Comprehensive Art Assessment
The Sims
3/19/97

Goals:

- To consolidate and filter extra/ intra-team critique to date on visual impact
- To relate filtered critiques to ongoing remediation
- To provide context for consolidation of stylistic vision

ANNOTATED CRITIQUES (by object category)

Objects

- Object pokethrough
- Sprites not edge antialiased
- Textures still feel flat and undefined.
- No buttons, pipings, or other eye breaks
- Lighting is all parallel
- Too few punctuated shadows
- Lack of object floor shadows
- Color variation is too limited
- Sinuousity of line absent
- Rectilinear, modular feel still dominant
- Centrality of each tile dominant

Characters

- Characters not antialiased
- Faces not yet fully readable, persuasive
- Buttocks, shoulders appear blocky
- Contrast still too low
- Lack of floor shadow
- Shadowing too blocky
- Lack of expressive hands
- Clothing undefined
- Lack of loose/flowing clothing
- Sense of identity and engagement low
- Mesh switching not utilized
- Tools not held or utilized by characters

Animation

- Timing of "normal" speed does not produce a display speed of 30fps
    Trivial to fix, Bobo suggests.
- Jumps and jitters through doorways

Unlikely it is content side. Animations have all been exported with new exporter. Blending or averaging problem. *Don, Irk*

- Numerous pauses before and after object interactions
    This is an artifact of the fact that we don't blend from the midpoint of a walk cycle into the beginning of an object animation without bypassing standing. Longer blend times combined with anchoring and a change of the zero position from standing to midstride should let us correct much of this problem. *Don Irk Charles*
- Gliding during walking
    Worked once, now broken. *Don*
- Upper-body idles cause whole body to stop
    It appears the animation suspends locomotion. The lower body does not change, so it is unlikely this is a total body export. Perhaps this is an artifact of an upper-body only export with an inadvertant absolute tag. This is likely a misimplemenmtation of an upper body animation.
- Numerous object sprite aimations not synchnonized to Vitaboy animations
    In most situations, this is because xevt's were left unspecified by Art. In others, xevts are not being used, or have been mistimes, or used incorrectly. Retag and use tags in object tree. *Irk, Jamie*
- Numerous skills mistuned/implemented incorrectly/missing
    Several objects do not properly alternate skills, play skill loops too many times or too few, and often do not play `the animations at all. This item, although not alone, especially points to the need for an art bugbase
- Numerous skills misregistered to objects
    Result of new body meshes. Touch up animation. *Irk*
- Numerous skills misregistered to self
    Result of new body meshes. Touch up animation. *Irk*
- Idles not implemented
    Implement new idles *Will, Jamie*
- Dropped objects snap to tilecenter/picked-up objects snap to hands
    We are planning to render all static objects in place, rather than on the floor, so Programming is not responsible for their placement. Portable objects such as used in the making of meals should be no different. Re-export object sprites at propoer cage location and retouch animations consequently misregistered. Implement objects to occupy proper rendered location when at rest on table or other surface. *N/H, Jamie, Irk*
- Interactive IK not implemented\
    Learn and implement interactive IK. The touching and weightbearing onto objects will greatly help the feeling of solidity. *Irk*

Walls

- Wallpatterns are obnoxiously repetitive
- Walls are featureless and feel flat
- Wall objects and ornamentation scarce
- Small wall zoom still affected by uncontrolled moire
- Walls are thin

- Lack of lightpools
- Lack of dirt/disrepair

Floors

- Floortile choices too limited.
- Floortiles are distracting
- Lack of lightpools
- Lack of dirt/disrepair

General Lighting

- Character ambient levels not tuned
- Room ambient levels not tuned
- Lamp attenutaion curve skewed for big room
- Luminous objects absent
- Colorcasts of light extremes not being manipulated
- Prerendered sprite lighting at odds with realtime lighting