

Cain, Billy

From: Giunta, Weston
Sent: Wednesday, August 06, 1997 5:03 PM
To: Cain, Billy
Cc: Vearrier, Mark
Subject: RE: Art questions

anything uncommented = soon

From: Cain, Billy
Sent: Wednesday, August 06, 1997 9:22 AM
To: Giunta, Weston
Subject: Art questions

Weston, I have some questions about these pieces of art. Can you help me out? I'm not trying to rush you, just see if we're on the same page.

Thanks!
bjc

Will these be one mesh or many meshes? In the case of the wormhole, I'm guessing it'll be a parent object, with towers as child objects. Correct

- Mission G3 - Dry Dock for Ship Killer - Large Capship-type thing with dock arms as child objects?
- Mission I6 - Worm Hole Towers - Large Capship-type thing with towers as child objects? The super detail I believe is complete. We have yet to split off child objects or lower details
- Mission I6 - Wormhole itself - Animating bitmap? I thought there was talk from Pete that it would be game engine... but I haven't heard anything about this in a long while.

Just curious when to expect the following objects, as I still need to create data for them to be used by the game:

- Mission B1 - Kilrathi Cruiser
- Mission DL1 - Confed Mine
- Series D - Alien Mine (dropped by Minelayer)
- Mission H6 - Targeting Disk to destroy the fleet.
- Mission G3 - Alien Floating Turret you have had this for months... though now I'm sure it needs reconversion etc.
- Mission I2 - Alien Cap Ship Missiles (a little/lot bigger than normal Alien missiles - maybe just resized so a fighter can shoot them easily) When I had Dave working on this months ago, we were told you only needed ONE mine.
- Mission I4 - Training Missiles (a little/lot bigger than normal Confed missiles - maybe just resized so a fighter can shoot them easily) Trey is working on missiles now.
- Mission C2 - Midway Repair Drones - cut
- Mission G3 - Alien Cap Ship Repair Drones - cut