Paradise Island Building Asset Production Protocol

Revision R02 • 13 October 2026 • For Legend and Quik

Use this protocol to create reusable buildings for Lost Souls, starting with Crown Key. Each asset moves from an approved exterior design to a basic 3D shell, then to interiors that fit that shell. Deliver a coherent building that Quik can model, reuse and review in the game.

Production sequence

Asset brief → exterior reference pack → shell and scale review → interior reference pack where needed → detailed model → in game review.

We establish design targets from the master image, story needs and district parcel. Asa does not need to supply existing geometry. Quik tests those targets in a simple blockout; all definitive geometry views then come from that same model.

Responsibilities

Owner	Responsibility
Legend	Approves appearance, story use, important rooms and changes to the design baseline.
Reference author	Produces the brief, consistent visual direction, view index, explicit reference priorities and correction log.
Quik	Consolidates the design into one model, checks scale and access, and records modeling and engine requirements.

Project constraints

Preserve approved island streets, coastline and district layout. Building infrastructure may change within those constraints. Assets are shared across districts; each placement has its own district instance ID.

Crown Key reflects exclusive island luxury in the 2040s. In 2043 Sophia’s group are early settlers; full habitation is expected around 2045. Context views should use sparse activity, futuristic vehicles and luxury boats when included. Bare modeling references keep vehicles and vegetation separate.

Approval points

Approve the design direction before expanding views, the shell before fixing interior layouts, and the assembled model before release. Routine camera exports and packaging checks do not need fresh creative approval. A silhouette, room layout or scale change does.

Naming and reference authority

Use one stable global asset ID throughout the exterior, interior and model work. Number families globally within each asset type. District names and placement IDs describe instances, not new asset families.

Part	Meaning	Example
PI	Paradise Island; I is a letter	PI
BLD or STR	Building or structure and infrastructure module	BLD
0001	Four digit family number within its type	0001
V01	Deliberate geometry variant	V02 for a compact alternative
EXT or INT	Reference scope	INT
R01	Pack revision within its scope	EXT R05 and INT R01 may coexist
01 and descriptor	Stable shot number and actual view	01_Front
B01 and descriptor	Overview board index	B02_Elevations_Corrected

Package example: PI-BLD-0001-V01_CrownLandmark_EXT_R05.zip

Image example: PI-BLD-0001-V01_CrownLandmark_EXT_R05_01_Front.png

Placement example: D02-B001 references PI-BLD-0001-V01. A repeated placement reuses the asset; a new camera or file revision does not create a new variant.

Revision rules

Increase R## for additions, corrections or repackaging. Keep a shot number tied to its role once issued. Append new roles rather than silently reordering an approved set. A role change needs an index entry explaining what was replaced. Avoid Final2 or Latest filenames.

Label every image as perspective, oblique, overhead or orthographic according to the actual view. Reserve orthographic for a verified camera projection. Reference image floors and perspective do not establish metric dimensions.

Resolve conflicting references

Choose one controlling master and one primary image per camera or detail role. The brief states which file controls silhouette, rear, sides, roof and entrance. Mark alternatives as secondary or superseded. Quik follows the stated priorities and logs any remaining conflict before adding detail.

Legacy labels stay in a lookup. Preserved source boards may retain embedded older revisions, but their source revision and authority must be stated in the index. The current package revision does not claim that every source image was authored in that revision.

Exterior reference coverage

Use these twelve roles as the default for new hero buildings. Coverage matters more than count. Simpler assets may omit irrelevant roles with a reason in the index; complex designs may need additional views. An elevated perspective does not satisfy the Top role.

Shot	Descriptor	What Quik needs to see
01	Front	Full height front silhouette and entrance
02	Rear	Full height rear facade and rear access
03	Left	Side profile showing depth and podium
04	Right	Opposite profile and any asymmetric features
05	Top	Straight down roof and footprint reference
06	FrontElevated	Tower, roof and podium relationship
07	RearElevated	Rear massing and terraces
08	ThreeQuarter	Overall form and depth
09	SignatureDetail	Crown or asset specific feature
10	EntranceDetail	Doors, canopy and human scale
11	GroundEdgeDetail	Podium, terrace, basin or base connection
12	FacadeDetail	Panel rhythm, glazing, structural joints and materials

Camera and image requirements

Show the complete building in the core views with unclipped crown and base. Use a neutral background and lighting that reveals form. Keep the same materials, podium tiers, rib arrangement and intended floor rhythm. Identify front by the main entrance; define left and right in the asset brief from a plan orientation.

Use the approved master in each design request. Correct the conflicting view rather than regenerating the entire pack. Maintain a reference view without trees, boats, cars or surrounding buildings. Terraces and planters remain core architecture; their planting is separate.

Provide important closeups as individual files at their available source resolution. Boards help browsing and must not be the only source of a modeling detail. Record native resolution; do not present an enlarged panel as newly resolved detail.

Structures and reusable modules

Adapt the roles for bridges, docks and seawalls: include deck and underside, support or foundation, joints, connection ends and repeating module dimensions. Use roof and interior roles only when they apply to the asset.

Scale and shell review

Before detailed modeling, the asset brief records the intended dimensions and a status for every field: proposed, approved, modeled or measured. The design team can author a baseline; a numerical claim becomes measured only after checking the model.

Field	Required record
Bounds	Total height to highest tip and footprint width and depth in metres
Levels	Podium heights, occupied floor count, floor spacing and roof or crown zone
Access	Main and service entrances, door clearance and intended player routes
Use	Exterior only, selected rooms enterable or fully enterable
Placement	District instance ID, parcel reference and intended entrance direction
Signature	Crown, ribs, terraces, basins and other features that define this variant

Build one shell

Quik builds the tower, podium, crown, structural ribs, entrance and footprint as one coherent blockout. Test the height and width together against the parcel. Resolve floor spacing and access before committing interiors. Scale changes must preserve the intended proportions or be recorded as deliberate design changes.

Export front, rear, left, right, top and a three quarter view from that same shell. Include metric bounds, camera orientation and level heights. These renders become the geometry reference for subsequent detail work. Perspective concepts remain useful for materials and design intent.

Review observable features

Compare crown position and tips, tower to podium proportions, terrace count, rib feet, entrance locations, roof organization and floor levels. Camera tilt can foreshorten a tall tower. A changed podium ratio, missing rib or changed floor rhythm requires a design correction.

Record the shell file and revision, approved dimensions and any accepted departures from the concepts. Any shell change that affects an approved interior needs an interior impact check. Keep material and decorative changes separate from geometry decisions.

What approval allows

An approved exterior concept pack lets modeling begin. An approved shell fixes the spatial baseline for interior work. A completed reference pack does not by itself establish collision, performance, UV quality or successful engine import; those are checked on the model.

Interior reference coverage

Create the INT pack after the shell review for the spaces players or story scenes use. Exterior only assets may omit an INT pack. Selected room assets need the occupied rooms and connecting routes; fully enterable assets need a plan for every accessible area, including reused floor layouts.

Shot	Descriptor	Purpose
01	LobbyWide	First arrival view with doors and circulation
02	LobbyReverse	Opposite view of the same room
03	EntranceIn	Exterior entry connecting into the lobby
04	EntranceOut	Interior looking back to the approved entrance
05	VerticalCore	Elevator and stair arrangement with access
06	TypicalCorridor	Circulation and door locations
07	TypicalRoom	Representative occupied space for this building
08	SignatureRoom	Story or gameplay room where applicable
09	CeilingLighting	Ceiling height, fixtures and lighting layout
10	MaterialDetail	Floors, walls, glazing, doors and furniture
11	FloorPlan	Room dimensions and connections within the shell
12	Section	Floor and ceiling levels, atrium and vertical connections

Tie rooms to the shell

Define level IDs such as L00 and room IDs such as L00-RM001, separate from image numbers. Store room identity and the shell revision in the index. Where several rooms repeat a shot role, include the room ID in the filename to keep the view identifiable.

Example: PI-BLD-0001-V01_CrownLandmark_INT_R01_L00-RM001_01_LobbyWide.png

Keep windows, doors, terrace access, ceiling heights and vertical core positions compatible with the approved exterior. Reverse views must depict the same room. Add plans and sections using exact drawings or model exports; treat generated room perspectives as appearance references.

Record each important room’s purpose, occupants, story source and placement status. A proposed story location remains proposed until Legend approves it. Include service or staff access where it affects play or a scene. Furniture and decorative planting should be separately reusable objects where practical.

Packaging and model delivery

Reference package structure

01_Master contains the controlling design. 02_OverviewBoards contains browsing sheets. 03_IndividualViews contains the indexed source views. 04_Handoff contains the asset brief, modeling brief, naming guide, image index, manifest and change log. Alternatives may be kept in 05_Archive with explicit secondary status.

Each index record includes filename, shot role, room or level if relevant, camera type, primary or secondary status, source revision and notes. The manifest records asset ID, scope, revision and image hashes. Name the controlling files explicitly in READ_FIRST.

Reference handoff checklist

[ ] Asset ID, scope and revision agree across filenames and documents.

[ ] One controlling master and explicit priorities resolve conflicting angles.

[ ] Every required shot role is present or marked not applicable with a reason.

[ ] Scale fields and enterability are recorded with clear approval status.

[ ] Core architecture is visible without vegetation or scene clutter.

[ ] ZIP opens, all files exist, image hashes match and the change log is accurate.

[ ] Approved image numbering is retained; added or replaced roles are explained.

Quik model delivery

Deliver an editable source scene with named objects, declared units, orientation and origin; agreed exports; texture and material files; and definitive camera renders. Keep the asset ID stable. Separate reusable architecture, foliage, props and placement specific dressing. Record export settings and source application versions.

For game release, check player scale, walkable access, stairs and doors, collision, shading, UVs and texture paths in the actual project. Quik sets and records the asset’s detail, texture and performance targets for the intended platform. Review the assembled asset in its district and retain a reusable source version.

Use explicit release status: concept handoff, shell approved, interior approved, or engine ready. Record who approved what and when. Log missing work so an exterior pack is not mistaken for a finished game asset.

Crown Landmark R06 example and adoption

Asset PI-BLD-0001-V01 is the tall cornerstone of Crown Key. EXT R06 is the reviewed exterior handoff: one master, three boards, twelve individual views, four tight detail extracts and two plan or scale images. All 22 image hashes passed review; the 16 approved R05 source images are unchanged. Quik can begin the exterior shell.

Completed handoff refinements

R06 fixes the stray R03 statement, retains the twelve issued shot numbers and keeps 07_ElevatedCrown as the tall elevated reference. The appended 13_RoofFootprintPlan is an authored overhead schematic; 14_ScaleCard records the level budget. Both are also supplied in a two page PDF.

02_Rear controls the crossed gold rear treatment. B02 remains the side profile overview; its conflicting rear panel is explicitly secondary. D01 to D04 are exact standalone B03 panel extracts at their source resolution. These refinements are complete, not outstanding tasks.

R06 authors a 240 m height and 160 by 120 m foundation footprint for blockout testing. The height budget is 54 m podium, 162 m tower and 24 m crown. It schedules 9 podium intervals at 6 m and 36 tower intervals at 4.5 m. These are design targets; parcel fit and shell geometry remain to be checked. Selected rooms enterable is the production target.

Start each next building

Copy the asset brief and shot list templates. Assign the next family ID or existing family variant. Set the name, use, district context, controlling master and proposed scale. Produce the required exterior roles, review the shell, then develop the relevant interiors. Record reusable variants once and link later district placements to them.

Files to keep with project sources

Keep this protocol DOCX and PDF with project sources, along with the four global ID cards, current asset handoffs and the location atlas. Use the separate EXT and INT role lists in this protocol; the older guide with twelve mixed exterior and interior references is superseded. Suggested repository destination: docs/production/asset-protocol/.

Basis and revision

R02 updates the Crown Landmark example to reviewed EXT R06, clarifies that exterior and interior coverage are separate, and adds the atlas to asset mapping procedure. The four global ID card images remain unchanged. Later revisions record the rule or source that changed.

Link story locations to building assets

The recovered Location Atlas and Asset Brief v0.1 was prepared on 10 October 2026. It contains 42 location records, 86 narrative entries, 15 asset kits and nine journeys across 21 districts. Its PDF and editable JSON or CSV registers are reference sources; placement proposals remain reviewable.

Keep the identifier systems distinct

PI-LOC-018, shown on the map as L18, identifies a story location. PI-BLD-0001-V01 identifies a reusable building design. D02-B001 identifies one district placement. L00-RM001 identifies a room within a shell. AK07 is an atlas planning kit, not a replacement building ID. Preserve these identifiers and connect them with a crosswalk.

Map a location before designing its interior

1. Read the atlas dossier, its scene links, minimum spaces, source evidence and open decisions. Check later owner decisions and current story revisions against this dated snapshot.

2. Propose the reusable building asset and a district placement. Record the location ID, asset ID, placement ID and shell revision together. Image space map pins do not establish parcel or Unreal coordinates.

3. Assign level and room IDs after the shell review. Preserve required adjacency, independent access, service routes and window or terrace relationships.

4. Track story requirement, placement approval and build status separately. A story event can be established while its building assignment is still proposed. Update the working crosswalk as decisions are approved.

Crown Key intake candidates

L18 Founders council and vote suite proposes a Crown Key tower conference suite with vote room, waiting space, celebration room, corridor and view window. L19 Diplomacy office and private council lounge proposes another suite in that same building, with independent access, breakfast room, private office, lounge and secured records.

Review Crown Landmark as a candidate host for these rooms. The atlas does not assign PI-BLD-0001-V01, a floor number or a parcel to either location. Record the specific assignment only after the owner decision and shell fit review.

Atlas source and maintenance

PDF source: Paradise-Islands-Location-Atlas-and-Asset-Brief-v0.1.pdf. Editable source: Paradise-Islands-Atlas-Editable-Pack.zip. Keep their 10 October snapshot intact; record newer decisions in the location to asset crosswalk and a change log. Refresh coverage when story revisions add, remove or move a scene. These files contain full story and game spoilers.