



TEKKEN SERIES
and
TEKKEN TAG TOURNAMENT 2

Development Environment

*

Character Customize Tool

*

The History of Improvements



Games



BIOGRAPHY

TEKKEN 5

DARK RESURRECTION

TEKKEN 6

TEKKEN 6

BLOODLINE REBELLION

TEKKEN TAG TOURNAMENT 2



Koichiro WATANABE

Programming Section1

Programming Department1

NAMCO BANDAI Games Inc.

> Introduction

TEKKEN TAG TOURNAMENT 2

> The Need for Evolution

> The History of Tekken Series

Development Environment

Character Customize Tool

- **TEKKEN 5**
- **TEKKEN 6**
- **TEKKEN TAG TOURNAMENT 2**

TEKKEN TAG TOURNAMENT2

A screenshot from the game Tekken Tag Tournament 2 showing a character in a green and gold patterned gi performing a move on an opponent. The background is a dark arena with a bright light source.

TEKKEN TAG TOURNAMENT 2 INTRODUCTION

Problems of High-end Game

>VAST:

Data Volume

>VAST:

Quantity of Information

>STAFF:

Coming and Going...

>DRIVE DOWN:

the Cost of Development



VAST: DATA VOLUME

- > Shaders
- > Motion
- > Textures
- > Model Data

And so on...



VAST:

QUANTITY OF INFO.

>Textures

VAST:

QUANTITY OF INFO.

- > Customized Item Property
- > Shader Parameters
- > Character Bone



STAFF:

Coming and Going...

- > Easy to Use for Everyone!
- > Serial.

**We need to Image to the Future
All of the Time**



DRIVE DOWN:

The Cost of Development

>Setup Visual Data
with Rapidly



DATA VOLUME

INFO QUANTITY

STAFF SHIFT

COST DOWN



**For TEKKEN Users
Playing More Games**

The History of Tekken Series

The History of Tekken Series

Development Environment

Character Customize Tool





PlayStation 2 Generation Platform

The Last TEKKEN

Masterpiece...



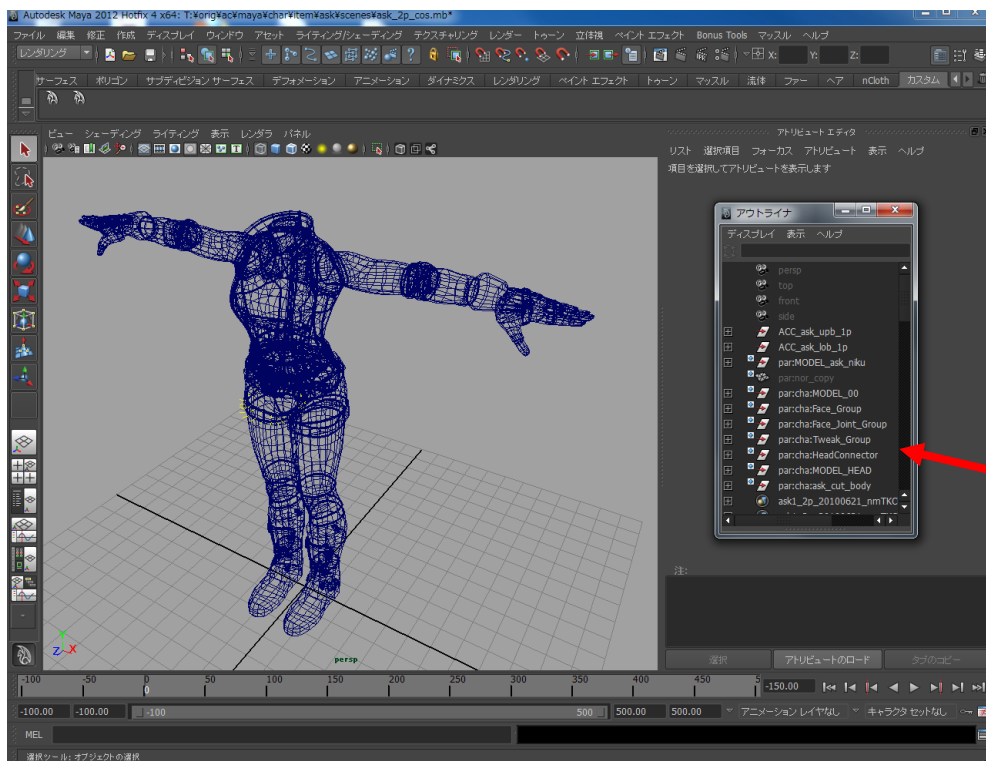
Character Customize

- > Mounting Rigid Models on Characters
- > Altering the Colors

Simple: Customize System Mechanism



- > Draw Models along with Characters' Bone Position
- > Swap The Color Palettes of Clothes.



Customize Properties

Development Environment

- > Managed Items by XML on the Web.
- > Stored Item Properties in Maya scenes.

Merit

>Item Control

Complexity: Careless Mistake

Simple: Easy Setting

Demerit

- > Need **Helps by Programmer** to Create Items
- > **1 Programmer supports about 20 Artists.**
- > **Cause Investigation** is Too Difficult when Something Happens.



The First **TEKKEN** of PlayStation 3 Arcade Platform

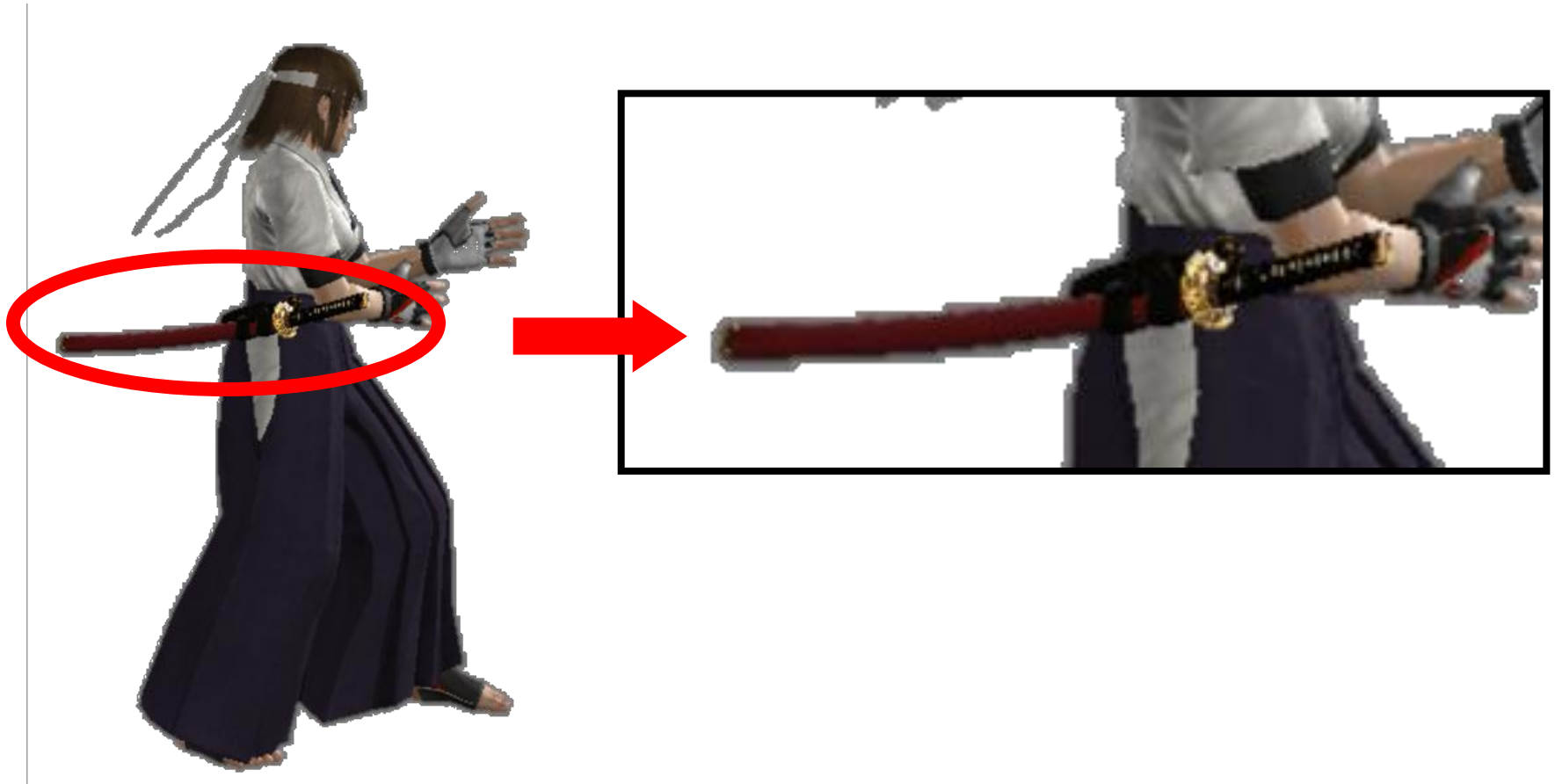
- > **Struggling** to develop PlayStation 3 for Programmers.
- > We've a **Tough Situation** Very, Very, Very...



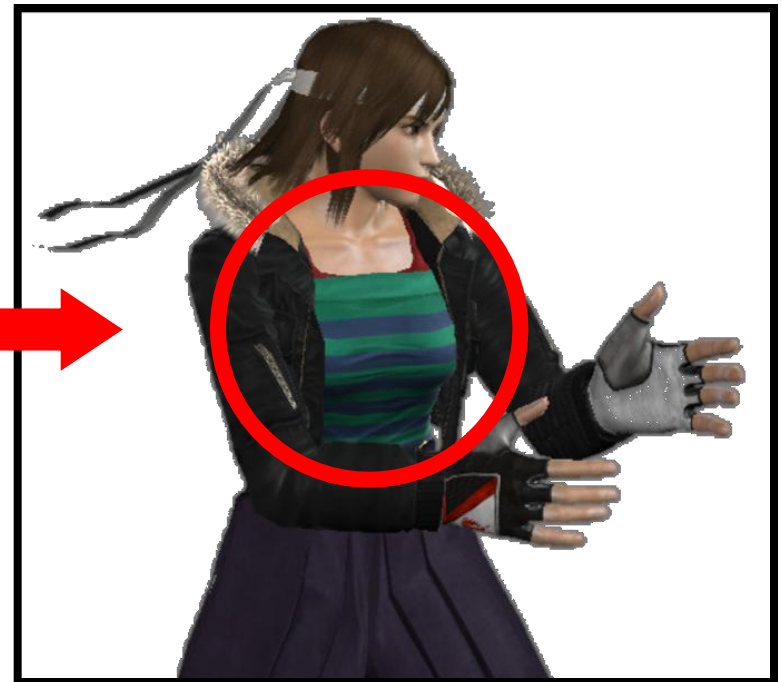
Character Customize

- > Layering Clothes
- > Physical Items
- > Animations
- > Hair Customize
- > Item Waza
- > Effect
- >> etc...

> Rigid Item



> Layering Item



> Physics Item



> Animation Item



> Hair Customizing



> Item Waza



> Item Waza



> Item Waza

Parts: Body

Parts: Hair

Parts: Upper Body

Parts: Katana

+






Development Environment

- > Database(MySQL)
- > CGI(Ruby)


Development Environment

- > Database(MySQL)
- > CGI(Ruby)

アイテム情報 ITEM INFORMATION

 **NO PHOTO**

デフォルトコスチューム1 デフォルトコスチューム2

名前	ランニングシャツ
シリアル番号	43
MAYAシーン名	
製作者	
最終更新日時	Wednesday August 09 19:45:40 J
サムネイル画像	no_photo.gif 
装着するタイプ	コスチューム1
セット名	law_sirts
装着部位	上半身in
モデル開発状況	編集
シェーダー開発状況	編集
ウェイト開発状況	編集
アニメーション・OPT開発状況	なし
エフェクト開発状況	なし

アイテムパーツリスト ITEM PARTS

レイヤー名	__LAYER_UPBODYIN__
NUD	law1/sirts1
動作方法	なし
最終更新時間	latest => Tue Dec 19 15:40:05 JST 2006
最終更新時間	work09 => Mon Aug 28 17:23:27 JST 2006

Merit

- > **Artist:** Easy to Manage Item Creation
- > **Programmer:**
Easy to Develop the Manager
by using DB and cgi

Demerit

- > **Programmer:**
Difficult to Monitor the Item Data
- > **UI:** Stubborn...
- > **Item Manage Web:** Slow

PRECEPT

- > Programmers should be understood
what kind of Data would be input?



Hats



Hats with Coats





TEKKEN TAG TOURNAMENT 2

NOW ON PLAYING: Amusement Facilities in Korea

>from Oct. 2011



Character Customize

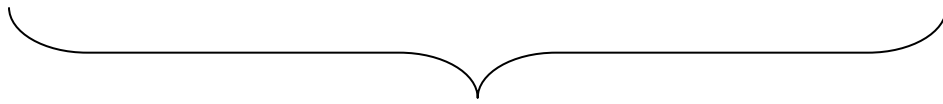
- Version upped of **TEKKEN 6 Tool**
- **Havok** Cloth Utilization
- Quantity Output System: **Item**

Havok: Cloth Item



Character System: Brief

Hair Parts + Cloth Parts



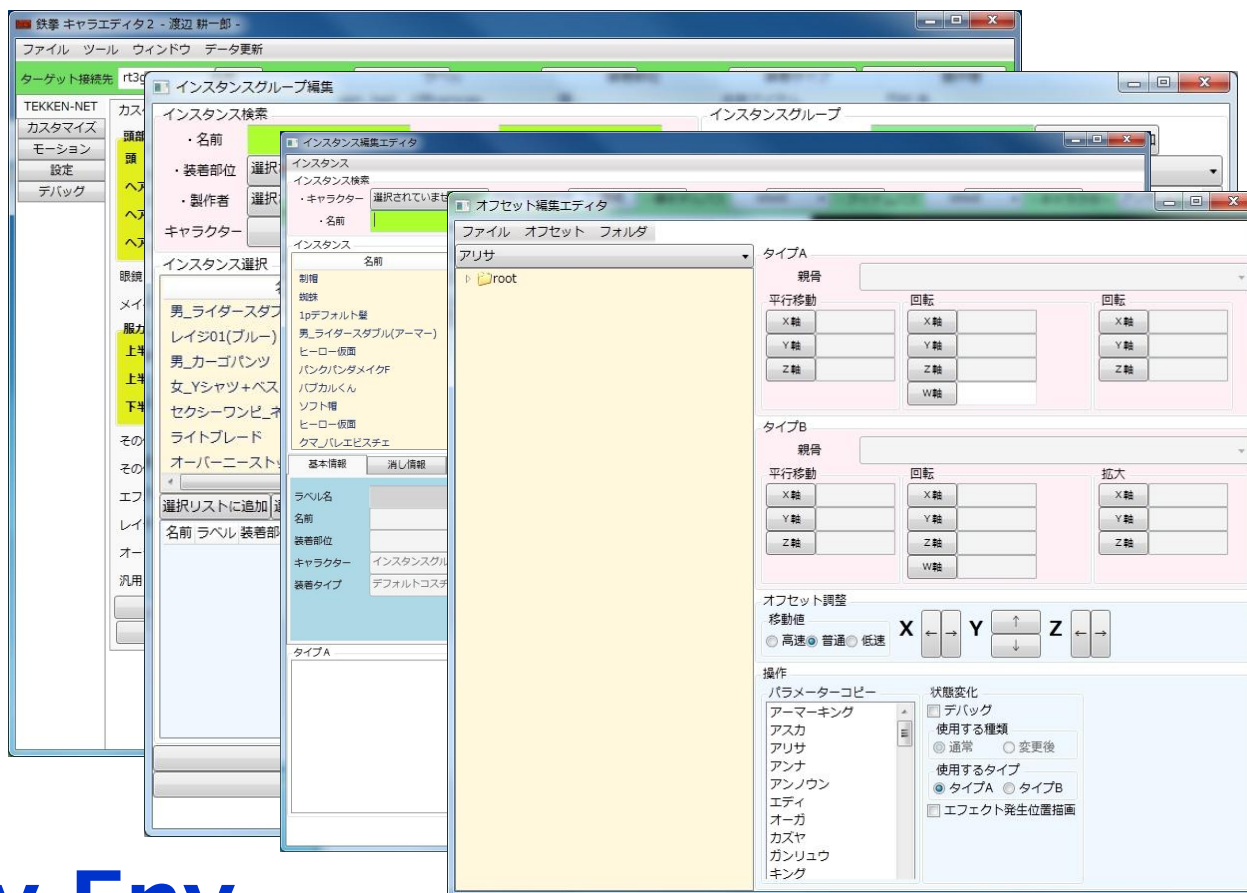
+



Hair Bone + Cloth Bone



The History of Tekken Series



Dev.Env.

> Windows Application(WPF)

> XML(Subversion)

CVS: Item Data



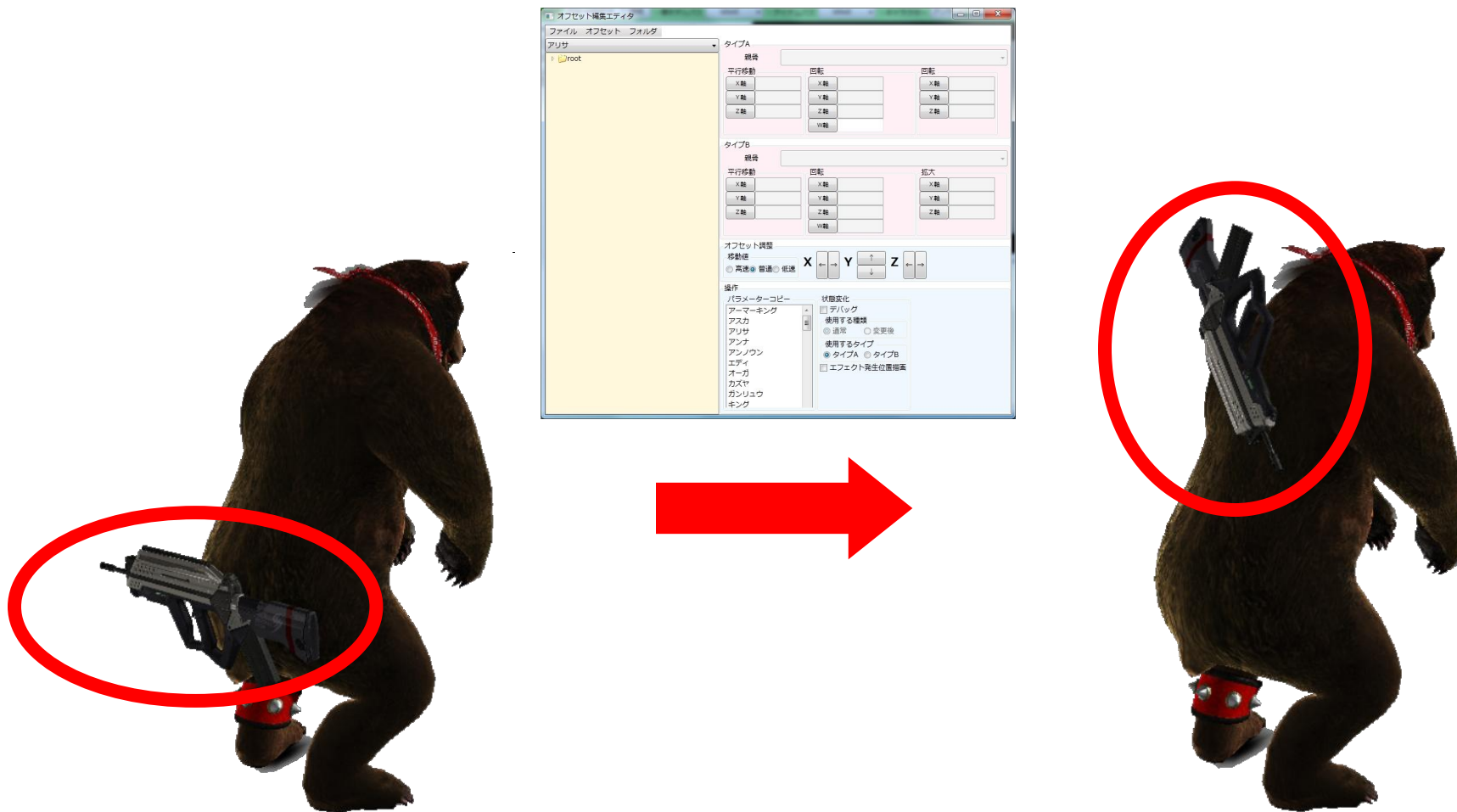
- > **Revert**
- > **Survey** Item Data
- > **Possess** Higher Speed

Network Feature

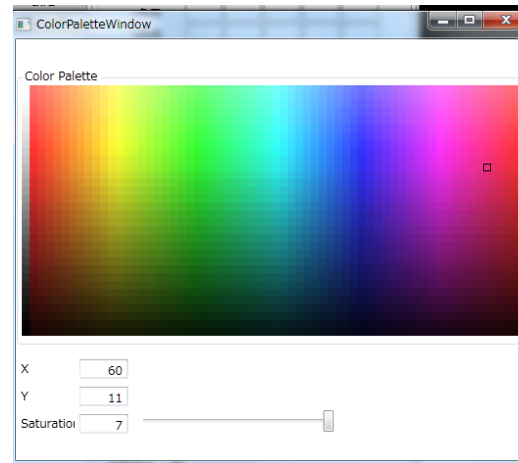
> Synchronize Circuit Boards



e.g. Offset Position Adjustment



e.g. Color Correction

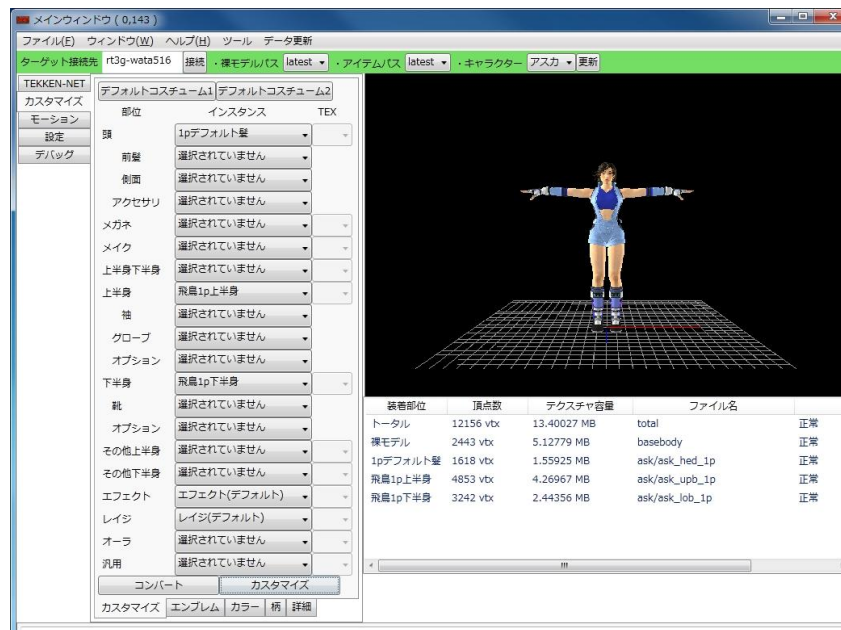


e.g. **Decal Position**



Merit

- >Artist:
Item Properties
= Time Crunch
- >Artist:
Access-Friendly UI



Demerit

- >Render View
≠ Game Console



Precept

> **Importance:**

Arrange

Preliminary Discussion

Before Developing Tools.

TEKKEN SERIES and TEKKEN TAG 2



Thank you.