VFX tool for ART

Sulake // Tuuli Ranta 2021

What is

HABBO

- Online community in a pixel-art style world. The player can create an avatar, chat, make friends, build rooms, design + play games etc.

- 20+ years of experience in running a financially successful multi million user online game.

- One of the worlds 1ST F2P (free to play) video game...

- ...Full of awesome people.

at <anonymous>:wasm-function[30796]:0xd42250
at <anonymous>:wasm-function[39508]:0x...821c
at <anonymous>:wasm-function[39507]:0x...81fe
at <anonymous>:wasm-function[30...]:...2250
at <ano...]:...51b65
at <an...]:...2250
. Either (1) compile with -s TOTAL_MEMORY=X with X higher than the current va...
...ng the size at runtime, or (3) if you want malloc to return NULL (0) instead of...
...habbo.com/8c44eefc-c4d1-4956-ba47-07209ffa1405:8:22343)
...box.habbo.com/8c44eefc-c4d1-4956-ba47-07209ffa1405:8:22514)
...com/habbo-webgl-clients/326_2f01090…/WebGL/habbo2020-global-prod/Build/UnityLoa...
.../8c44eefc-c4d1-4956-ba47-07209ffa1405:8:552547)
.../sandbox.habbo.com/8c44eefc-c4d1-4956-ba47-07209ffa1405:8:23594)
...7]:0x193e2fd)
...bcd1d
...be111
...1bdd91
...x11bd9ec
...:0x11c3a74
...:0x11c3a17
...function[53609]:0x11c3ace
...anonymous>:wasm-function[52427]:0x1191edb
<anonymous>:wasm-function[52424]:0x1191e4e
at <anonymous>:wasm-function[51735]:0x1170897
at <anonymous>:wasm-function[68875]:0x145ae04
at dynCall_iiiiii (<anonymous>:wasm-function[90172]:0x193e652)
at Object.dynCall_iiiiii (blob:https://sandbox.habbo.com/8c44eefc-c4d1-4956-ba47-07209ffa1405:8:516000)
at invoke_iiiiii (blob:https://sandbox.habbo.com/8c44eefc-c4d1-4956-ba47-07209ffa1405:8:359765)
at <anonymous>:wasm-function[68867]:0x14591ca
at <anonymous>:wasm-function[69773]:0x1483c8c
at <anonymous>:wasm-function[69772]:0x1483599
at <anonymous>:wasm-function[66615]:0x13e17cd
at <anonymous>:wasm-function[66613]:0x13e1626
at <anonymous>:wasm-function[66609]:0x13e1238
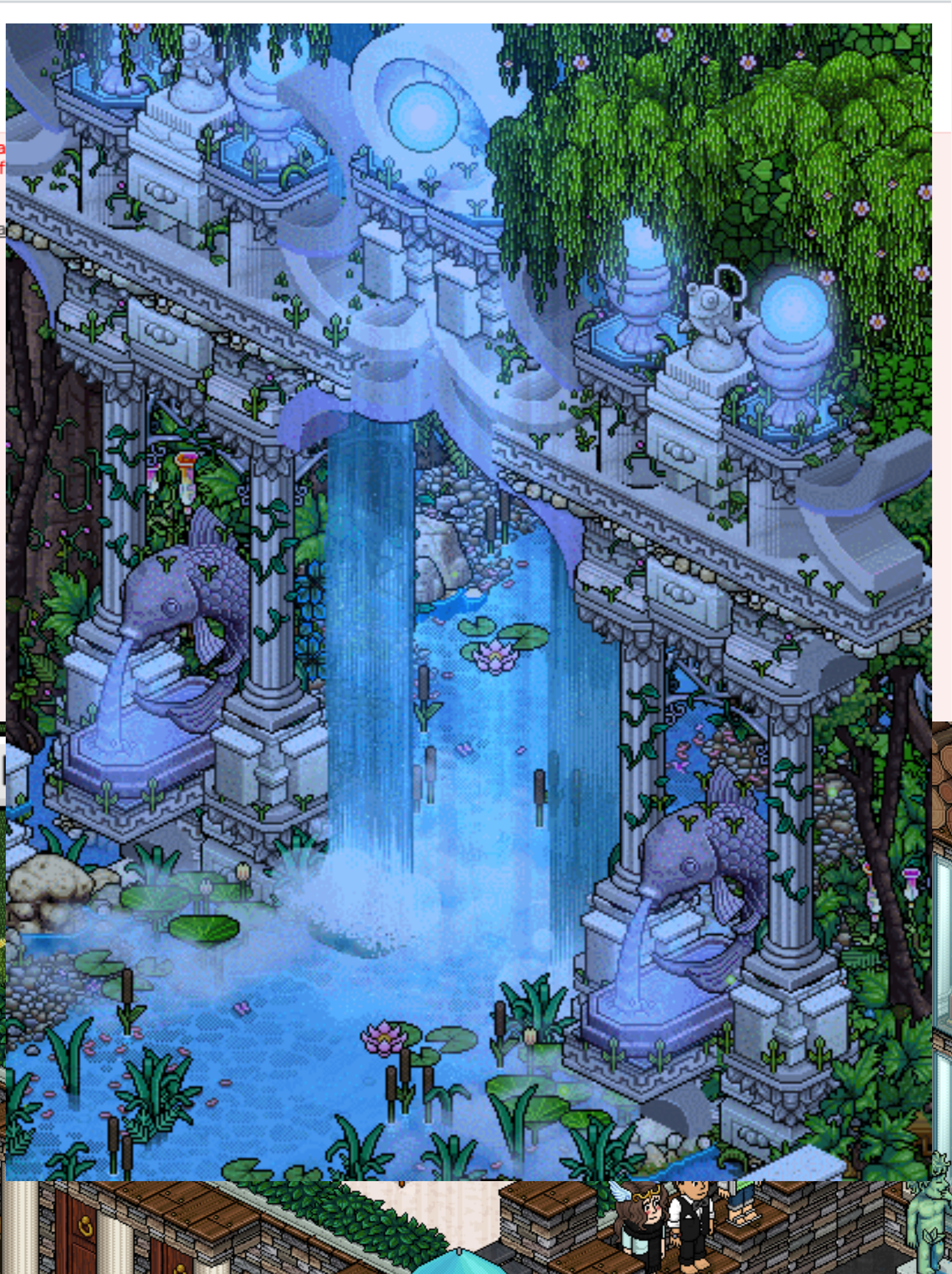at <anonymous>:wasm-function[66608]:0x13e117a

Casiopeia09: hahaha

jackeyyyy: oh

-GrEeNfUnK-: lol

NZLJAYMODZV9:

oguesto-6-3-6: omg its thor

Internet History
https://www.youtube.com/watch?v=fp2EZbbuMa0

The tool

((VFX tool for ART))

- https://youtu.be/iiH-LSfOJ5o

- Tool for editing new types of content for the Habbo Art team.

- A succesful prototype will include:

  - a) importing and parsing *.psd (Photoshop Document) imports

  - b) intuitive controls to handle given type of content

  - c) exporting data in Habbo-compatible format (*.xml, *.png)

- If time and skills permit, the scope can be extended.
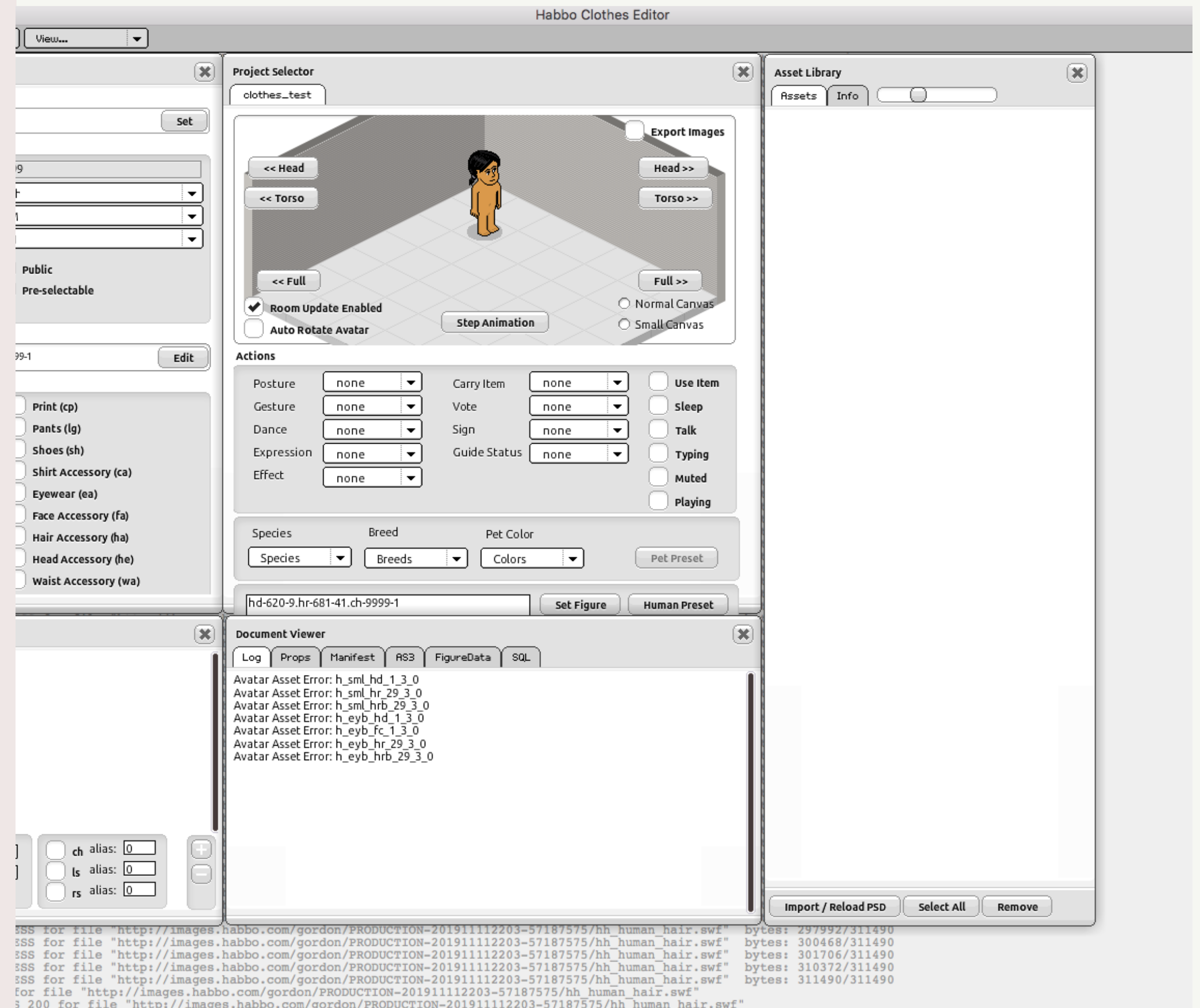
The tool

((VFX tool for ART))

- Trying out the feasibility of using the chosen stack as an implementation technology.

- Ingesting the *.psds and splitting them into layers.

- Fast fetching remote data to provide a smooth editing experience.

- Optimised workflow for the art team.

Tech stack

((VFX tool for ART))

- Unity/C# or ME**R**N (MongoDB, Express, React and Node.js) depending on the best expertise of the team

- GitHub-based infrastructure (VCS, CI/CD, Issues, etc.)

- AWS

You need

A heart little like that —>

- Also have to have a head.

- Have to have a PC (we don't provide hardware).

- Interest in working with Electron/Unity/C#

- To come up with a team name for yourself. If you are like most people, and have a hard time coming up with names, I'll do it for you.

And it will be


Team >>> Turbogandalf <<<

We offer

- Developing a tool to be used in LIVE product development.

- Opportunity to learn and prove skills of basics of 2D graphics.

- A chance for an internship.

- Cool office with a warm sauna (but remote working is also an option).

- Regular team dinners in house or in a house.

Questions?

- Product owner tuuli.ranta@sulake.com

- Tech supervision by Wille Frankenhauser

- Internal customer: our ART team in London
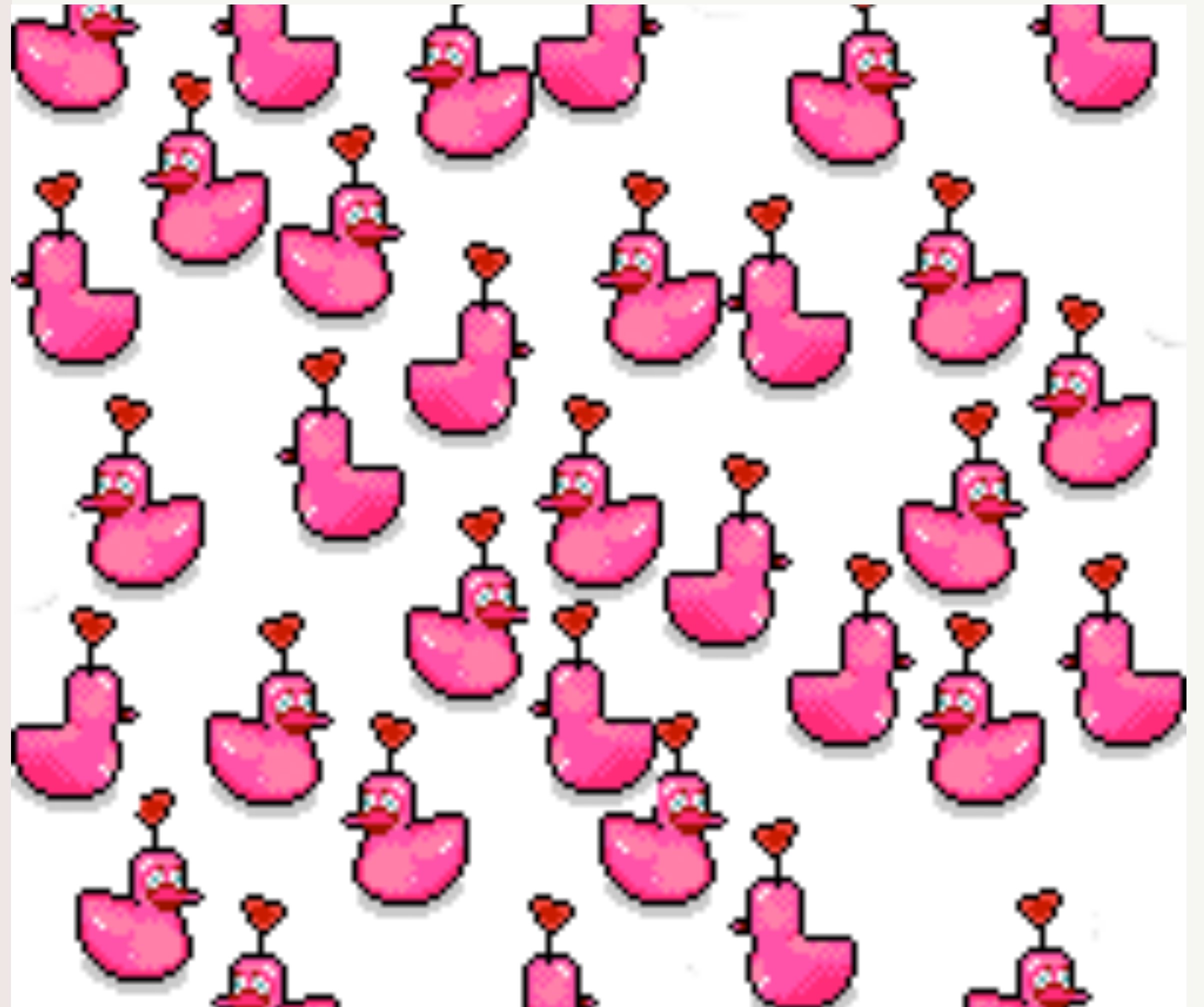
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Project Proposal

1. Introduction

The idea of the project is to create a web-hosted tool for editing new types of content (effects) for the Habbo Arts team. The initial scope of the prototype is quite simple and contains: a). importing and parsing *.psd (Photoshop Document) imports, b). intuitive controls to handle a given type of content, c). exporting data in Habbo-compatible format (*.xml, *.png). The scope can be extended.

To get a better understanding of the project context. **Please check the project slides attached to the end of this document and YouTube clip made by the ART team.**

2. Project goals

The goal of the project is to produce a prototype of the new generation of content editing software with the main challenges being as follows:

- Trying out the feasibility of using the chosen stack as an implementation technology
- Ingesting the *.psds and splitting them into layers
- Fast fetching remote data to provide a smooth editing experience
- Optimized workflow for the experts

3. Technologies

- Unity/C# or ME**R**N (MongoDB, Express, React, and Node.js) depending on the best expertise of the team
- GitHub-based infrastructure (VCS, CI/CD, Issues, etc.)
- AWS

4. Requirements for the students

- Have a head, probably hands, and a PC (we don't provide hardware.)
- Interest in working with the mentioned technologies

Overall, the project is of an average-to-medium (depending on the team capabilities) complexity.

Extra points for students for

- Has demonstrable skills with Adobe Photoshop
- Understanding the basic principles of raster graphics
- Is a gamer

Students' takeaways

- Developing a tool to be used in LIVE product development
- Opportunity to learn and prove skills of basics of 2D graphics
- A chance for an internship
- Cool office with a warm sauna (but remote working is also an option)
- Regular team dinners in the house or in a house

5. Legal Issues

Intellectual Property Rights (IPR):

1. The client gets all IPRs for the results.

Confidentiality:

1. The client will share some confidential information with the students, so signing the NDA is required.

6. Client

Sulake is a social entertainment company focused on providing a safe and fun online service for self-expression. Founded in 2000 by a small team of passionate people, Sulake is a social entertainment company focused on providing a safe and fun online service for self-expression through its products, Habbo and Hotel Hideaway.

Dutch media and technology company Azerion acquired Sulake fully from Elisa Oy in January 2021, after being a majority stakeholder since 2018.

In 2018, Sulake launched Hotel Hideaway, a brand new 3D virtual world developed for iOS and Android devices.

Sulake's mission is to enable its users to meet new people, make friends and give them a place to create and share their user-generated content in a fun virtual environment.

You will mostly work together with:

- Product Owner (Project Manager@Sulake)
- Tuuli Ranta
- tuuli.ranta@sulake.com

and

- Technical Specialist/Architect (Senior Software Developer@Sulake)
- Wille Frankenhaeuser
- wille.frankenhaeuser@sulake.com

whereas other experts will be available on-demand. The work can be performed either remotely or from the office.

7. Additional information

The working language is English, but we also speak Finnish, if necessary. The plan is to use adapted Scrum and common industry best practices: code reviews, cloud infrastructure for deployment, etc.

NDA from Aalto and Sulake will be required.