

Jefferson Technical Design

Chapter 16: Tools

August 18, 1997

1. Commercial Tools

1.1 *Language and Compiler*

1.2 *Programming Libraries*

1.3 *Commercial Art Tools*

1.4 *Asset Management*

1.5 *Project Database*

2. In-House Tools

2.1 *Master Build*

2.1.1 Milestone Z

2.1.2 Localization

2.2 *Plug-Ins, Converters, Compressors*

2.2.1 Mesh

2.2.2 Lights

2.2.3 Textures

2.2.4 Materials

2.3 *VitaBoy*

2.3.1 3DSMax Plug-In Exporter

2.3.2 Motion Capture

2.3.3 CMX Report CGI

2.4 *Object Tools*

2.4.1 TDSBuildObject

2.4.2 Edith

2.4.3 Object Designer