Game Art Outsourcing Specification Template

A one-page asset specification to send to an outsourcing partner before work starts. Fill in every line; anything left unstated becomes an assumption.

Project: _____ Asset class: _____ Date: _____

Geometry

Triangle budget per asset (hard ceiling): _____

Up axis: _____ Unit scale: _____ (reference cube supplied: [ ] yes)

Pivot placement rule: _____ (default: base centre)

LOD count and reduction targets: _____

Textures

Texel density (pixels per metre): _____ Tolerance: _____

Texture sizes allowed: _____

Channel packing layout: R _____ G _____ B _____ A _____

Colour space per map (sRGB / linear): _____

Atlas rules (if any): _____

Materials and shaders

Target engine and shader: _____

Normal map convention (OpenGL / DirectX): _____

Naming and delivery

File naming pattern with worked example: _____

Folder structure: supplied as an empty template [ ]

Export formats: _____

☐ Source files required (working files, high-poly, bake cage), not only exports

Review and approval

☐ Review happens in engine, in project lighting, at gameplay camera distance

☐ Reference asset at target quality supplied

What "approved" means: _____

Who approves: _____

Test and schedule

☐ Paid test asset agreed before the main batch

Milestones: _____

Contacts

Technical contact: _____ Art contact: _____

More guides: www.flexyblogs.com/blog/texture-atlases-and-draw-calls