

KGDC 2002

Visual Artwork

:

i.s.

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1.

- 1. Quality
- 2. Delivery Date
- 3. Communication Channel (Critical Path)

2.

- 1. Reliability ()
 - , 가
 - “ ” ,
 - Quality .
 - Art Producer , 가
 - , Cross - check .

2. Delivery Date Management

- Penalty
-

3. Detail (美學)

- (慶弔事) , “ ”
- “ ”
- (!)

4. Build-up

- .
- “ , ” involve
.
(Man/Month)
- “ ” , 가 ,
Deal .
- Win-Win .

5. Communication & Teamwork Management

- 兩社 .
()
: , 5 가 .
- 가 , .
- Team Member .
: “ Build-up , 가 1
.”
: Budget ,

6. Penalty 가 !

- Penalty 가 .
- Penalty Punishment .
(Conditioning Re-inforcement)
- ,

- Penalty
- Penalty 가

7. Data Communication & Confirmation

- “ <-> / <-> ”
Channel Stereo Type !
- Route “ ” !
(가
)
- , Confirmation

8. Team Member

- 가
(/)
- , /
- / Follow - up
, 가 “ 가 ,
- Assign 가
Claim ,

9.

-
- , 兩社

10. Abuse

- /
- , .
- Penalty , .
- .

11. Specification

- “例” , .
- 가 , .
- 가 Artwork Resource , .
- (→ Terrain , Reuse : 가 , Quality가)

12. Quality Assurance

- .
- Formation , .
- 가 , .

3.

1. . ,
- Check .

2. ,

가 . 가
, .

3. Critical 가 가 .
“ ” .

4. Technical Specification 가 ,
Update , 가
Contact .

5. Base , “ ” “ ”
가 . “
!”, “ !”

6. , 가
가 . 가

Preparation .

7. , .
가 ,
 .
가 .
“ ” .