Success Stories by BABY UNIVERSE's Customers (a series of 10)

Case-9: Assist Tool for Producing Game Character.

※The above image is for illustrative purpose only.

We've ever developed systems for assisting Animation trace, but it was the first time to work for a famous game company several years ago.I didn't even know that most of games characters with movements are created by Adobe Illustrator, 2D software, although game creators sometimes use 3D software.

To move characters created by 2D software, those body parts including directions of body or face, and body parts according to movements of arms and legs are required. In addition, that needs movements with various stuff such as clothes, accessaries etc.

And then the client gave us two strict instructions;
When each part is put, arrange each part precisely and automatically.
Deposit it on designated layer.
We were at a loss that there were millions of parts, differences of form, several tens of layers and many combinations. We were also astonished that a character producer used to do the task.

While we were given the strict order, we suggested using UI (User Interface).
The important thing to complete our task was not only to add user-friendly UI, also feature to avoid fatal mistakes.

Actually, we had a hard time after delivering. We had to fix the finished product several times because we realized a need of fine-tune after the product had been used on production site.
However, if millions of game users enjoy playing the games without stress, we believe our efforts are rewarded.