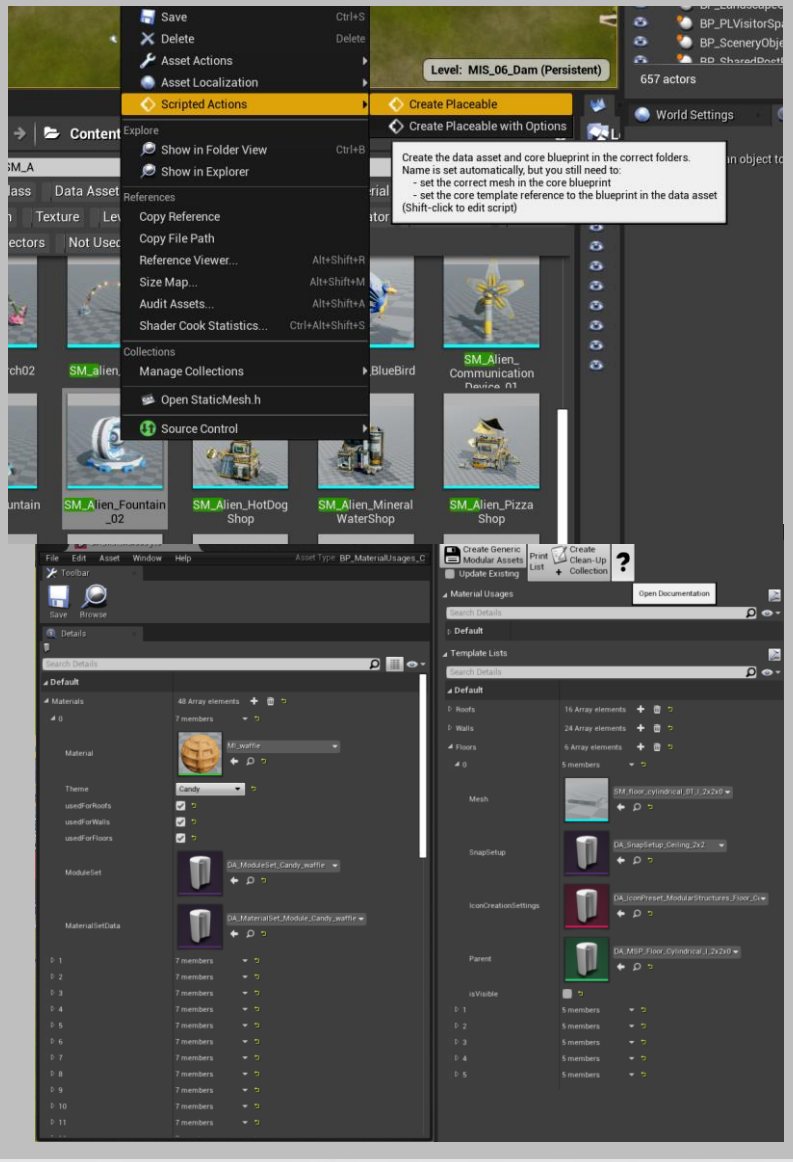
Material Set

Modular Set



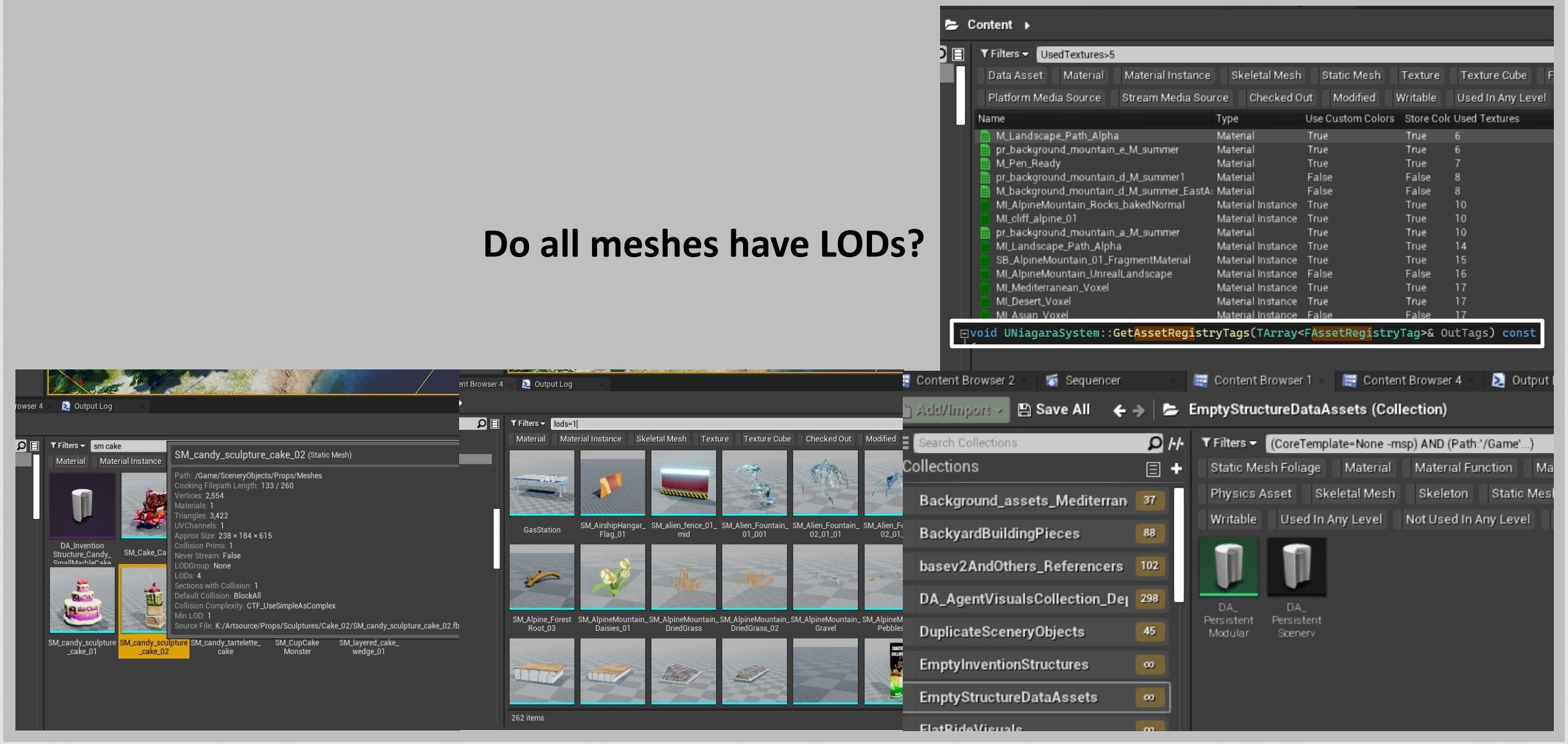
Icon

Invention Data Asset



EXAMPLE: LODS

Do all meshes have LODs?



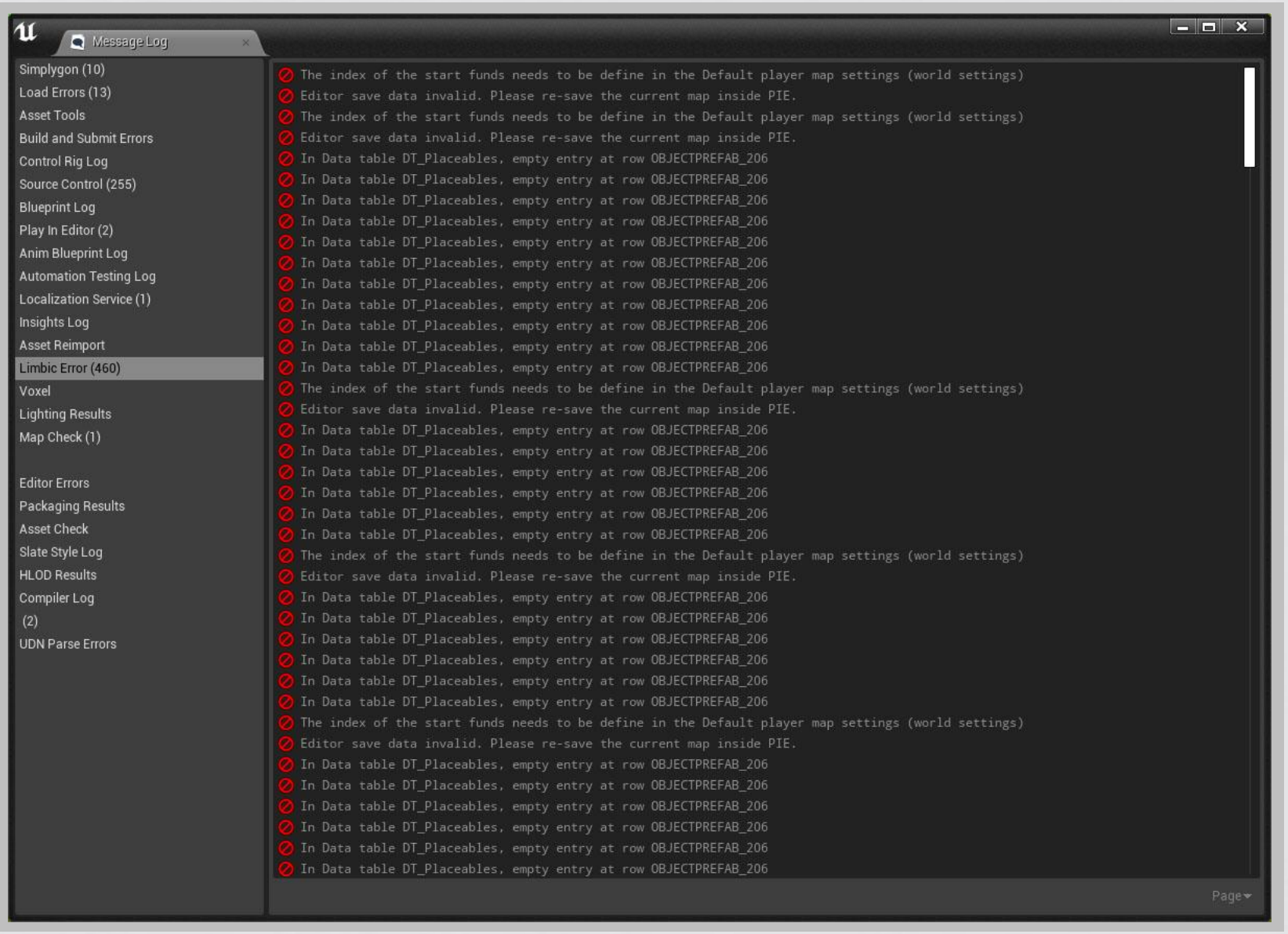
SURPRISE

VALIDATION

- Happens when saving assets
- Created in blueprints/C++

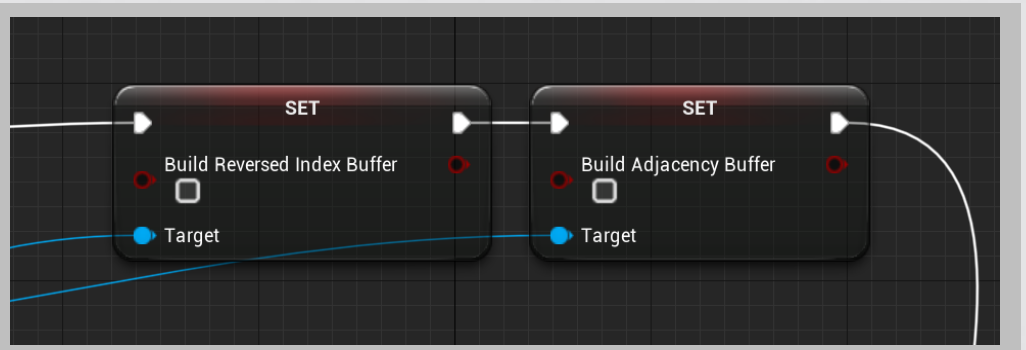
VALIDATION

- Avoid spam
- Avoid false positives



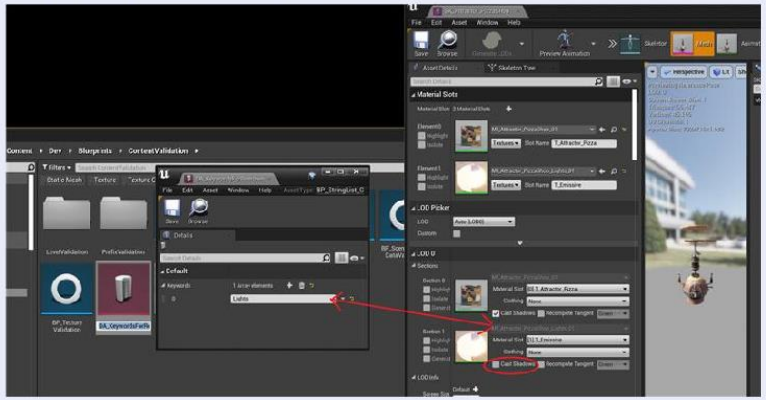
VALIDATION

- **Trivial errors are fixed by the validator**
  - **Mesh Import Settings**
  - **Color Customization Data**
  - **Shadow Casting**



8.2.2022, 16:24

And the next new feature in the validators:

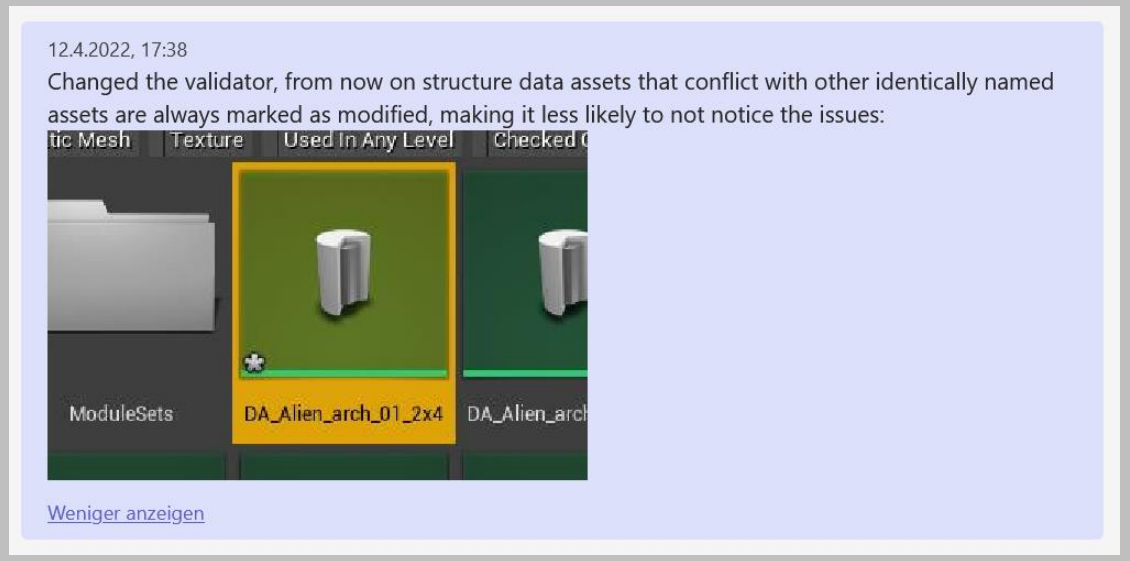


When saving a skeletal mesh, shadow casting gets disabled on any section if the material used for that section contains a keyword. The list of keywords is saved in a data asset called **DA_KeywordsForRemovingShadows**, so feel free to add new entries or check the list when naming materials.

For now, the list contains only the word **Lights,** since the mesh sections using the animated lights material are usually on top of other meshes, so it's not that noticeable if they don't cast shadows.

The idea is to disable shadow casting on any sections that aren't that relevant or would just cause issues, like very thin grid structures, to save draw calls where it's not that noticeable.

- **Critical errors prevent submits**



LEARNINGS

1. Create as much as possible procedurally
2. Ensure visibility
3. Detect and fix errors automatically
4. Don't let people submit critical errors
5. Use warnings for the remaining errors

LIMBIC IS HIRING

Animator

Lead/Senior Artist

(Lead) Game/UI/UX/Level Designer

Narrative Manager

Console/Engine/Game/Graphics Programmer

DevOps

Student Internships

LIMBIC entertainment

THANK YOU

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