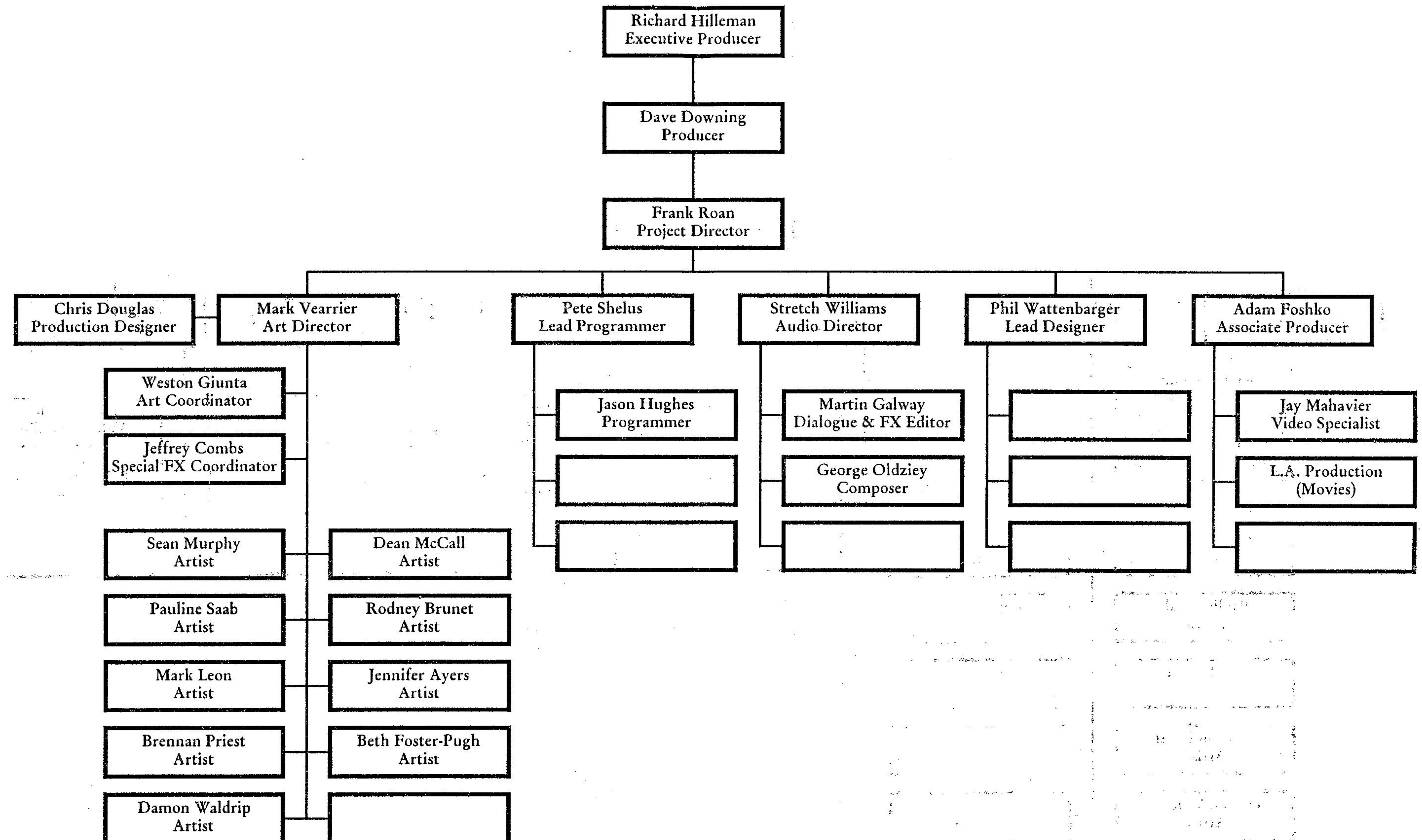


Wing Commander V Organization Chart

Last Updated: 4/30/96



Wing V Producer - Job Description

REPORTS TO: Executive Producer

Project Specific Description

PRIMARY RESPONSIBILITIES:

- Manage the financial budgeting of the project.
- Make sure that the project is adequately staffed.
- Communicate with Origin and EA management the objectives of the project and it's status.
- Assure that the project is supported by the best structure available.
- Manage the schedule and maintain the development plan.

Wing V Director - Job Description

REPORTS TO: Producer

General Origin Description

PRIMARY RESPONSIBILITIES:

- Direct , individually, wider group range on projects under guidance of producer of team.
- Capable and responsible for day to day task management.
- Prove success in large and small financial responsibility.
- Excel in director capacity.
- And other duties as assigned by Senior Producer.

Project Specific Description

PRIMARY RESPONSIBILITIES:

- Create project *Bible*, which includes Technical Design Document (TDD), and **all** design specifications.
- Build and maintain qualified project team, capable of executing requirements of TDD.
- Support and assist the ACE group in the well-timed creation and delivery of effective libraries and tools.
- Attempt timely and quality execution of TDD.
- Maintain and update TDD on a regular basis as well as overall project schedule.
- Work with all component managers to ensure above stated goals.
- Coordinate with Translations to facilitate localizations of product.
- Assemble all components into final, shippable product.
- Integrate QA team into end of project cycle.
- Ensure look and feel of end product is up to Origin/EA standards.

Wing V Art Director - Job Description

REPORTS TO: Art Coordinator

Develop Art Vision

- Use guidelines established by Production Designer in Art Bible to define overall artistic vision for the game
- Oversee continuity and quality of art throughout production and post-production
- Work with SPFXC to manage information exchanges to and from live action shoot

Manage Execution of Art Tasks

- Insure that established look and feel are adhered to in production of game art
- Serve as communication hub for changes or concerns related to art - objects, animations, and composites
- Approve individual production art items at a series of completion stages
- Mediate art critique sessions

Assist in Art Task Assignment

- Work with APC to identify strengths, skills, and interests of art staff for use in determining task assignment within established deadlines
- Work with APC and art staff to identify and develop career goals and methods for their achievement

Wing V Production Designer - Job Description

REPORTS TO: Art Coordinator

Develop Look and Feel Guidelines for the Game

- Incorporate design ideas from art, game design, and video production staff into overall visual design
- Assemble design guidelines into a reproducible document (Art Bible)
- Clearly communicate design guidelines to AD, DP, and Director

After preproduction ends (on a date to be determined by the project management), PD will assume role of production artist and hand over maintenance of Art Bible to the Project Coordinator. The Art Director may elect to solicit the PD's input on specific tasks during production if the AD deems it necessary.

Wing V Art Coordinator - Job Description

REPORTS TO: Project Director

Develop Database

- Work with SPFXC and AVID Operator to extend the usefulness of the database to the film/video shoot side of production.
- Develop naming conventions based on those used by the film/video shoot and maintain them through the production.
- Develop procedures for transfer of information from the shoot database (MovieMagic)

Collect and track all art resources

- Work with AD to derive shot list and art tasks from storyboards.
- Input scenes and art related tasks to the database.
- Schedule and track the progress of art tasks.
- Set up network hierarchy with directories for all final work. Work with network administrator to optimize workflow and minimize backup in network hierarchy
- Ensure biweekly backup of net by UNIX administrator

Communicate necessary shot information to the artists

- Create and maintain dry erase board with animation/ rendering schedule
- Create and maintain storyboard wall - all shots will be represented along with progress check box. When final renders receive approval storyboard is replaced with a color snapshot
- Create and maintain listing of where source files are kept
- Create and maintain file cabinet with folder for each scene. This will include a check list for approvals and archive confirmation, name of assigned artist, due date, completion date, relevant script excerpts, location and description of associated files (meshes or textures), and names and destinations for final render files on the net. The file cabinet will be divided by scenes to be done and scenes completed
- Maintain Art Bible

Manage Art Group

- Work with AD and producer to factor artists' skills and interests into task assignment with the objective of encouraging artist growth
- Work with Art Director and AP's to determine how artists are shared between projects within our production group and with outside production groups.
- Make recommendations regarding equipment & software, reference materials, continuing education/visiting artists that will contribute to production and to a creative environment
- Request and log weekly A's & O's as a way of tracking progress

Output Animation

- Deliver or communicate location of test renders to SPFXC for director's review
- Insure the delivery of final animation and artwork on schedule and clearly documented for post production

Produce Artwork

- When feasible, APC will serve as a production artist in addition to performing management tasks

Wing V Special Effects Coordinator - Job Description

REPORTS TO: Art Coordinator

Serve as Liaison between Director and Art Director

- Communicate to Director technical needs and concerns of production artists
- Represent AD's creative art vision to Director
- Preview animations from production artists to director and receive approval or change information
- Communicate to AD Director's changes to or concerns with animations
- Communicate to PC technical information from set: photos of sets, props, and actors; camera logs, schematics, etc. to be integrated into Art Bible
- Maintain copies of records of set, prop, and other miscellaneous archives

Wing V Lead Programmer - Job Description

REPORTS TO: Project Director

General Origin Description

PRIMARY RESPONSIBILITIES:

- Ability to make recommendations to improve group productivity.
- Must be technology oriented expert.
- Fluency in multiple high level languages, including C/C++ is required.
- Familiarity with target platform assembly; should be capable of debugging high level source code.
- Superb organization and communication skills.
- Quality and quantity of work should be well above average.
- Complete well designed and documented code within schedule.
- Ability to work with other studio groups including art and audio to achieve objectives.
- Proficient at all phases of computer game implementation used at Origin.
- Must be able to function in a leadership position.
- Must be able to communicate effectively with team members and management.

Project Specific Description

PRIMARY RESPONSIBILITIES:

- Work with project director in creating programming related Technical Design Document (TDD).
- Work with project director in creating programming milestones.
- Work with project director and ACE director in creating Wing V specific technical specifications.
- Work with ACE library/tools group in creation and timely delivery of effective libraries and tools.
- Work with project director in staffing programming team.
- Manage the day to day activities of the programming team, including scheduling.
- Fulfill programming tasks at the level of Senior Software Engineer.
- Provide programming status reports on a regular basis.
- Work with all members of programming staff to ensure timely and quality execution of milestones.
- Work with project director in assembling all components into final, shippable product.

Wing V Audio Director - Job Description

REPORTS TO: Project Director

General Origin Description

PRIMARY RESPONSIBILITIES:

- Be an expert in the field of audio signal creation/manipulation.
- Be an expert in interactive/multimedia audio applications
- Adhere to highest level of audio standards.
- Submit high quality, completed work on schedule.
- Experienced in team/group management.
- Maintain superb organization and communication skills.
- Display strong leadership skills.
- Maintain positive relationships with individuals, groups, and all levels of management.

Project Specific Description

PRIMARY RESPONSIBILITIES:

- Research current and future audio technology and make recommendations for application.
- Work with audio team to develop the Audio Design and Application manual for Wing V sku's.
- Work with Project Director(s)/Producer to create detailed task/staff schedule.
- Work with Project Director/Producer for approval of additional audio staffing.
- Oversee and contribute to interactive audio sound design and application.
- Work with Producer to ensure that in-house audio facility is up to spec. by mid-production.
- Work with team to complete pre-production dialog design/planning for both cinematics and gameplay.
- Be prepared and present at production shoot. Communicate well with production engineer.
- Provide production status reports and documentation to audio team on a regular basis.
- Facilitate out-of-house facilities scheduling when necessary (Foley, ADR).
- Oversee and contribute to creation and application of cinematic sound elements.
- Oversee and contribute to final mix execution in both cinematic and interactive game segments.
- See that translation concerns are incorporated in an efficient and timely manner.
- Provide organized archives and laybacks of all Wing V related audio material.
- Specifically design and deliver audio content to specifications of target platform(s):
 - ◆ sample rates
 - ◆ bit depth
 - ◆ mono/stereo
 - ◆ Dolby encoded

Wing V Lead Designer- Job Description

Reports to: Project Director

General Origin Description

PRIMARY RESPONSIBILITIES:

- Possess high level of creative and organizational initiation.
- Possess knowledge of basic programming concepts, compilers, and data structures.
- Familiar with basic tools and terminology of other departments.
- Able to officially represent your project to the general public under the guidance of project director.
- Possess well developed inter personal and supervisory skills.
- Capable of generating and proposing feasible and marketable core game ideas.
- Responsible for overseeing documentation, testing and QA process.
- Have a vast knowledge of competitive games in your genre.

Project Specific Description

- Must possess complete vision of entire game design: storyline, balanced gameplay, art, sound, movies.
- Responsible integrating all major elements in the game design to assure quality and consistency.
- Coordinate the efforts of department heads, project director, and storywriter to develop look and feel of end product.
- Oversee the tasks of design personnel - training, implementation, and microdesign - to assure quality and consistency.
- Work with programmers to identify and develop tools necessary for the design team do their jobs efficiently and effectively.
- Coordinate the activities of each departments, under guidance of project director, to ensure consistency, quality, and timely implementation.
- Make sure every member of the project understands and has easy access to the design plan.
- Generate time line for design tasks, and assure their timely and quality execution.
- Act as a liaison with QA and coordinate testing as it relates to the design aspects of the game.
- Implement design needs as necessary.

Wing V Associate Producer- Job Description