Building Asset Protocol R05

PI-PROT-BUILDING · 15 October 2026 · current workflow

What this release does

R05 retains the measurable size contract, developer collections, reusable shells, placement records and current engine evidence introduced after the R03 workflow. It does not alter issued Crown Landmark EXT R06 / INT R02 artwork or approve their proposed dimensions. The complete normative text is CONSOLIDATED.txt: this release plus the preserved previous releases and R03 baseline, with R05 taking precedence where they differ. The PDF/DOCX are this release guide; the handoff ZIP includes the baseline and working templates.

The stable protocol identity is PI-PROT-BUILDING. Revision R05 is separate from identity. Building IDs, pack revisions and district placements have separate meanings; a protocol revision does not renumber assets.

R05 records the creator's Vice Villas name and the authorized production website. R04 remains an archived release. The inherited baseline is preserved; this guide controls current naming and publication rules.

1. Brief and reuse before more images

Record global asset ID, geometry variant, intended use/era, district context, enterability, developer collection, base shell/revision, interior kit and appearance preset. Keep named source revisions and approval status. Decide whether an existing family fits before creating a new one.

Relentless Development is the cutting-edge collection; Vice Villas emphasizes garden neighborhoods; Tidemark Estates emphasizes coastal hospitality. A developer label does not establish story ownership. Cosmetic changes can reuse a reviewed shell. Changes to footprint, core, openings, silhouette or accessible layout need an explicit geometry variant or shell revision. Keep component and actor scale at 1 unless a reviewed exception is recorded.

2. References and authority

Preserve the controlling master, front/rear/left/right, roof/top, useful elevated views, entrance and defining details. Existing references may cover multiple questions. Keep each image's role, source revision, priority and discrepancy record. Aerials describe design and context; they cannot independently calibrate physical dimensions.

Resolve contradictions by naming the controlling view and correcting or deferring the conflicting one. Do not average incompatible silhouettes or move the placed city to fit an interior window background. Preserve global IDs and original file provenance. A camera change or finish variation alone is not a geometry variant.

3. Dimension contract before final shell acceptance

Supply BUILDING_DIMENSIONS.json alongside the asset brief. Record units, width/depth/height, foundation and tower extents, podium levels, floor elevations, floor-to-floor heights, usable clear heights, exterior wall thickness, core/shaft dimensions, roof/crown elevations, entrance clear opening and structural intrusions. Every number has status, source and approver. Unknown values remain null with an owner and resolution task; they are not filled by guesswork.

Measured plans require scale, dimensions, north/front convention, level IDs, section cuts and shell revision. Deliver ground/roof plans, each distinct playable floor and a typical-floor plan plus an instance list for repeats. Include at least the sections needed to resolve vertical circulation, floor heights, atria, taper and terraces. Register door, window, room and component schedules.

Room dimensions mean usable space after walls, structure and furniture. Record character capsule, camera envelope, furniture clearance, door swing, passage width, stair behavior and lift cab/landing clearance for the chosen gameplay. Test a furnished sample; a visually large room may play small. Do not impose an invented universal room size on every building.

4. Shell gate

Build a measured shell before accepting interior fit. Test the envelope, floor/core continuity, openings, structure, routes and selected room footprints against the proposed dimensions. Quik provides measured engine/model evidence; the layout/model author supplies candidate drawings; Legend reviews visual intent and accepts the selected scale.

Concept approval allows modeling. Shell approval establishes the spatial baseline. Engine acceptance requires its own collision, performance and runtime tests. Interior design may continue against clearly labeled proposed dimensions; final placement and fit remain pending until reviewed. A shell change identifies every affected room, view, window, route and kit instance.

5. Interior scope: keep R03's A-E tiers

Tier	Scope	Perspective planning allowance
A	Exterior only	0 interior images
B	Small enterable space	2-4 per distinct space
C	Reusable interior kit	4-6 per kit
D	Gameplay building	6-10 per building
E	Major story landmark	10-16 initially per building

These are planning ranges, not quotas or caps. Plans, sections and schedules are outside the perspective-image count. Coverage of actual rooms and routes controls acceptance. A repeated floor references one kit and a level instance list; cosmetic changes do not demand fresh full packs. Every accessible area needs plan/schedule coverage even when it reuses imagery.

Separate room identity from image numbering. Use level/room IDs, asset ID, placement ID and shell revision together. Select a short primary build list; keep supporting references indexed. Window

backgrounds remain neutral or explicitly provisional until derived from the placed model and actual room/camera position.

6. Story-to-space mapping

Map current scene/era evidence to PI-LOC, requirement, parcel/placement, global asset, level/room and engine test. Preserve proposed assignments. Atlas image pixels are target zones, not surveyed building coordinates. The Crown Key planning register accounts for every catalog building; only L18/L19 currently establish Crown Key story-space requirements, and their Crown Landmark assignment remains proposed.

Creator-authorized planning pages and Black Vault sessions are published separately on the production desk. Keep idea/assignment status visible. Public protocol downloads contain workflow and empty templates; they do not include Vault sessions or grant permission to publish unrelated restricted content.

7. Handoff and acceptance

Include README/primary build list, asset brief, dimensions, shell source/revision, image index, plans/sections, room/door/window/component schedules, kit and appearance references, story crosswalk where authorized, unresolved decisions, change log, and a SHA-256 manifest. Verify the ZIP and all listed files. A template bundle is not a building model.

In the actual project, verify import units, actor/component scale, pivot, orientation, materials, collision, walkability, stairs/doors/lifts, sightlines, lighting, LOD/HLOD, navigation and performance. Record the engine version, commit, map, machine, settings and evidence. Review the complete building in its district and retain its reusable source. Compare a fresh checkout against the issued manifest.

District-wide scale changes require a reviewed migration and connection/route/interior impact list. No one resizes an island or room silently. Launcher support is required by the district workflow but remains unverified until a clean-machine run demonstrates it.

Release contents and authority

The handoff contains this guide, consolidated text, unchanged R03 baseline, updated brief/shot-list/crosswalk/checklist, dimensions and reuse templates, scale reconciliation sheet and manifest. It contains no model, district geometry, image library or verified launcher. Use production/protocols/current.json to resolve the current family/revision. Historical R02/R03/R04 releases remain intact.

Companion pages

Production desk · Quik's brief · Developer collections · Crown Key work plan · Grove image plan · Scale register · Black Vault.