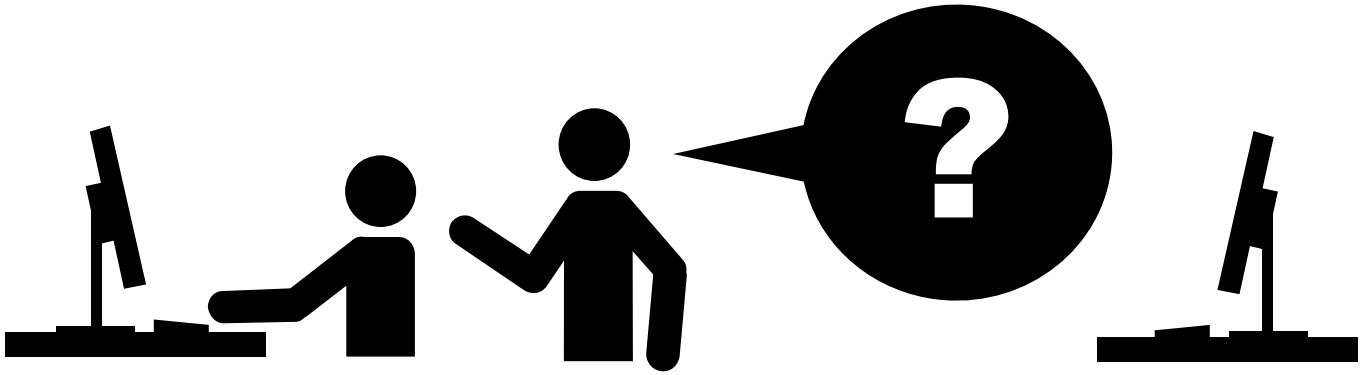
How **spending less time at your desk** can help you **design better tools**



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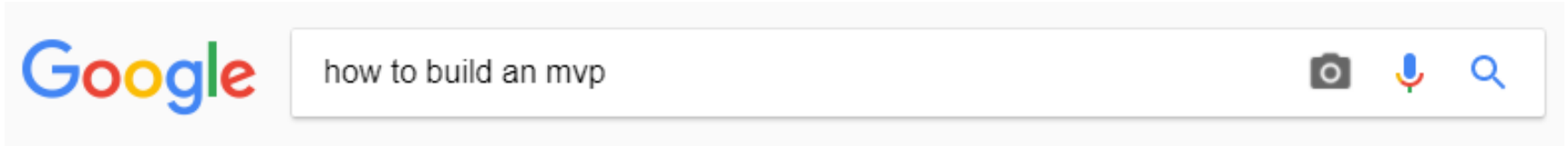

Minimum Viable Product

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how to build an mvp

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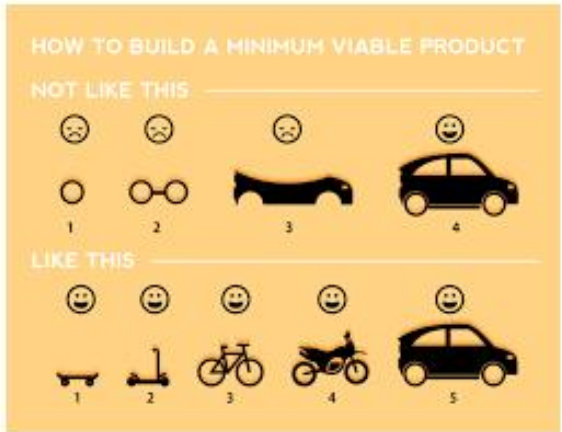

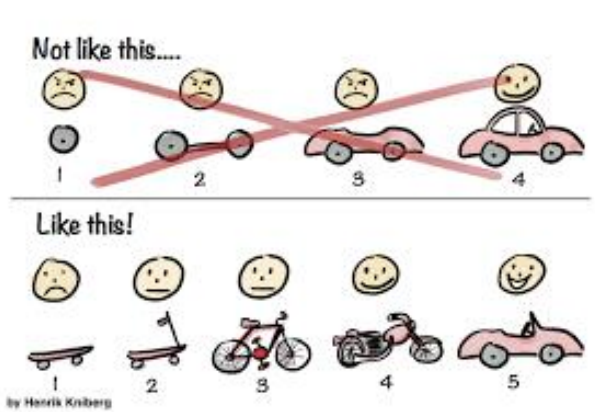

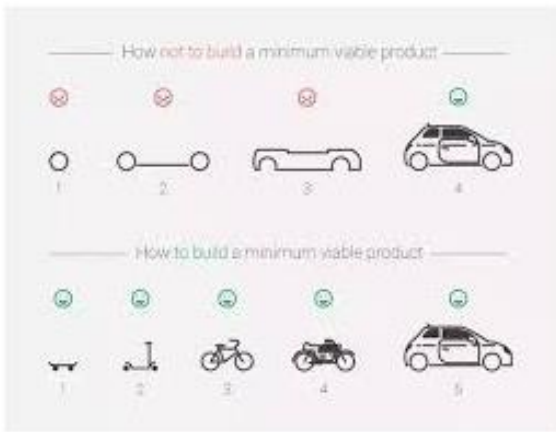

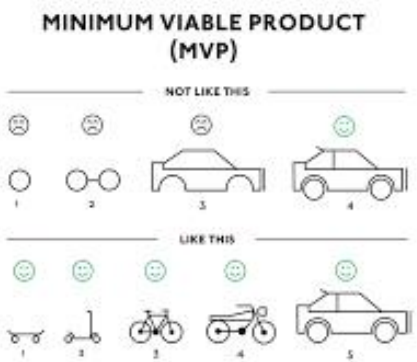

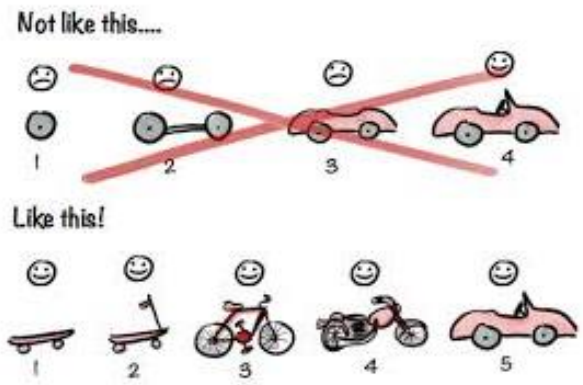

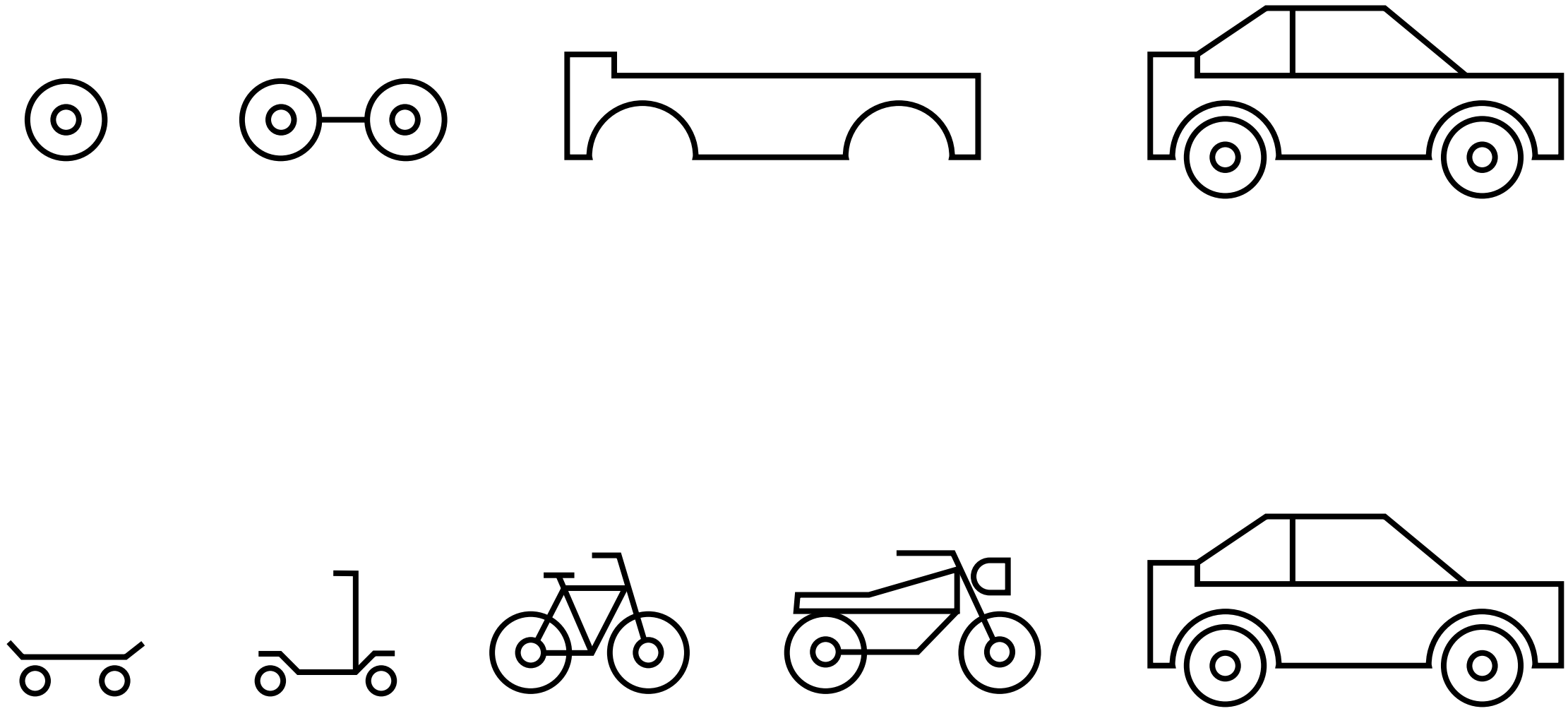

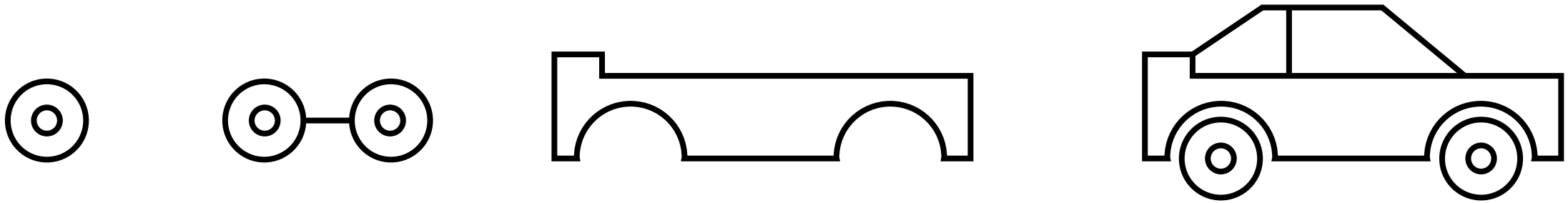

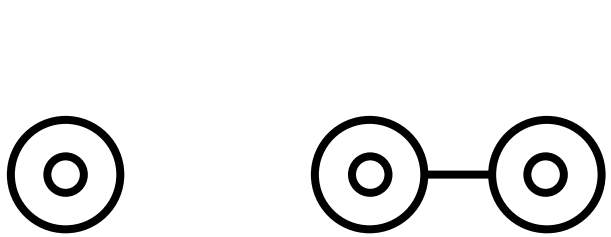

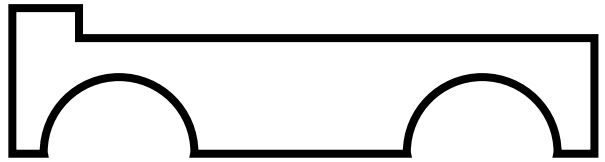

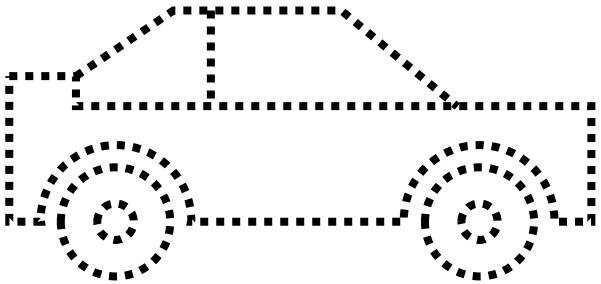

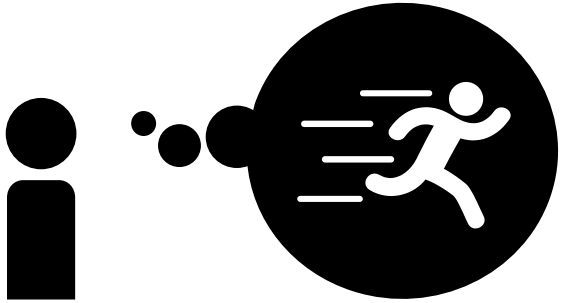

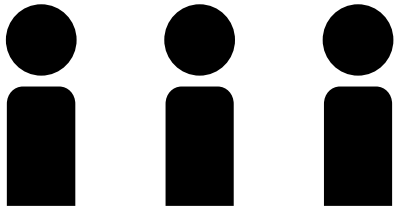

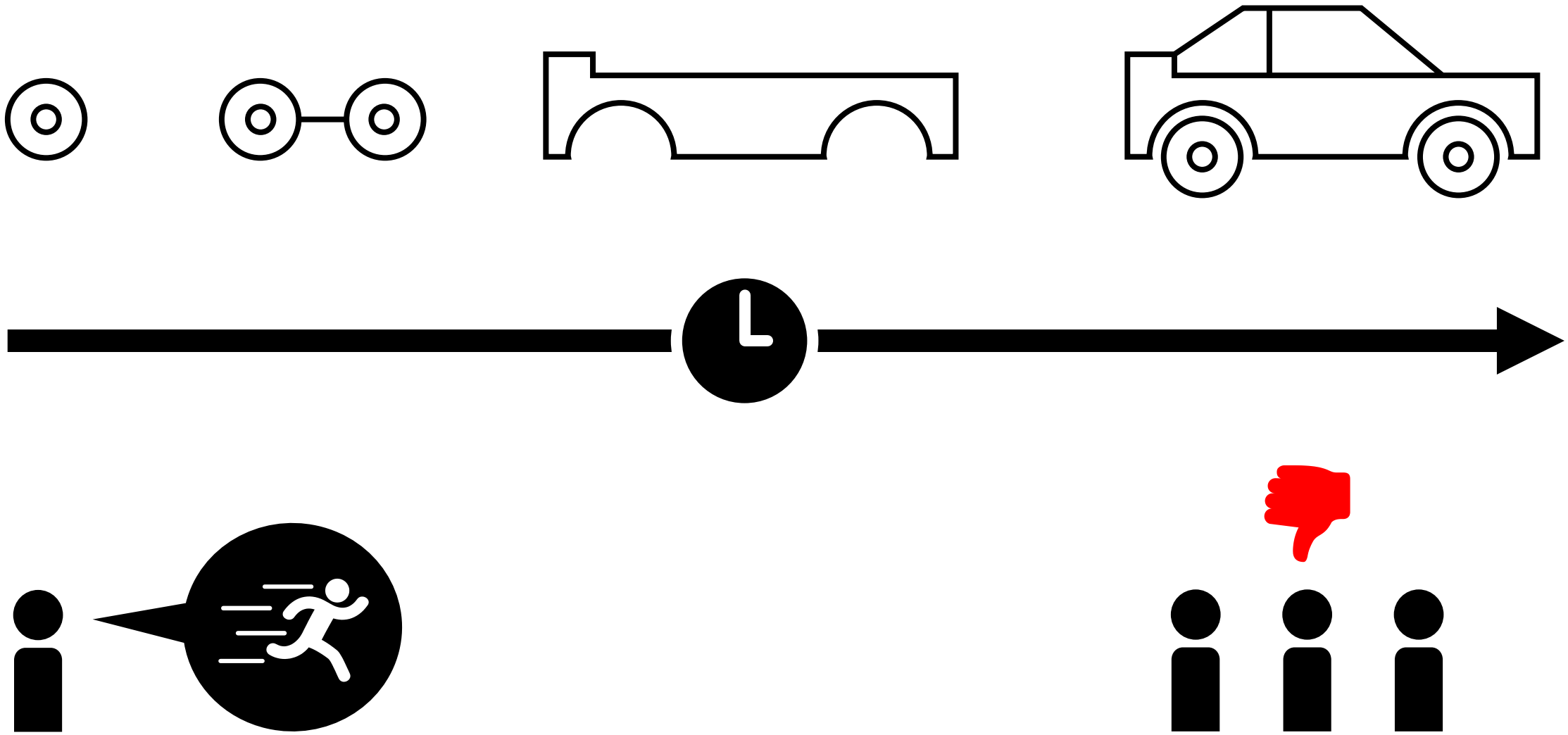

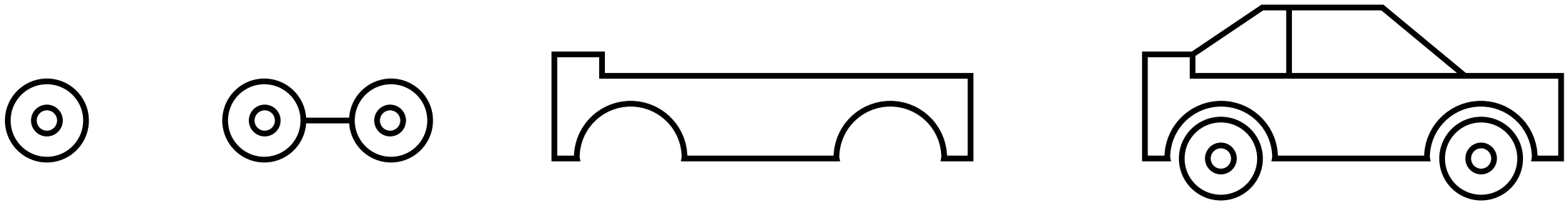

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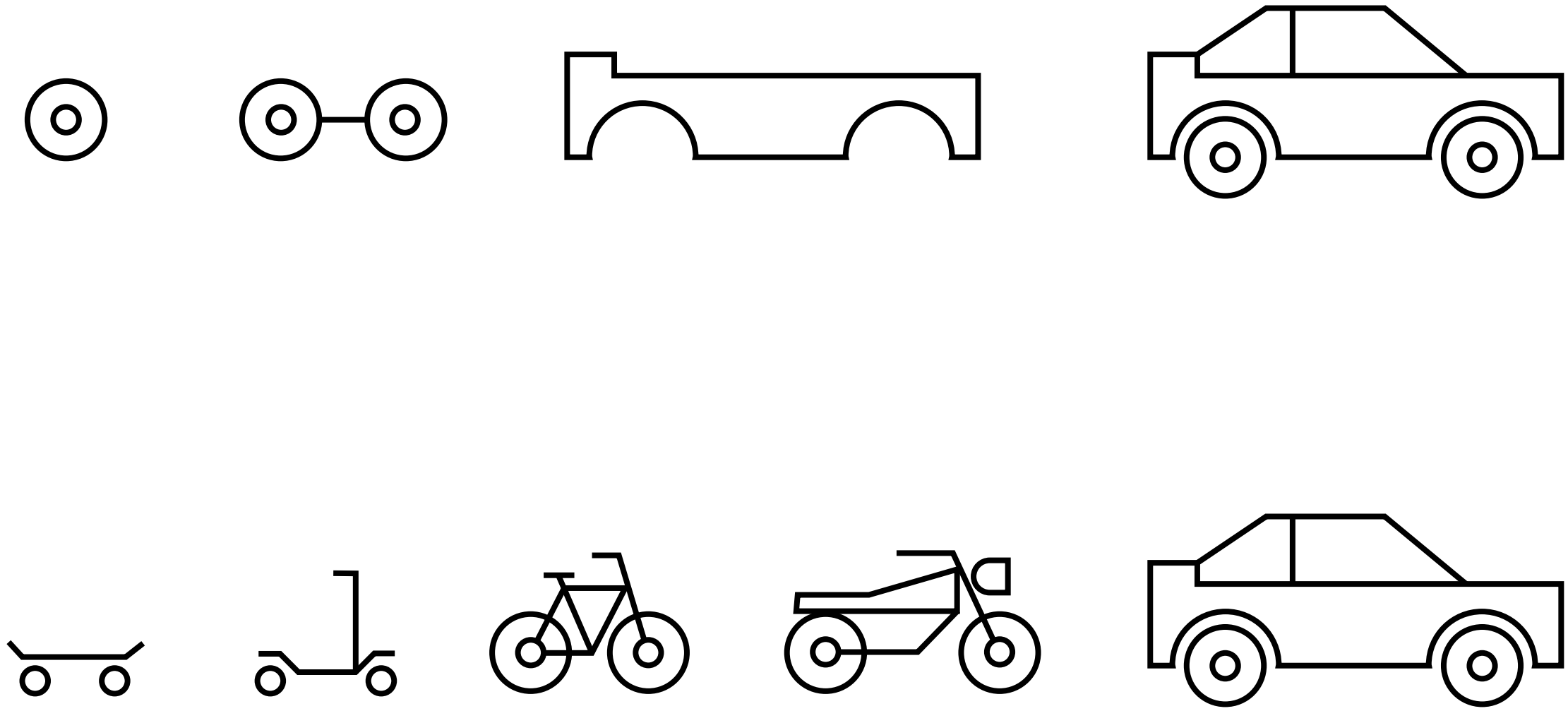

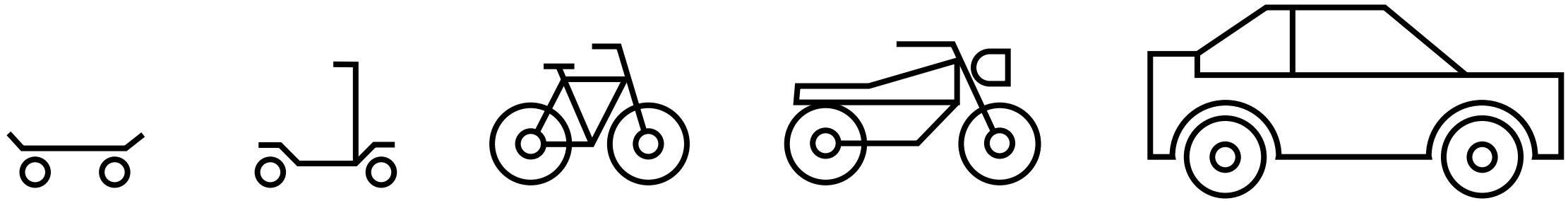

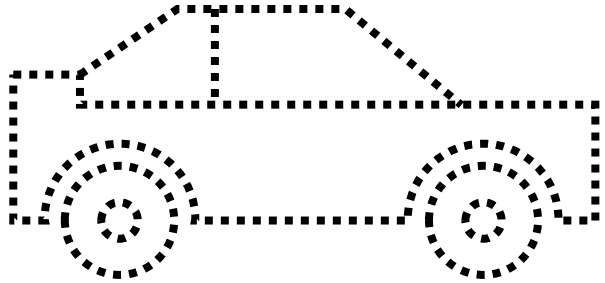

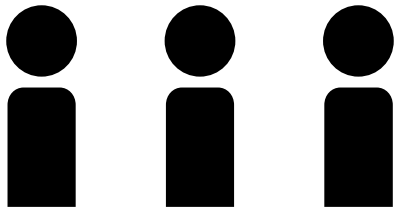

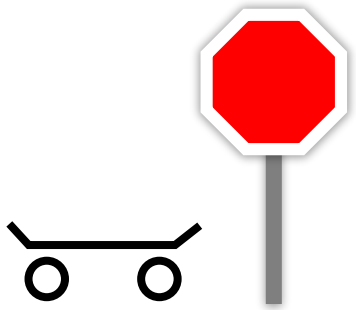

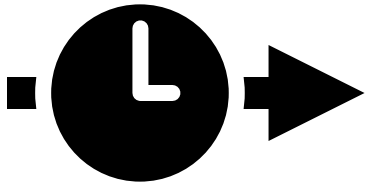

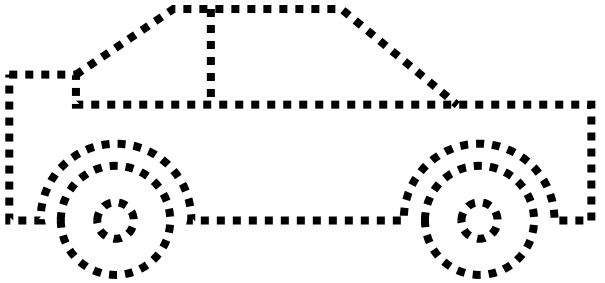

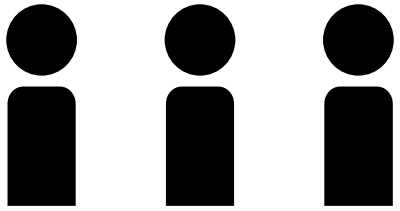

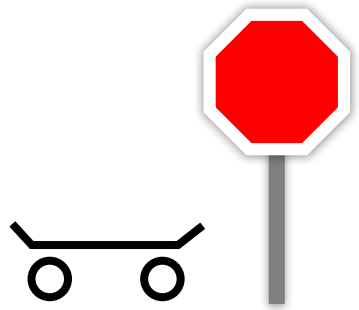

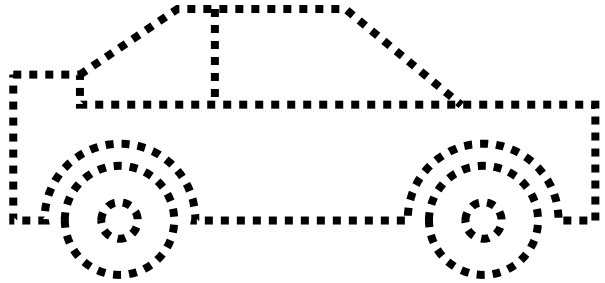

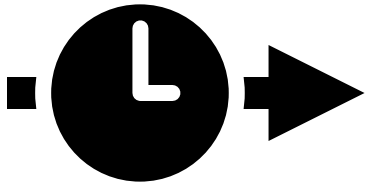

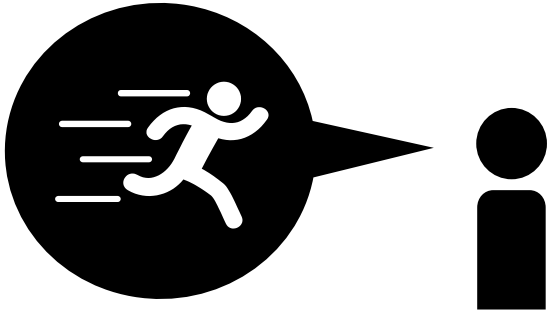

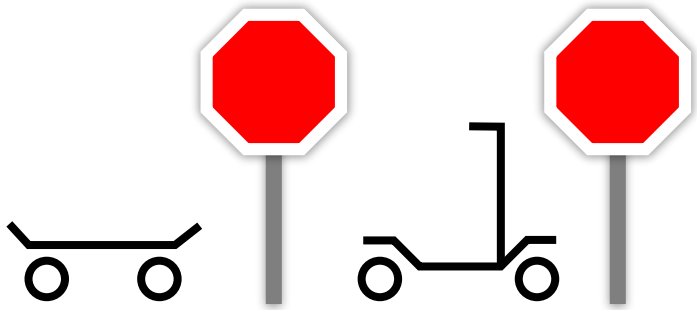

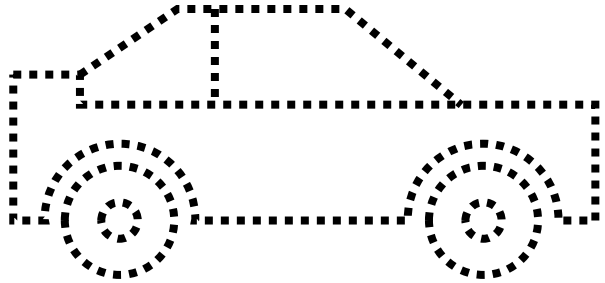

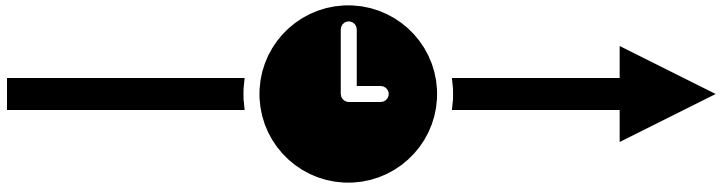

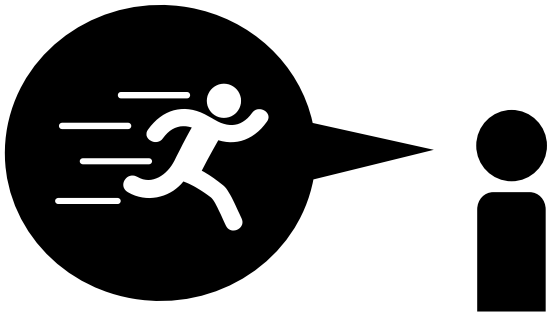

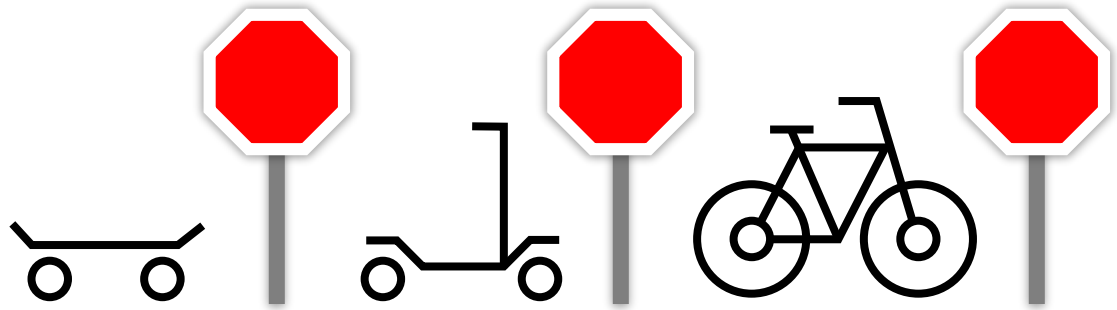

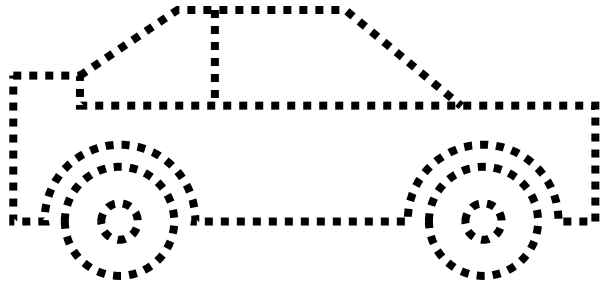

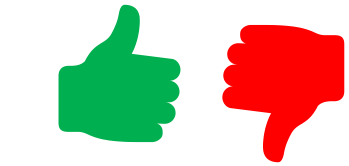

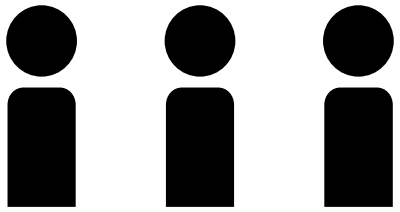

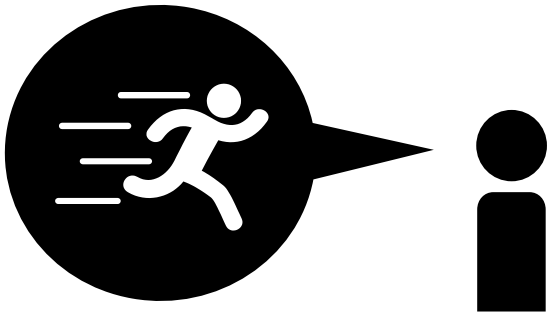

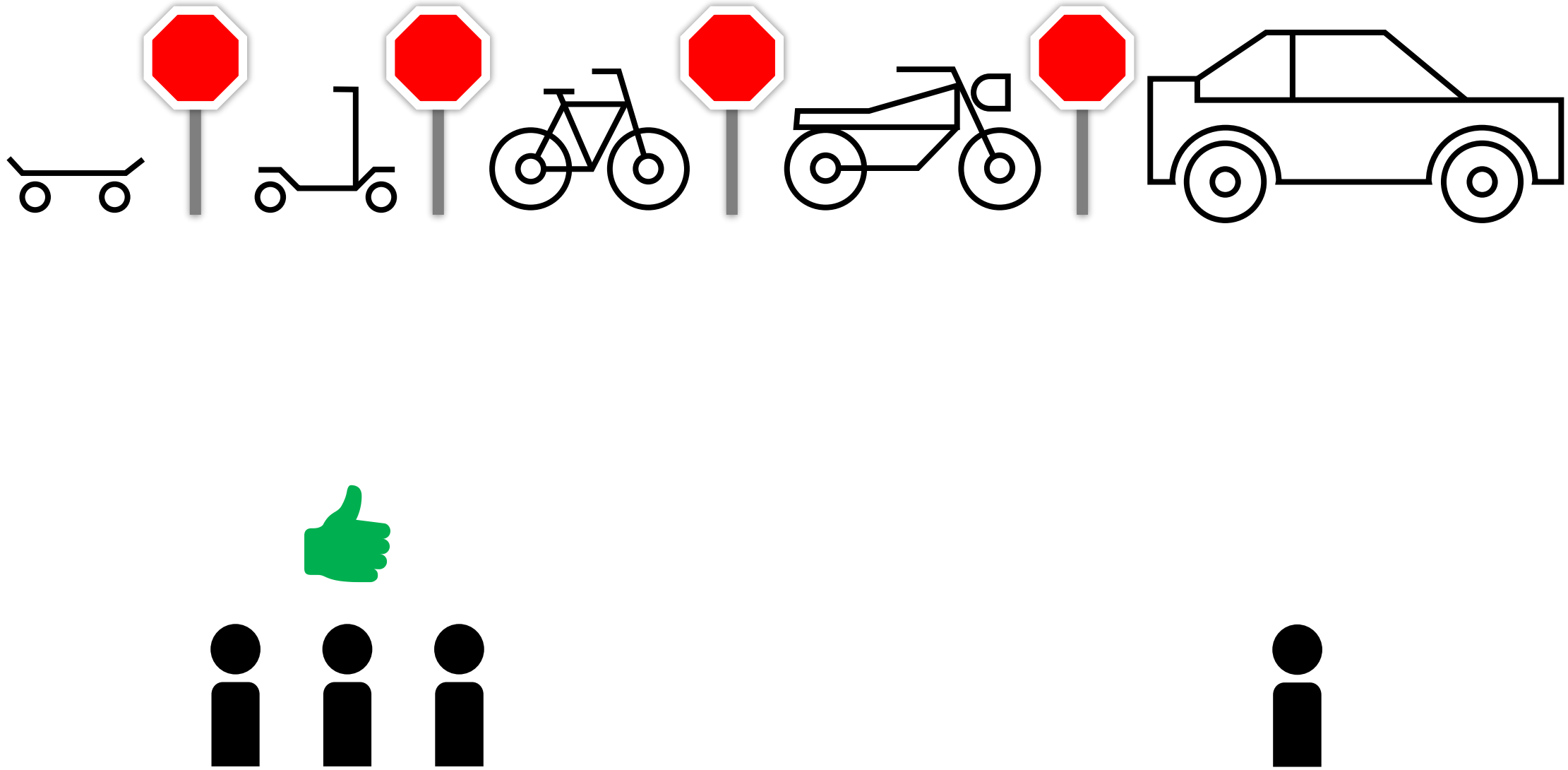

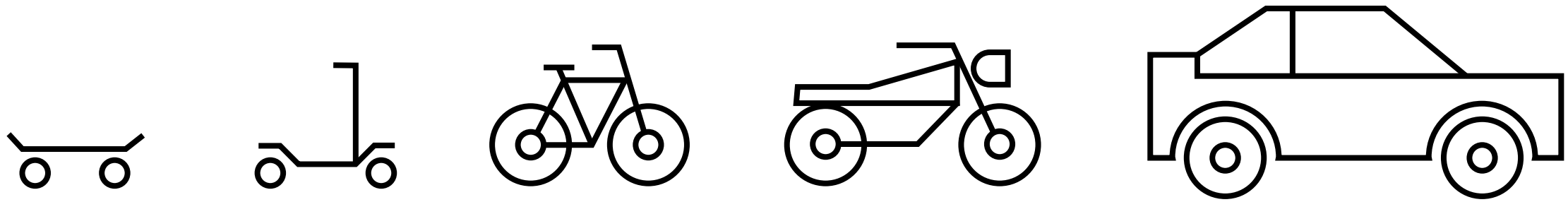

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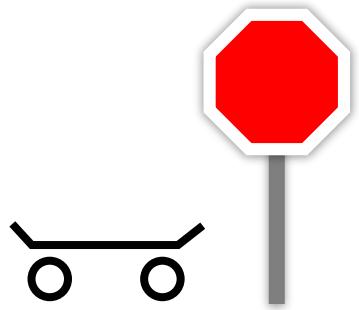

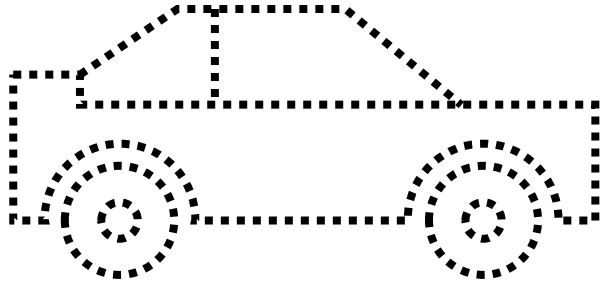

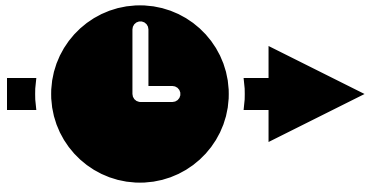

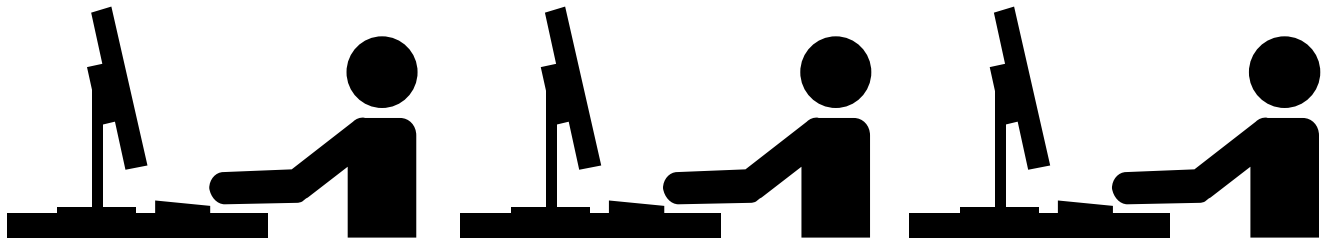

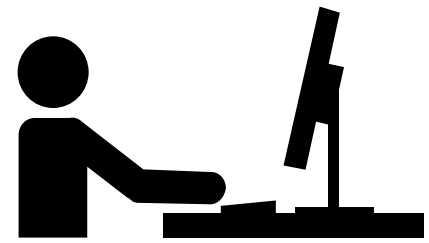

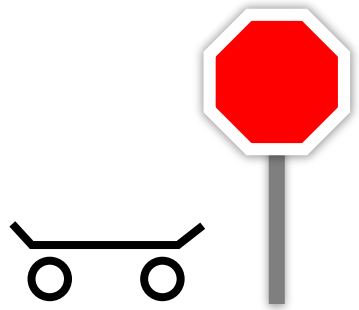

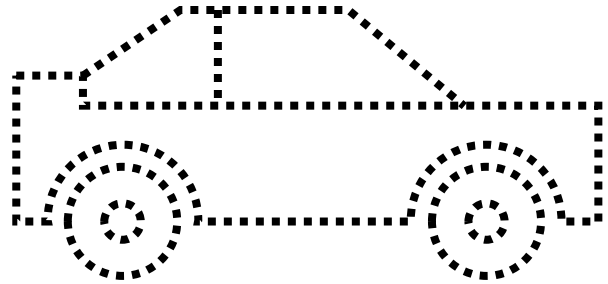

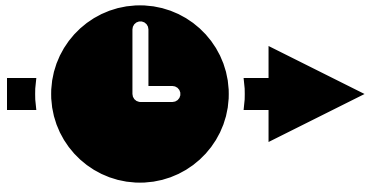

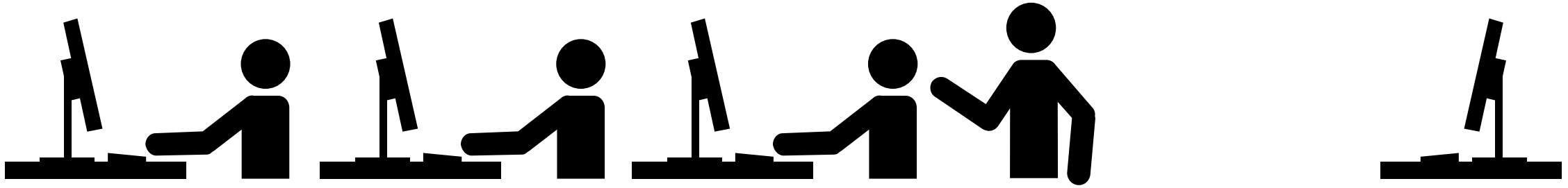

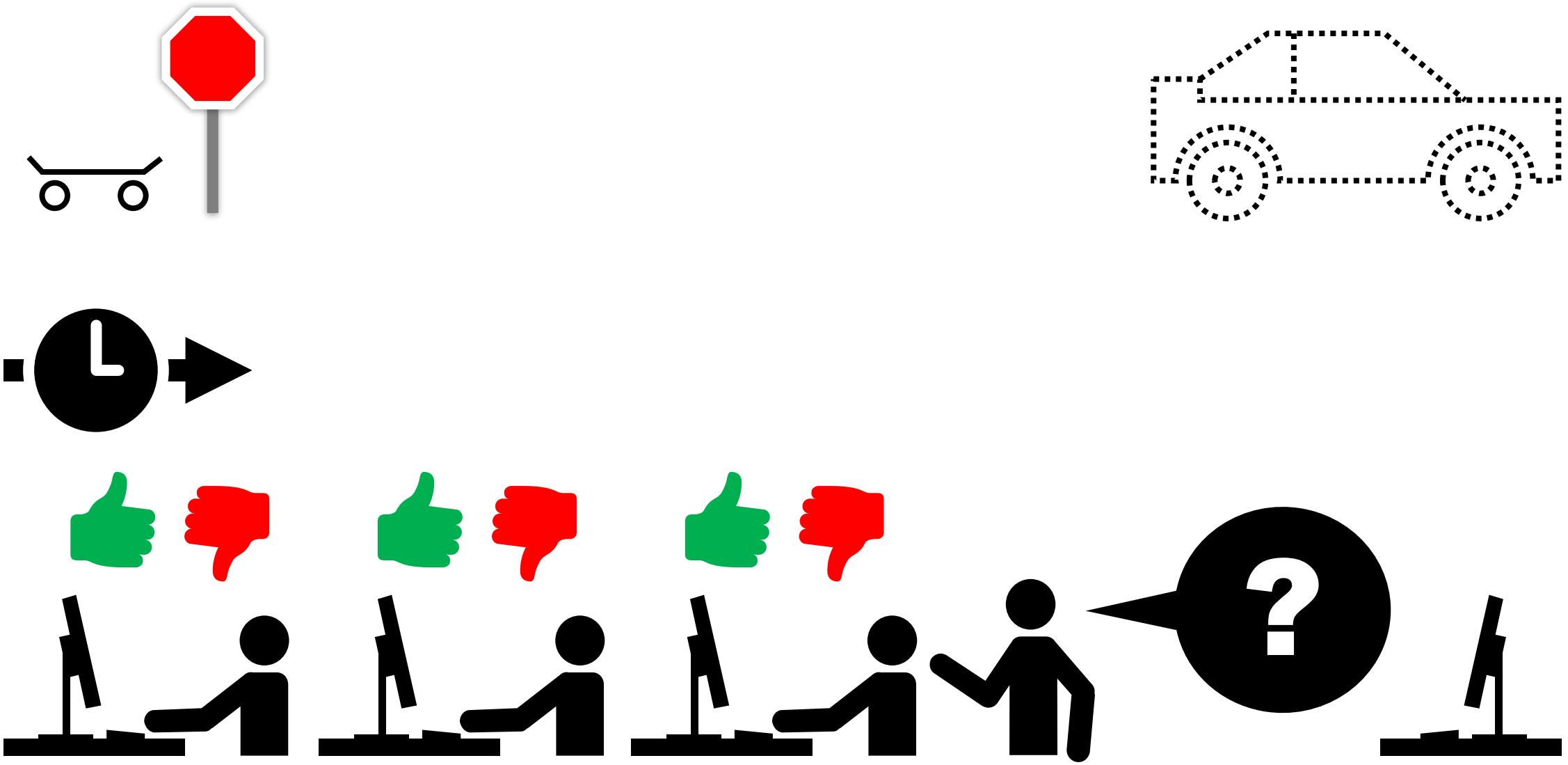

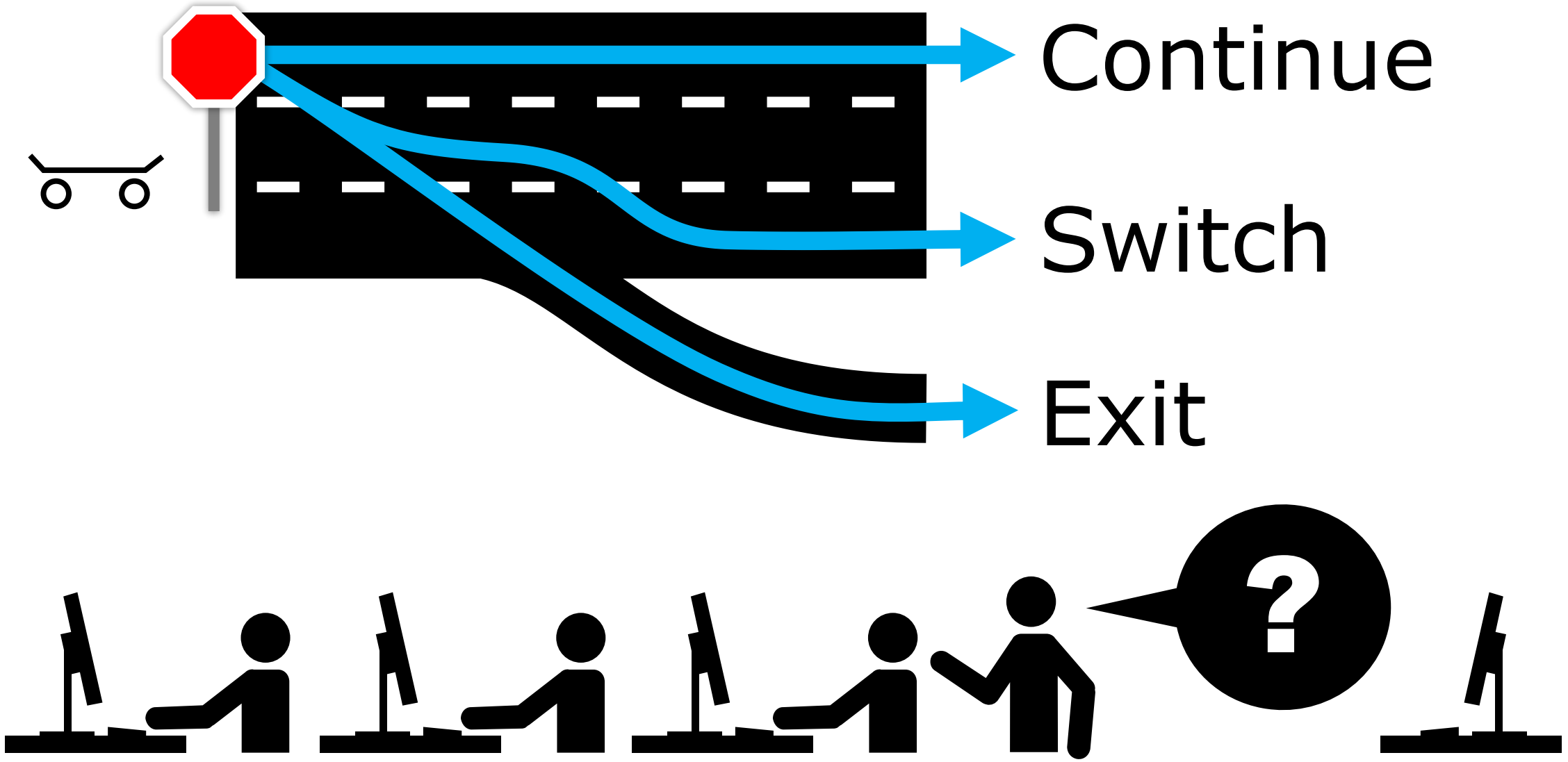
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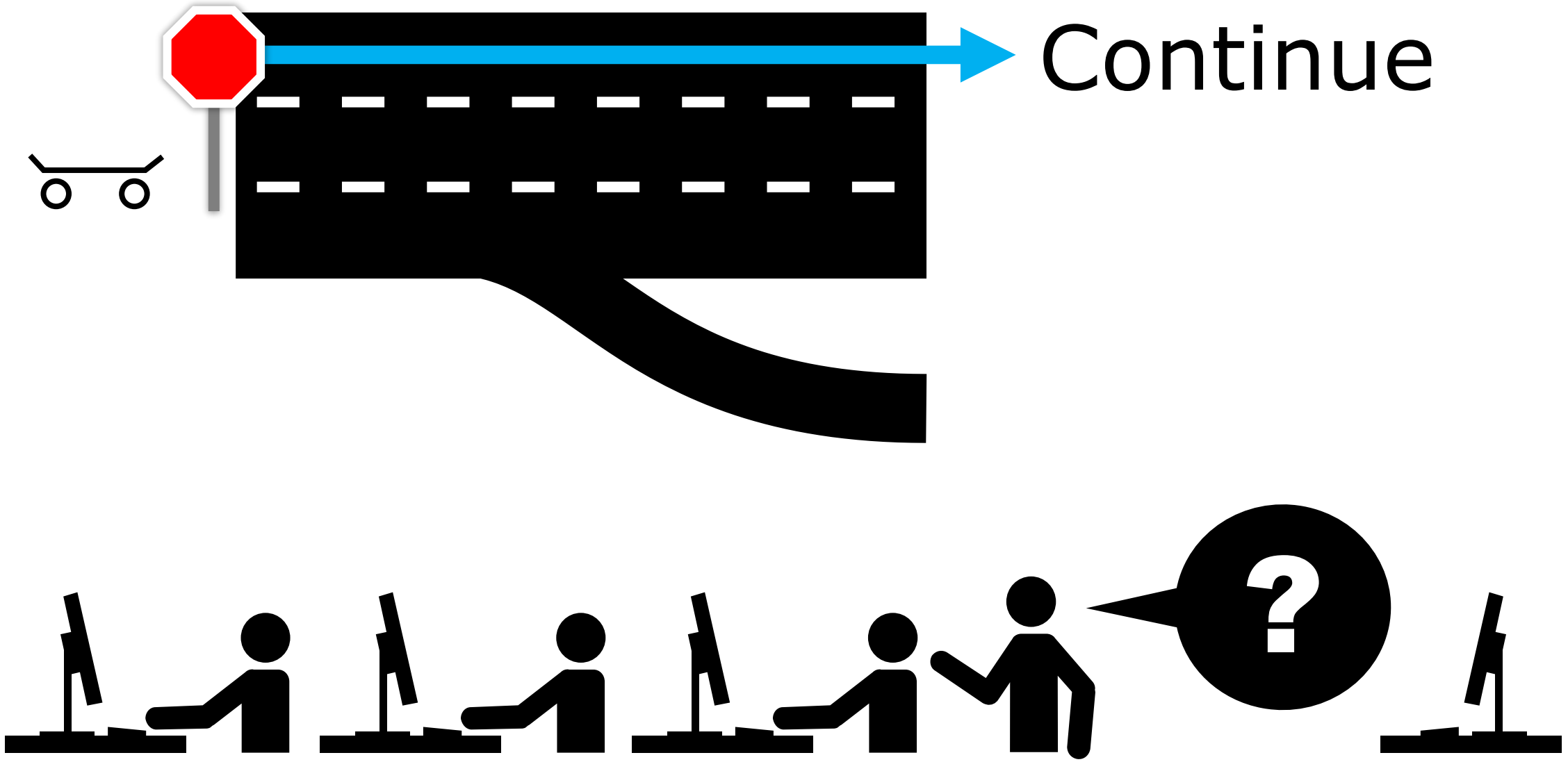
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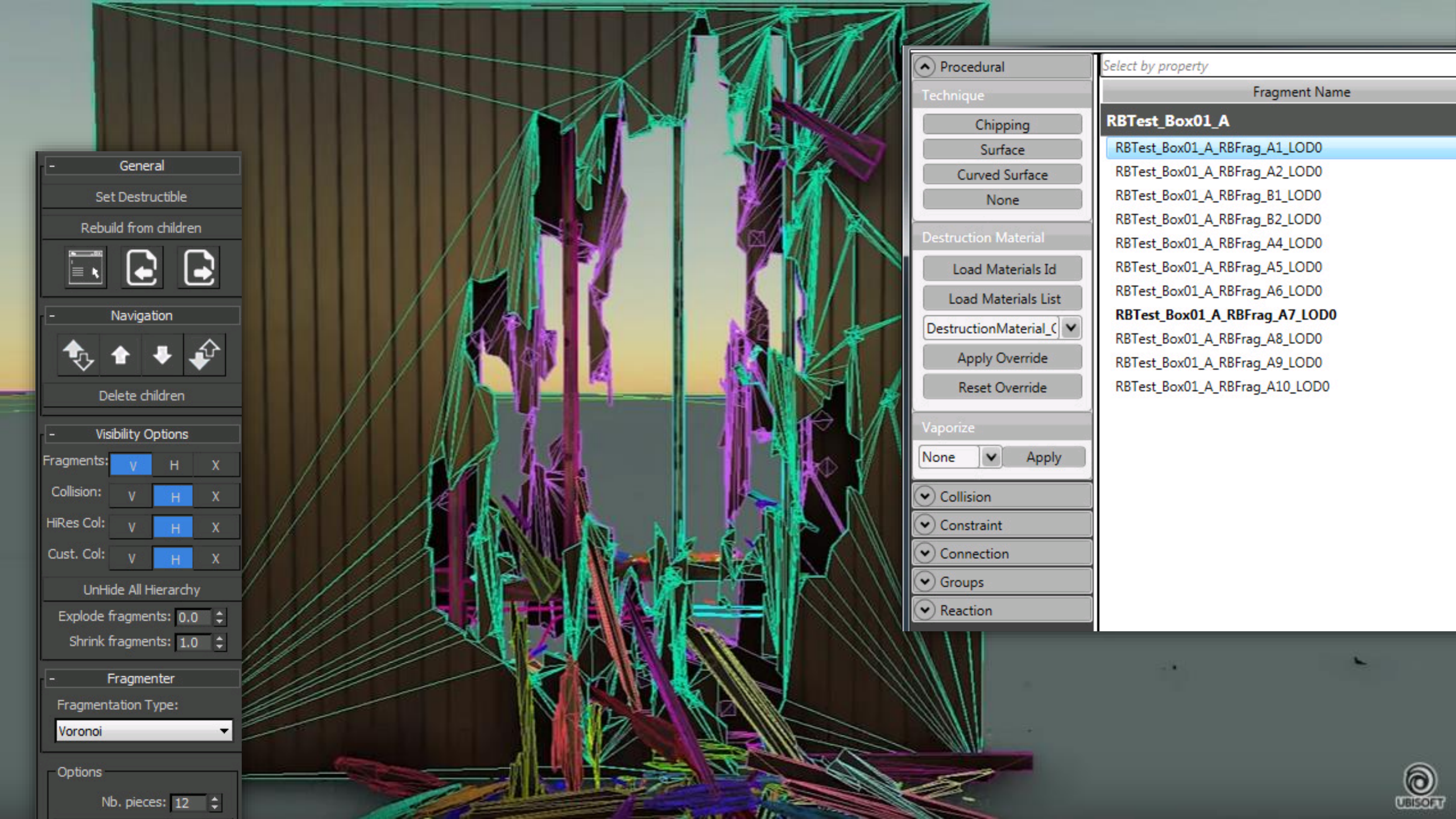
TOM CLANCY'S
RAINBOW SIX | SIEGE


General
Set Destructible
Rebuild from children
Navigation
Delete children
Visibility Options
Fragments: V H X
Collision: V H X
HiRes Col: V H X
Cust. Col: V H X
UnHide All Hierarchy
Explode fragments: 0.0
Shrink fragments: 1.0
Fragmenter
Fragmentation Type:
Voronoi
Options
Nb. pieces: 12
Procedural
Technique
Chipping
Surface
Curved Surface
None
Destruction Material
Load Materials Id
Load Materials List
DestructionMaterial_C
Apply Override
Reset Override
Vaporize
None
Apply
Collision
Constraint
Connection
Groups
Reaction
Select by property
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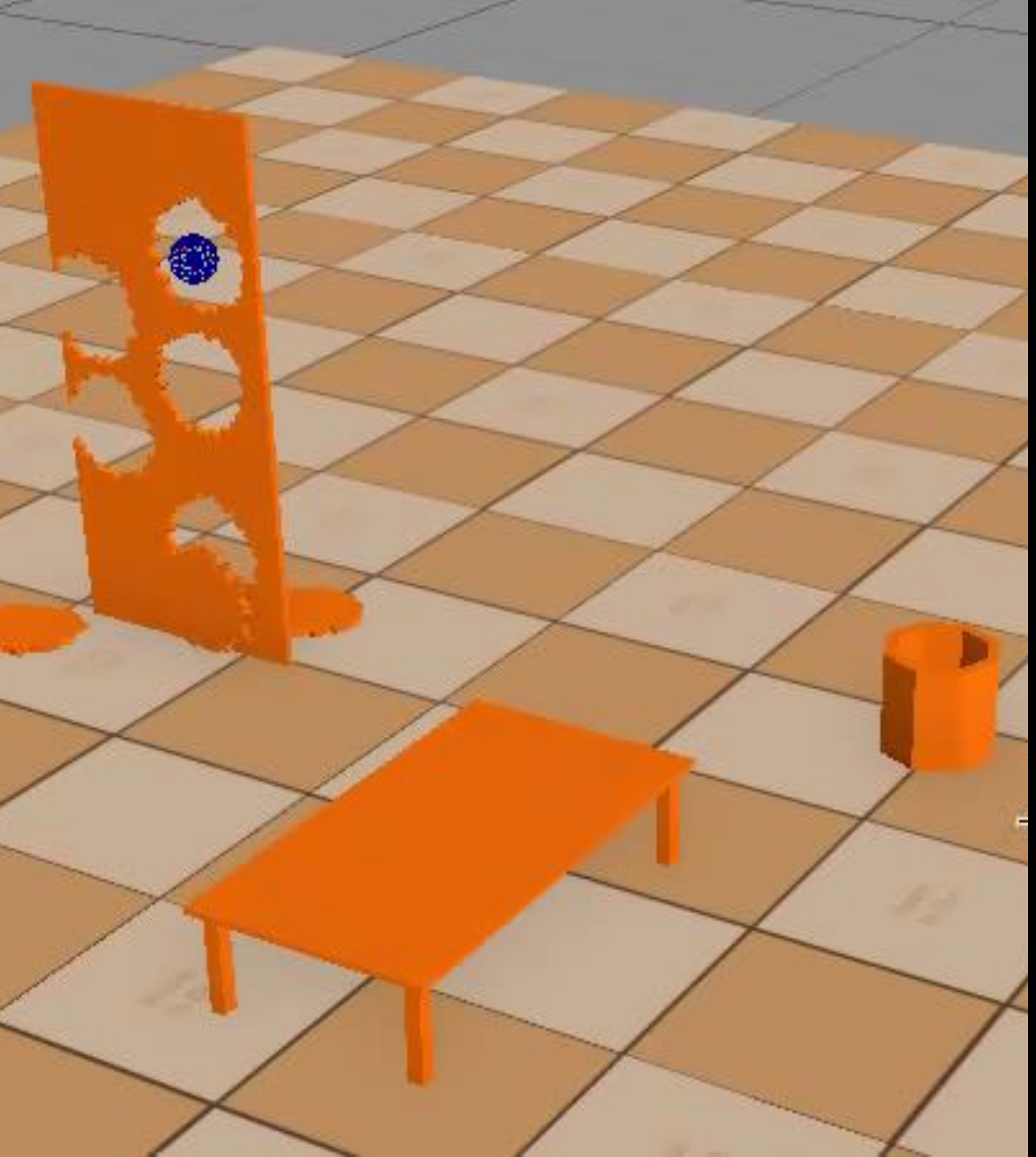
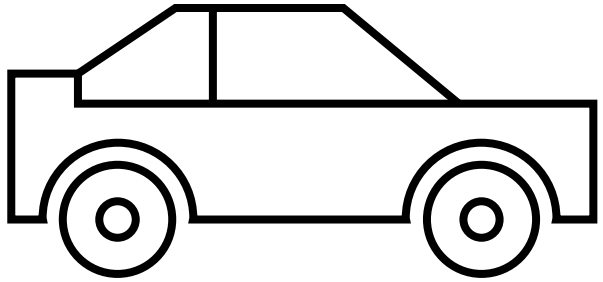
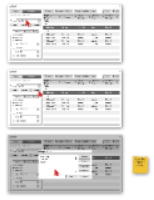
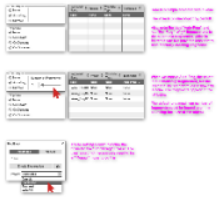
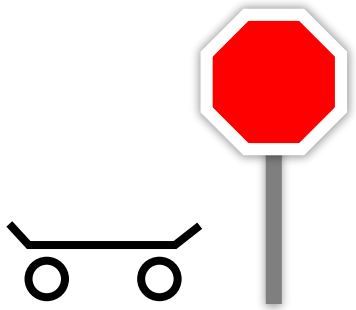
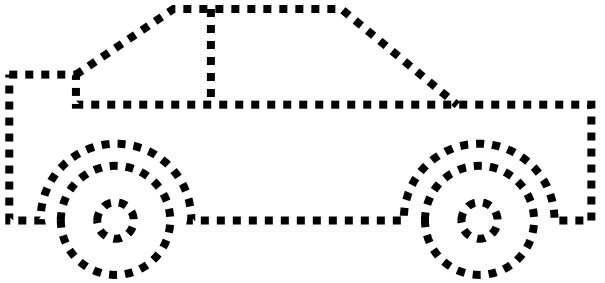


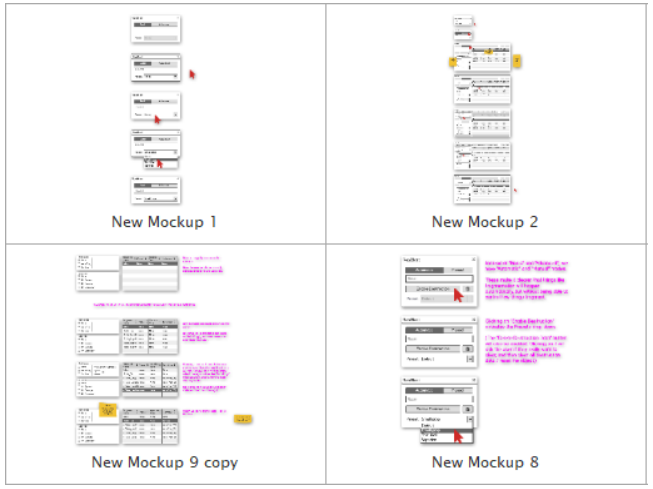
Destruction Presets



New Mockup 1	New Mockup 2	New Mockup 5	 New Mockup 6	New Mockup 3	New Mockup 7	 New Mockup 9
New Mockup 9 copy	New Mockup 8	New Mockup 11	New Mockup 10	New Mockup 12	New Mockup 13	New Mockup 14



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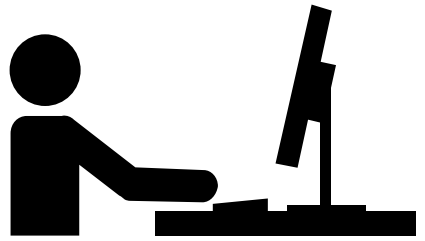
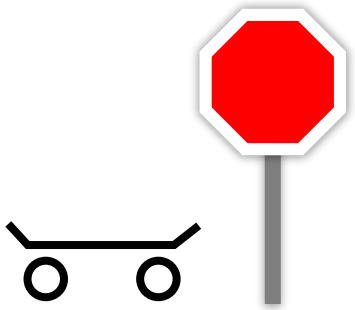
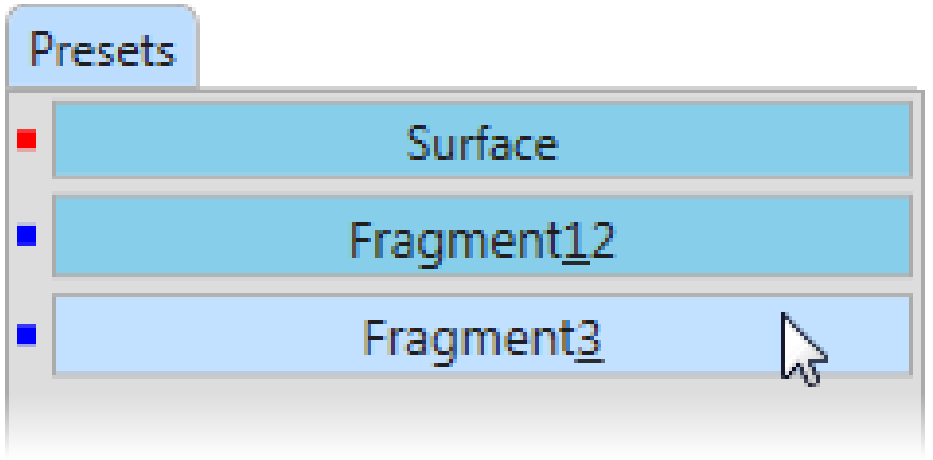
New Mockup 8



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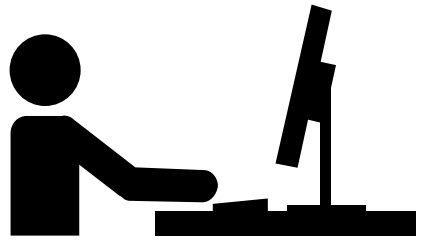
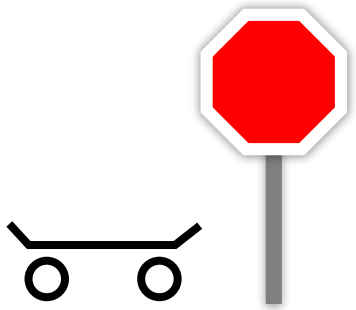
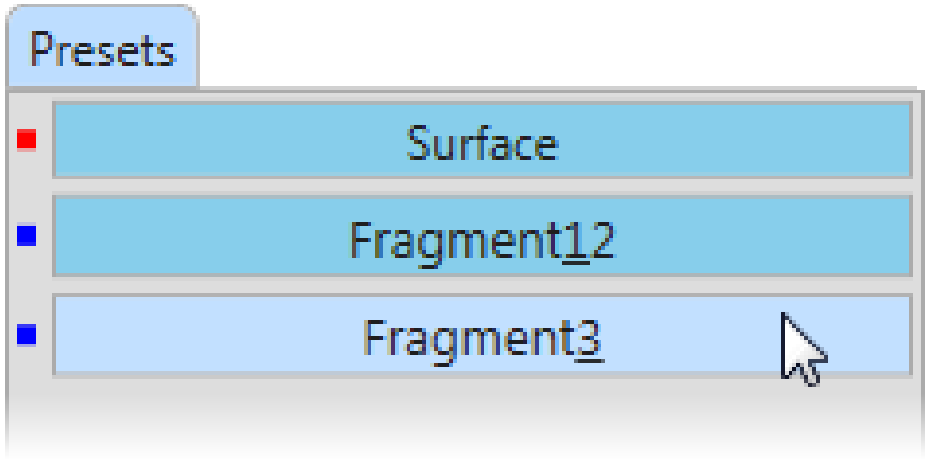
Fragment3



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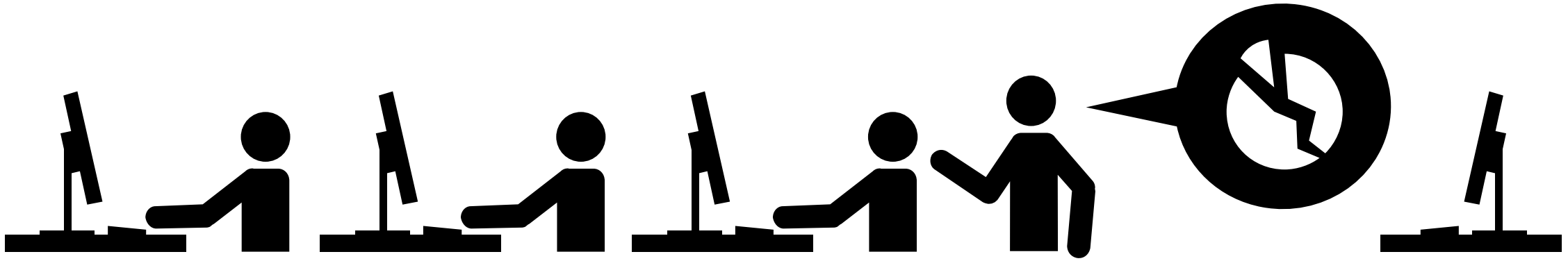

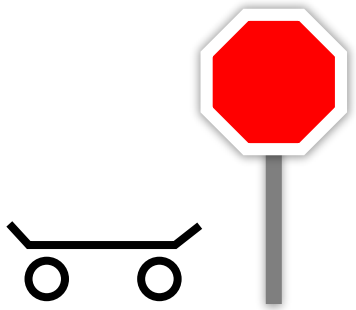

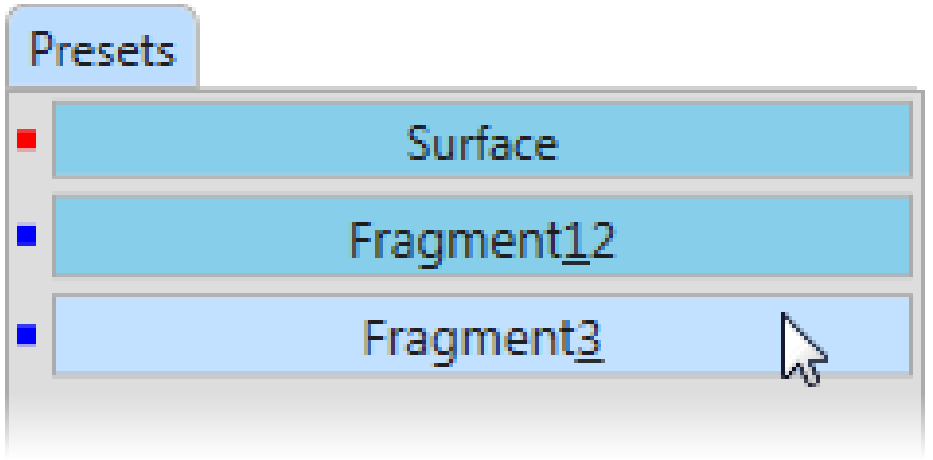
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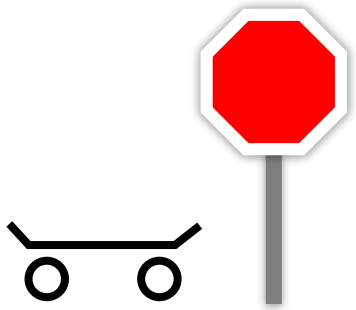

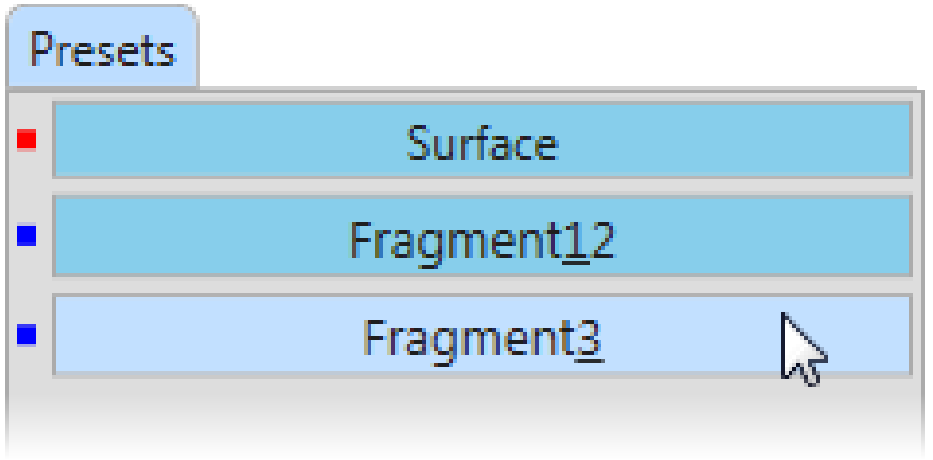
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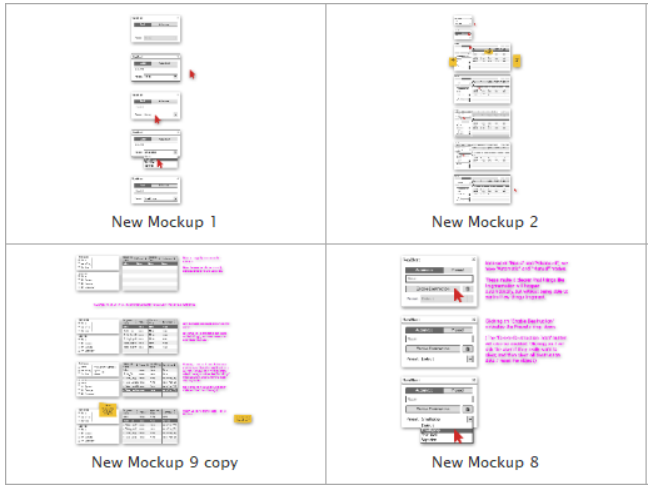
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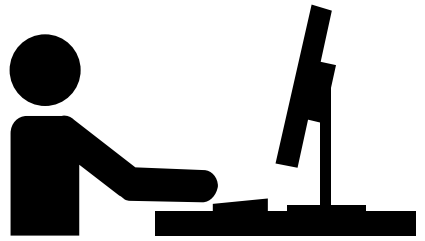
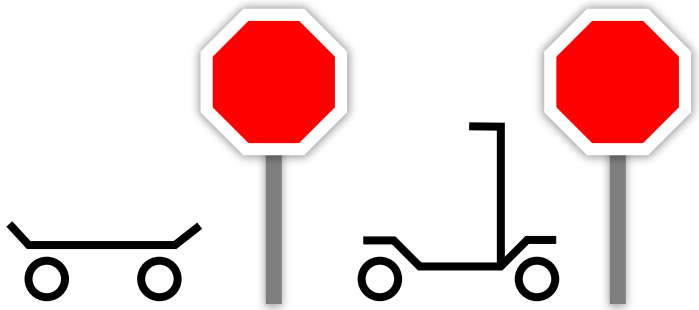
New Mockup 2
New Mockup 9 copy
New Mockup 8





Preset Name: Fragment in 3

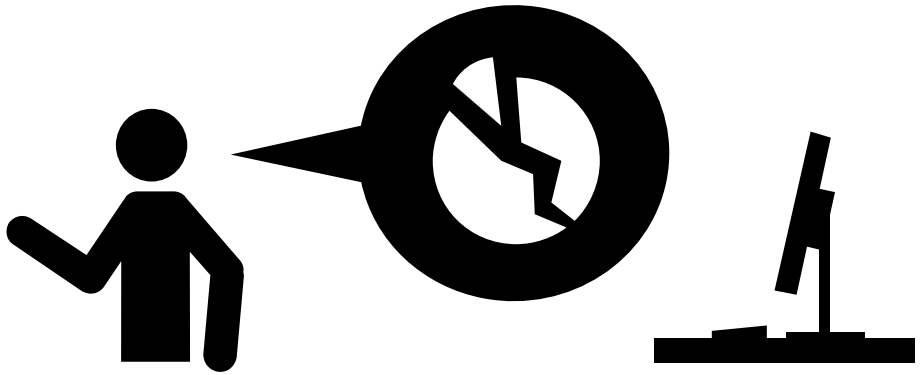
Fragment

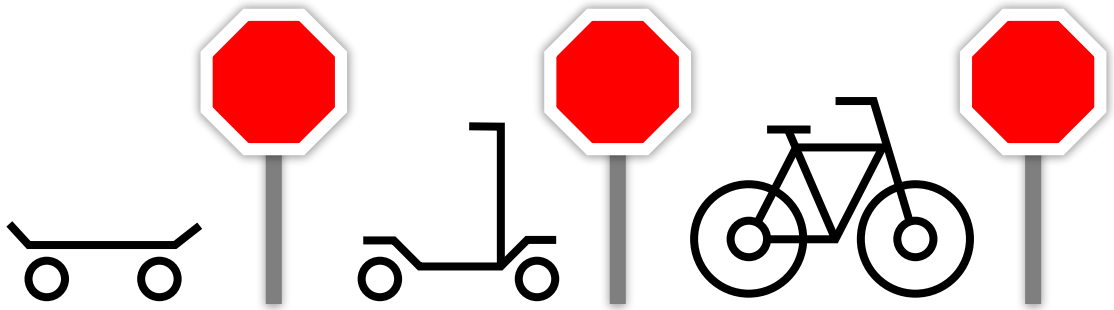
StaticType	Dynamic
Vaporize	VaporizeOnDamage
DestructionType	Chipping
CollisionType	Convex

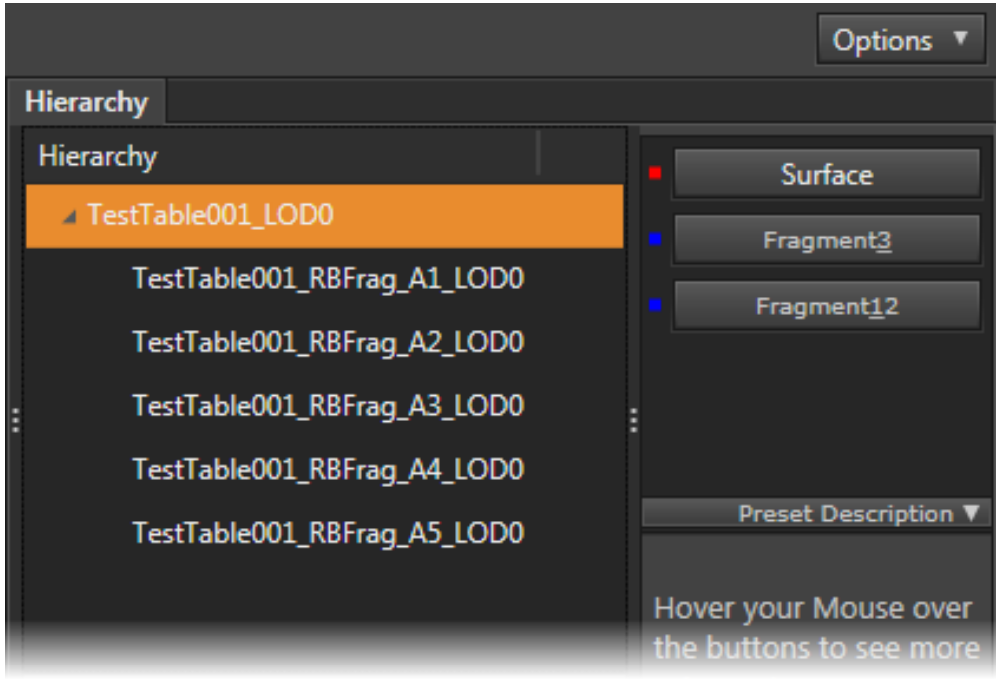
Misc

☑ Fragment	3
☐ Detach As Child	☑

Ok Cancel



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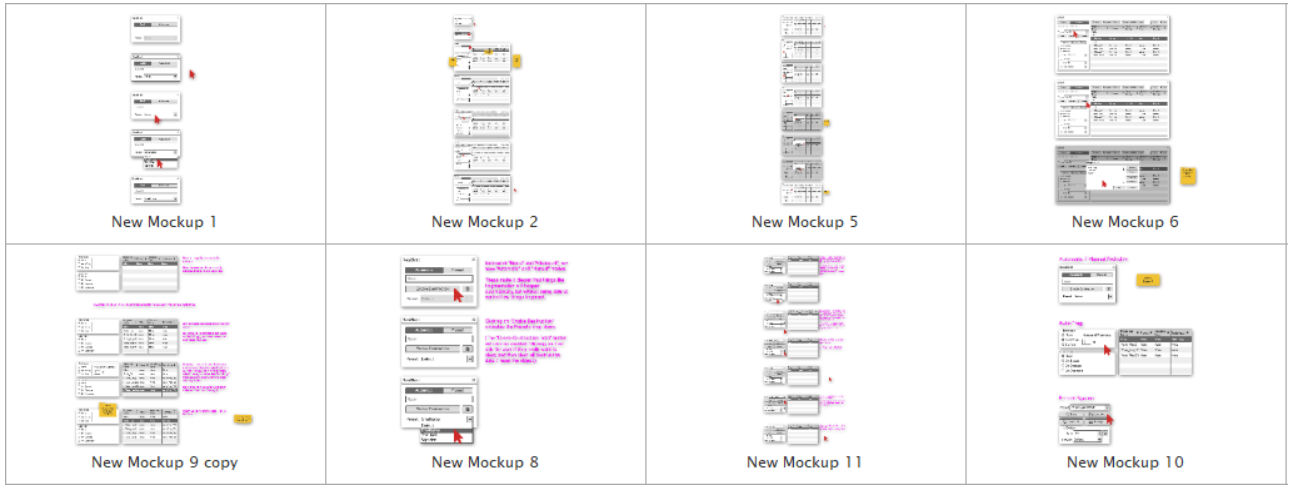
Surface
Fragment3
Fragment12
Preset Description
Hover your Mouse over the buttons to see more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New Mockup 5
New Mockup 6
New Mockup 9 copy
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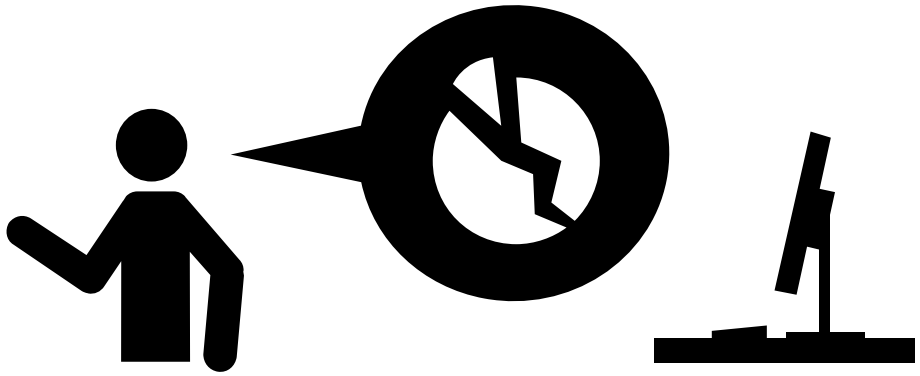
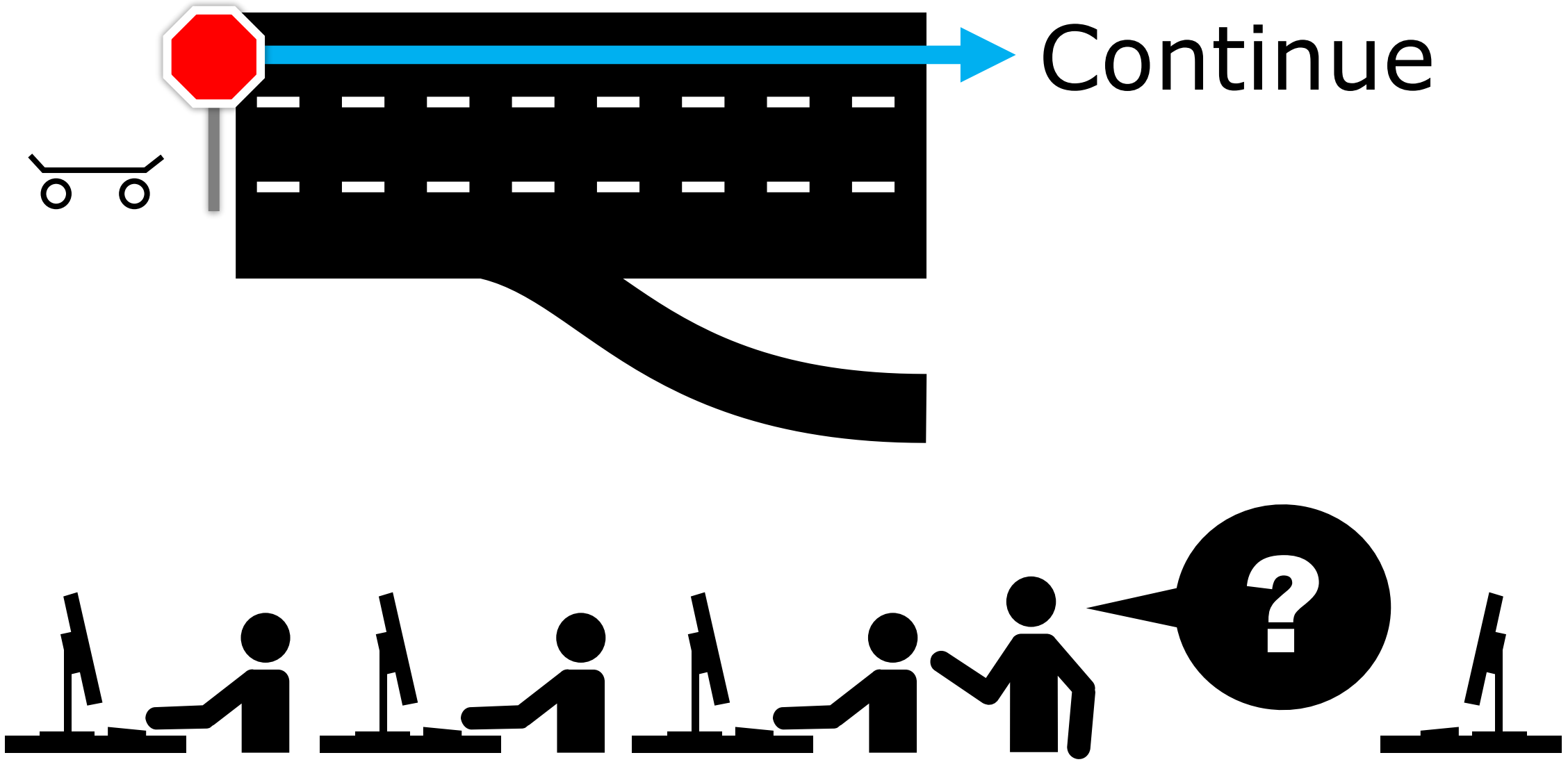
New Mockup 11
New Mockup 10

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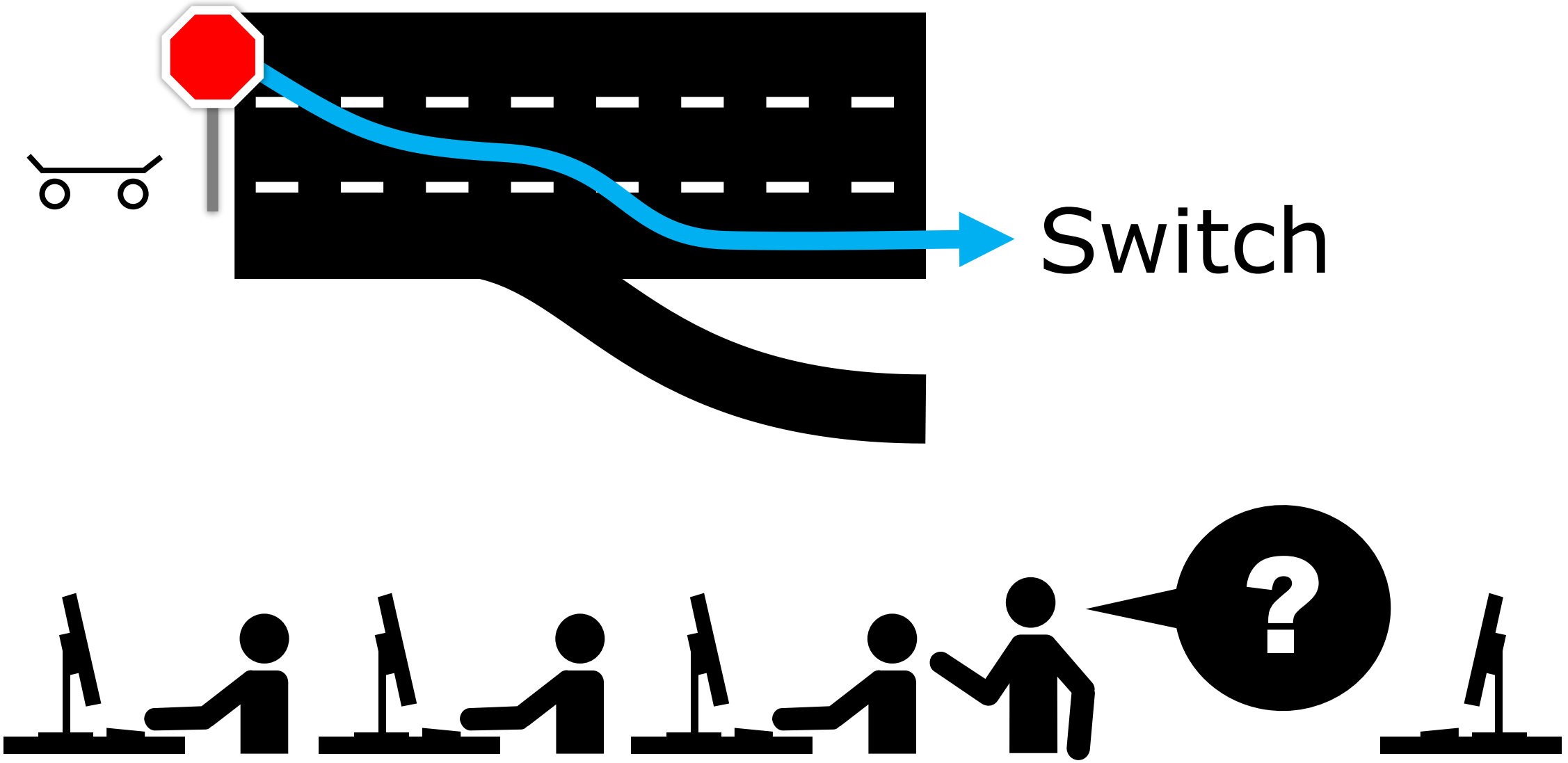
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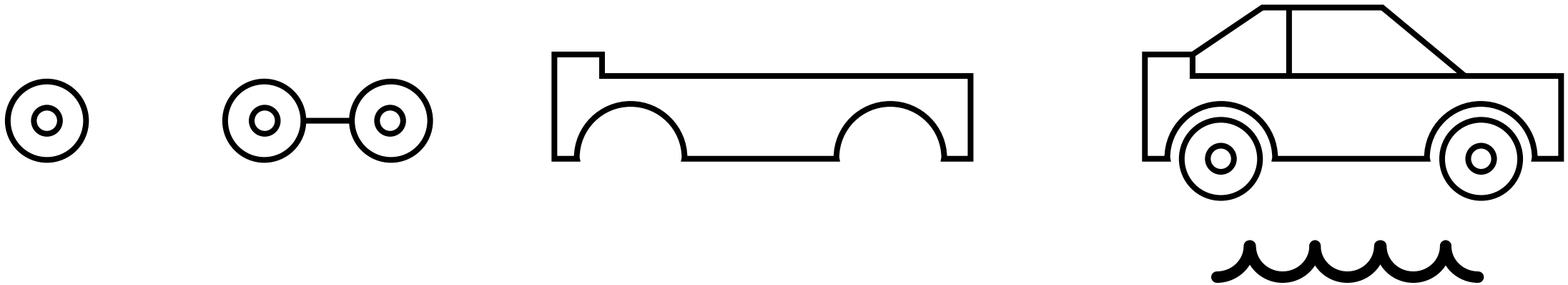

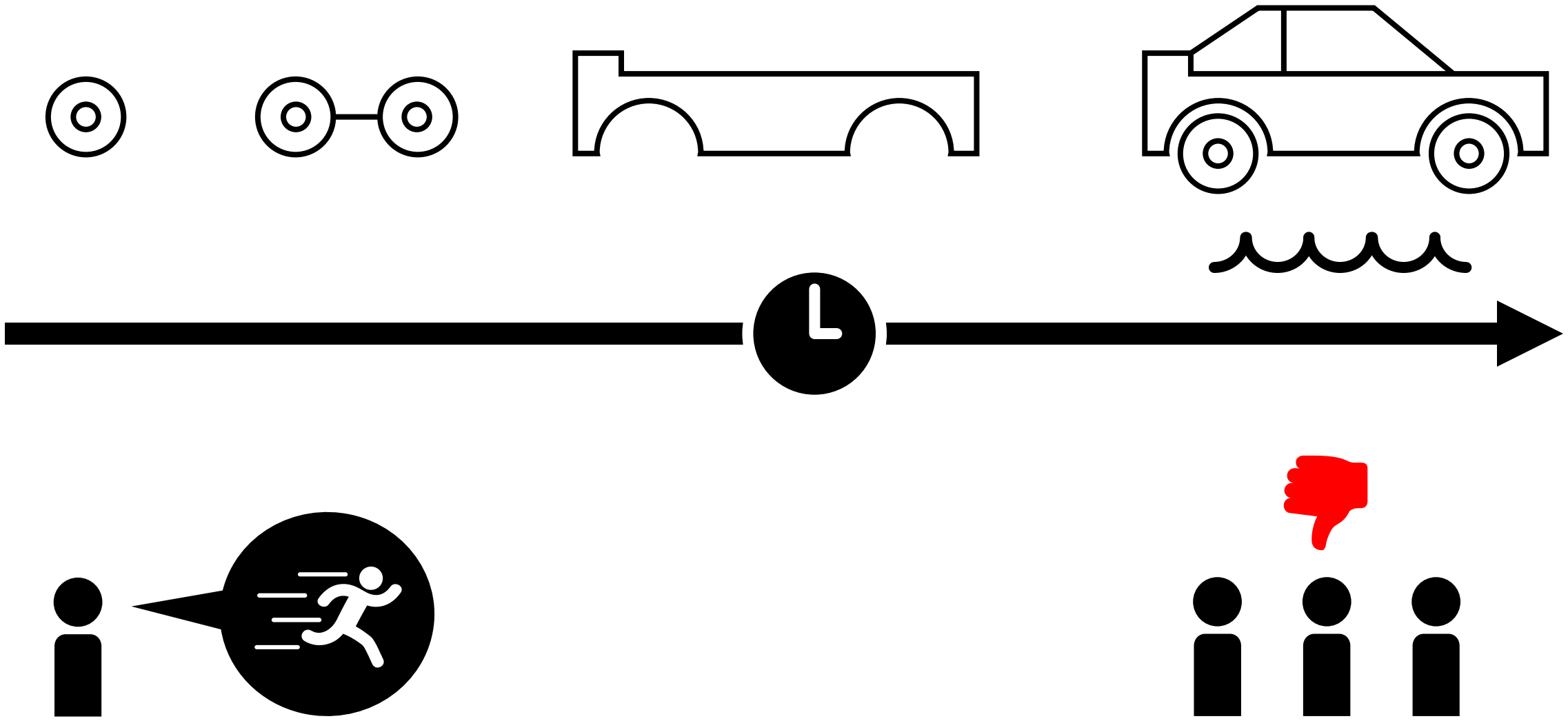

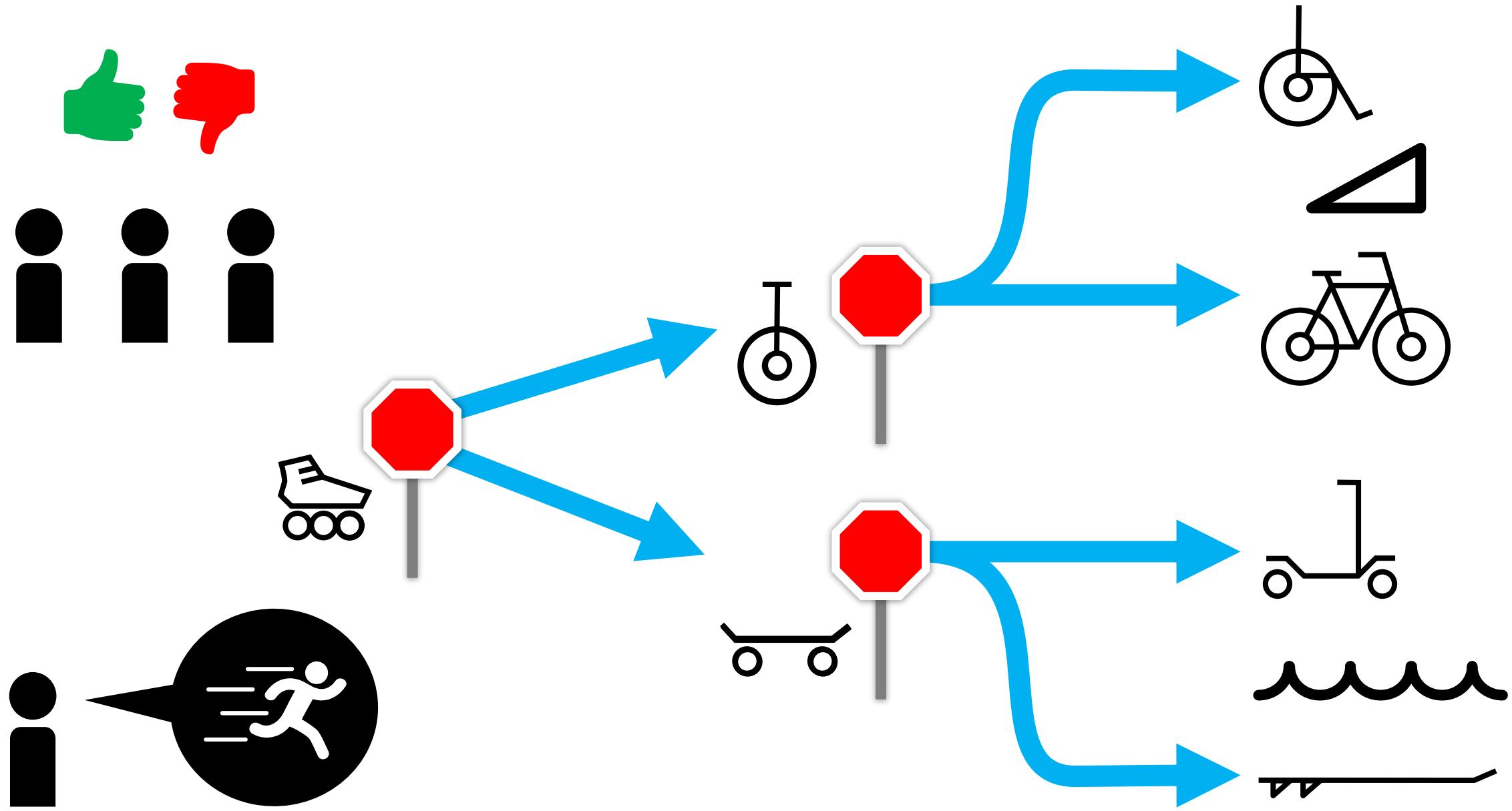

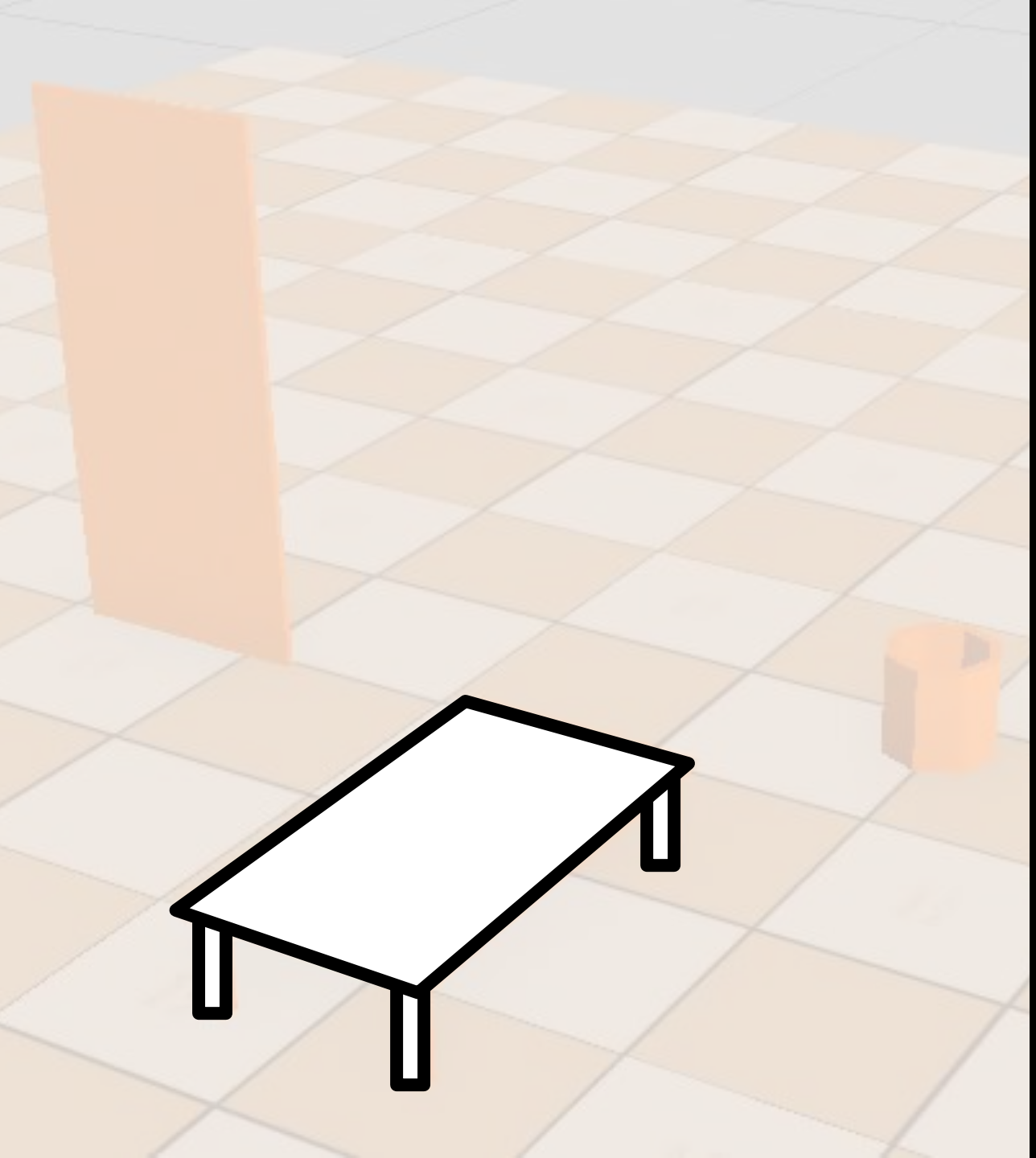

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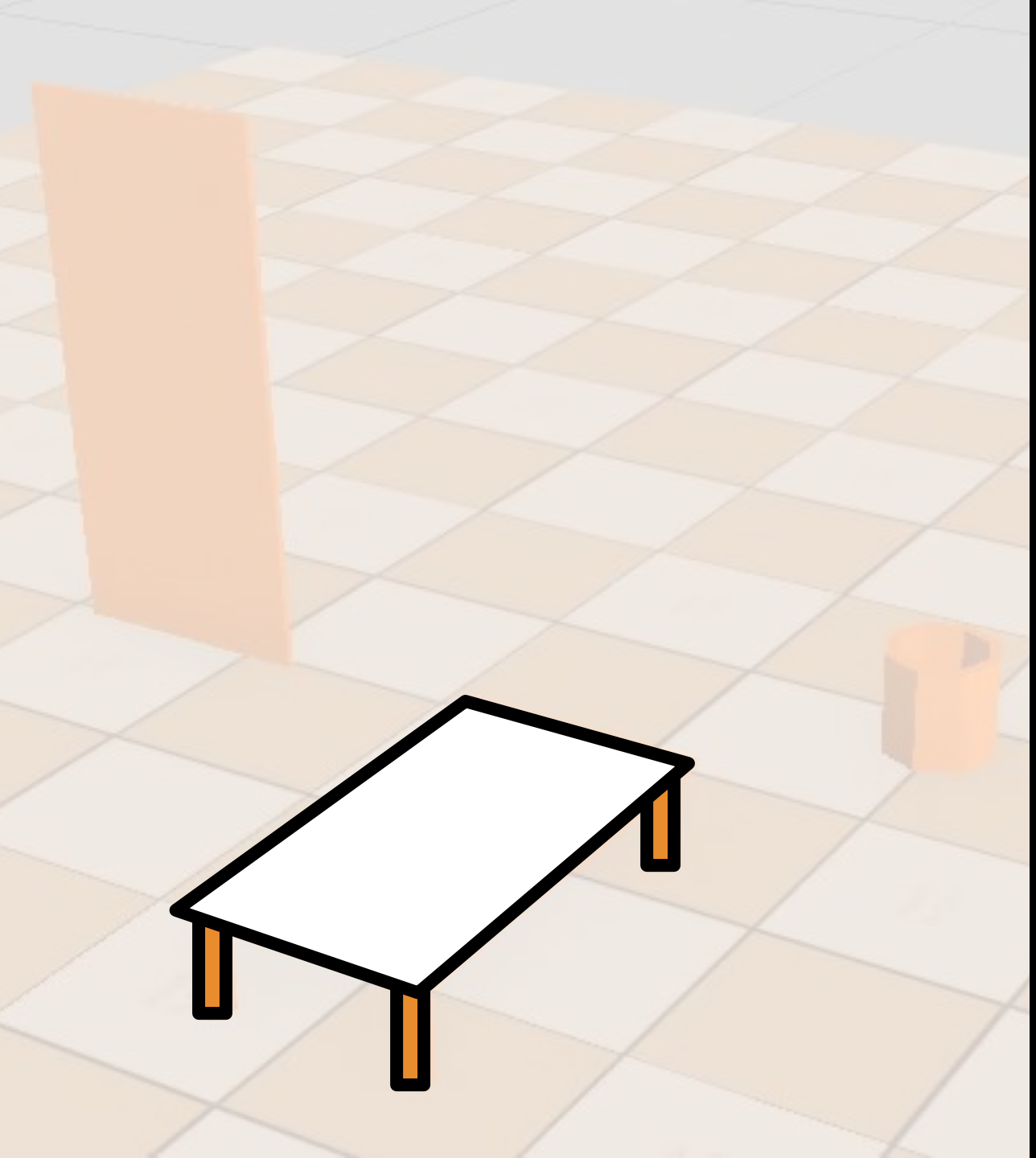

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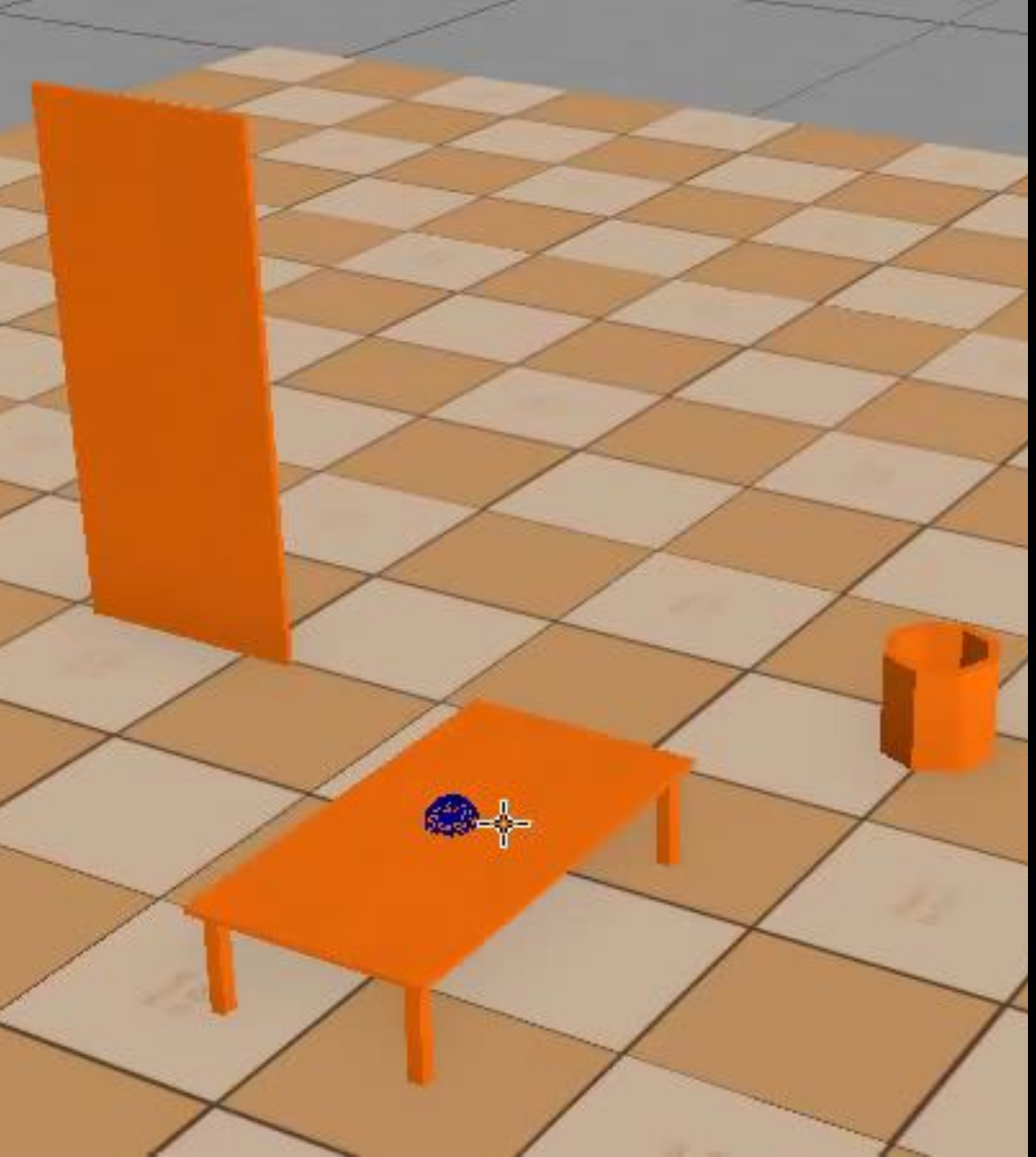

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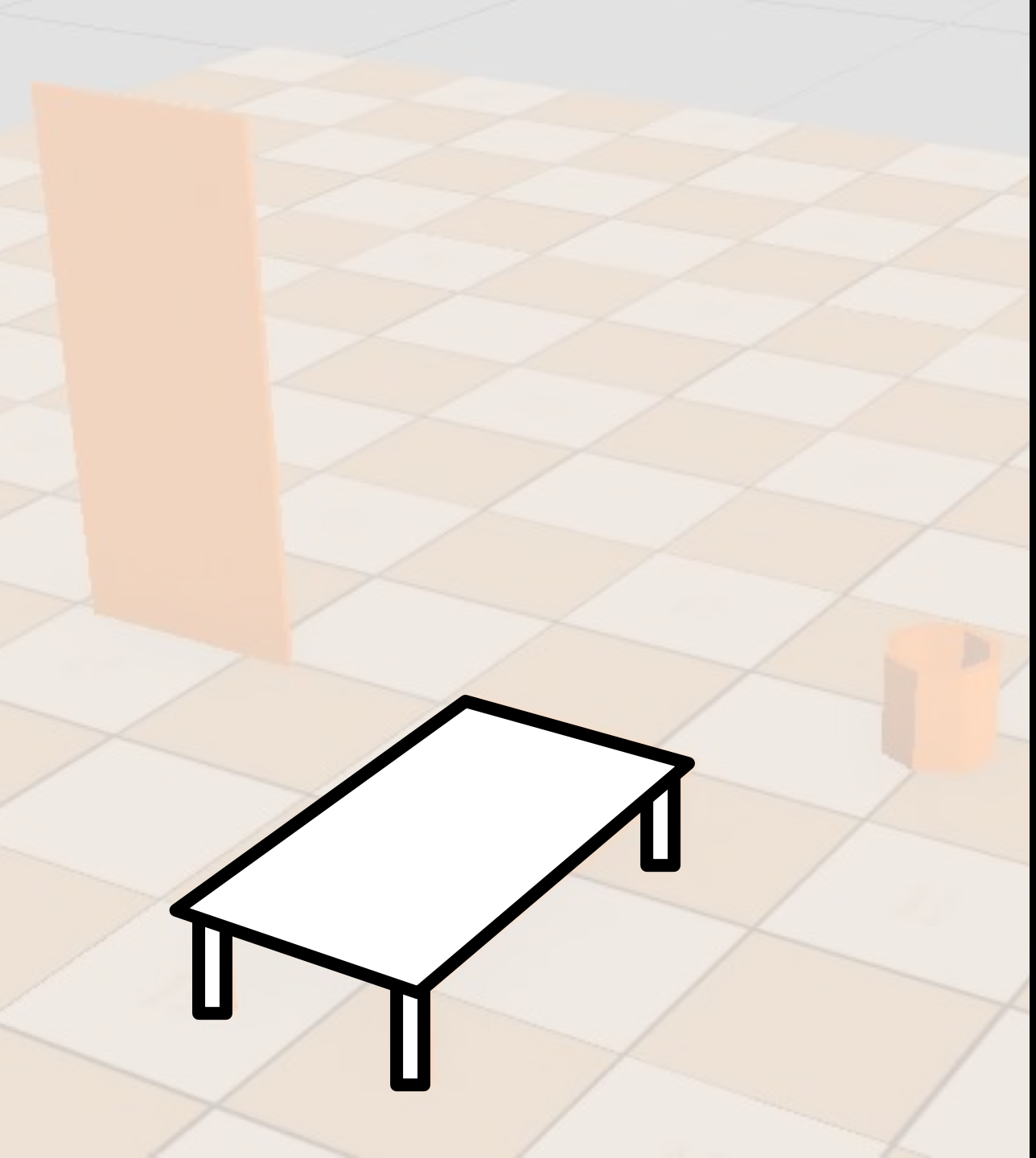

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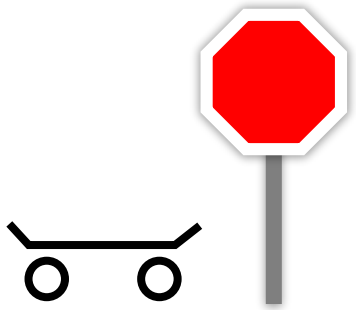

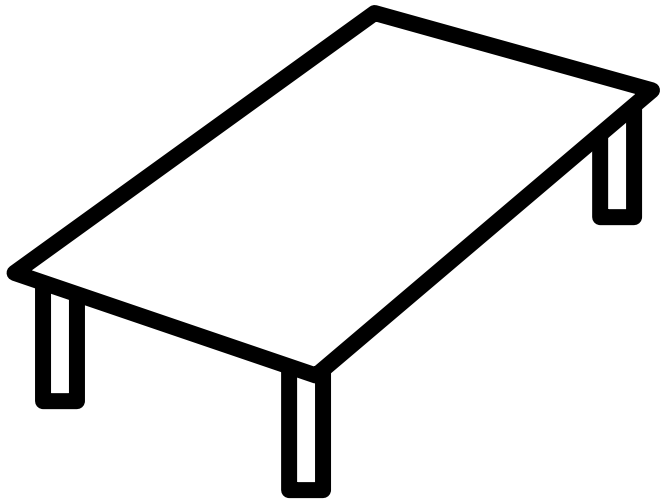

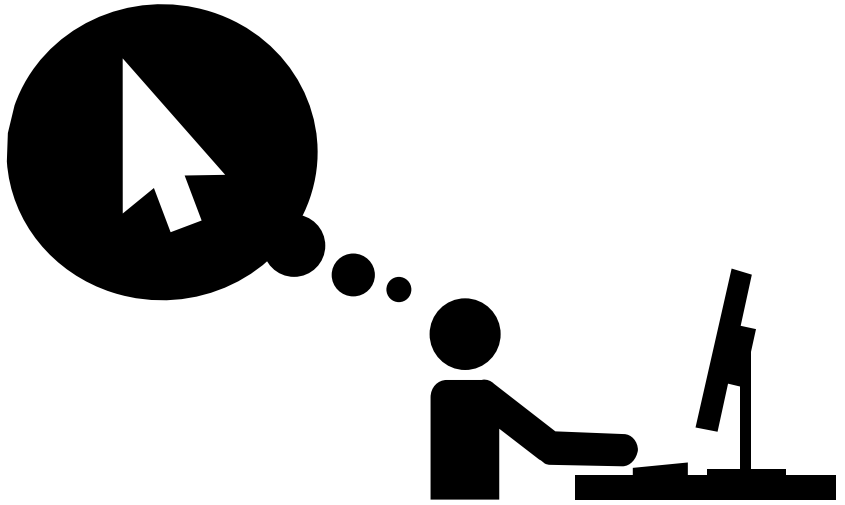

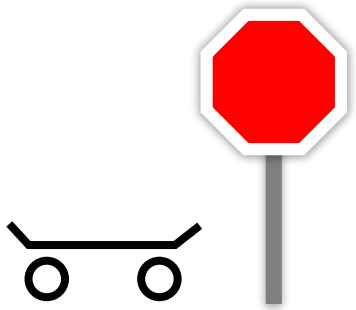

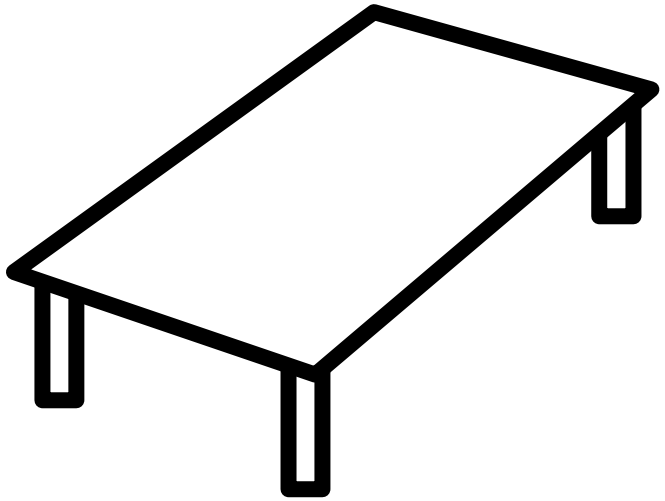

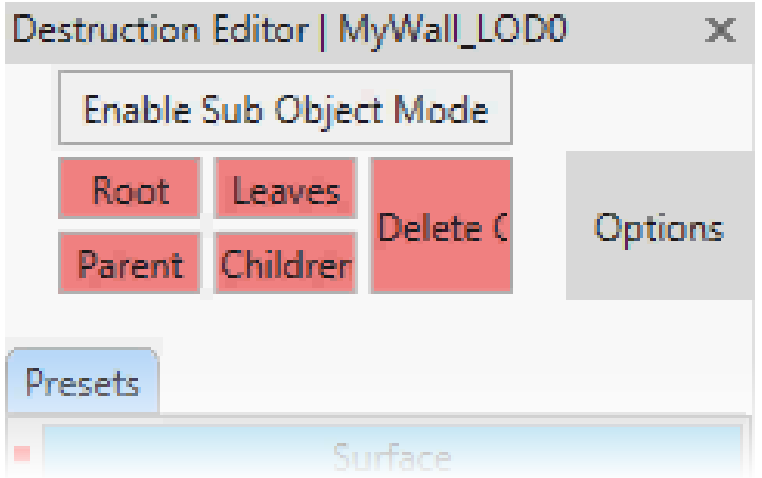
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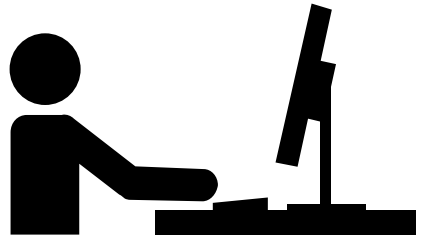

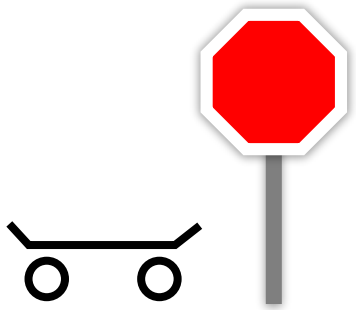

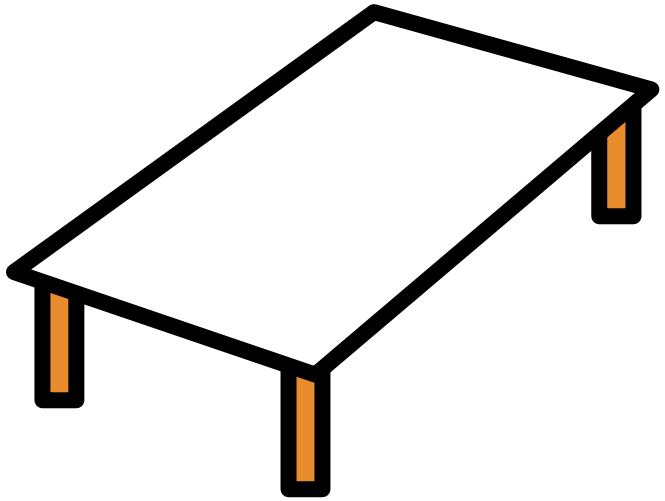

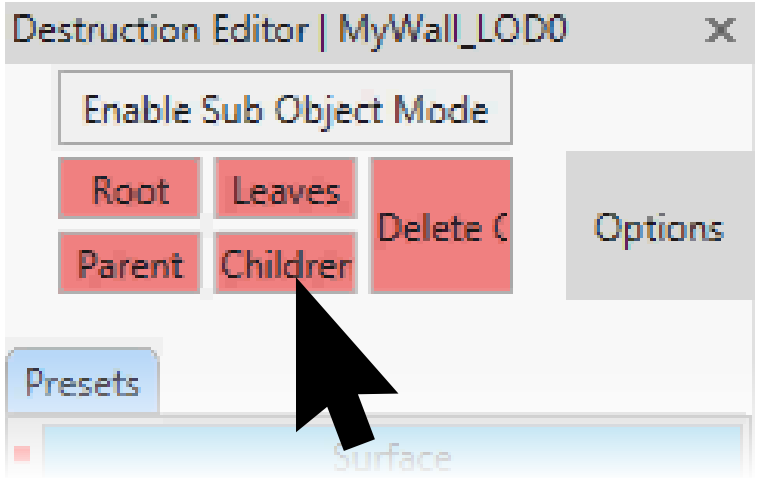
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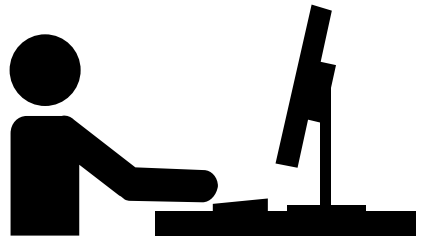

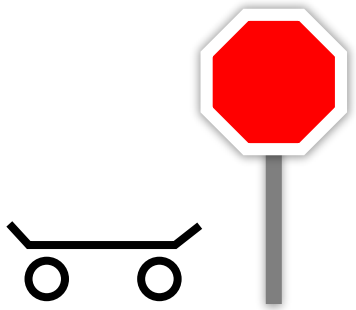

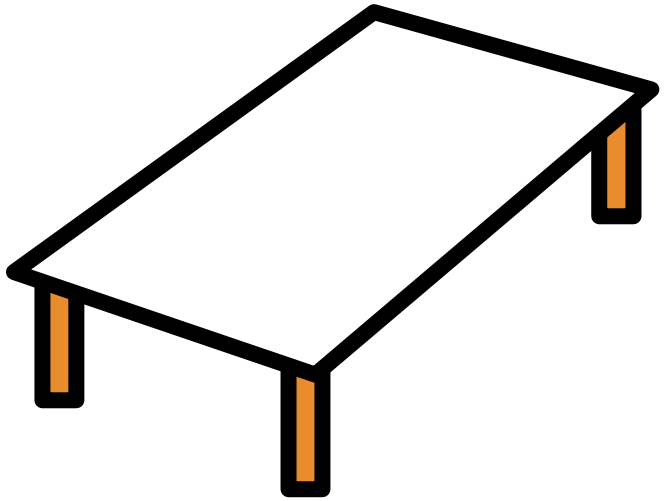

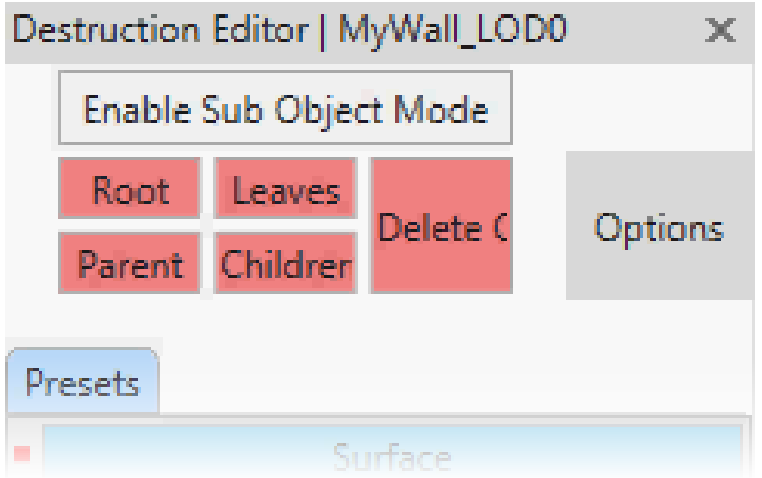
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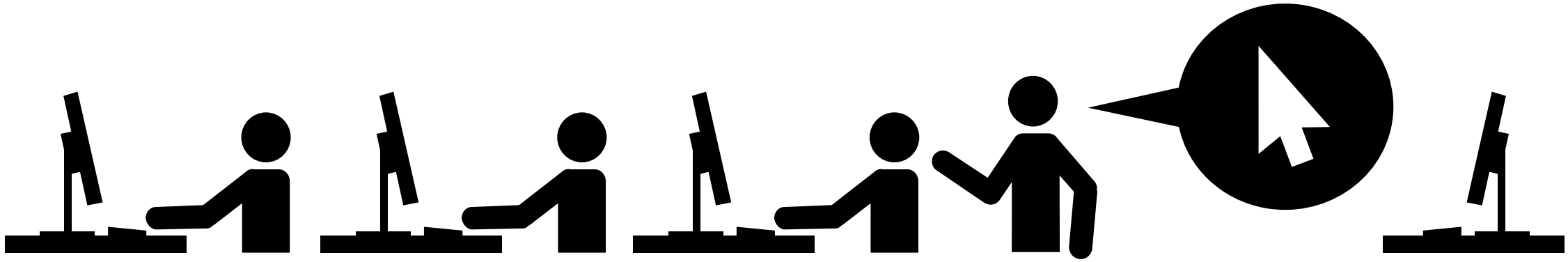

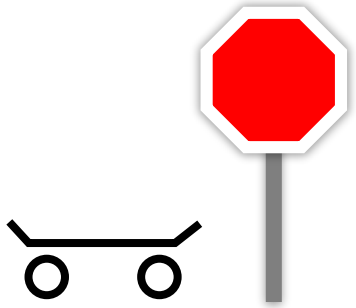

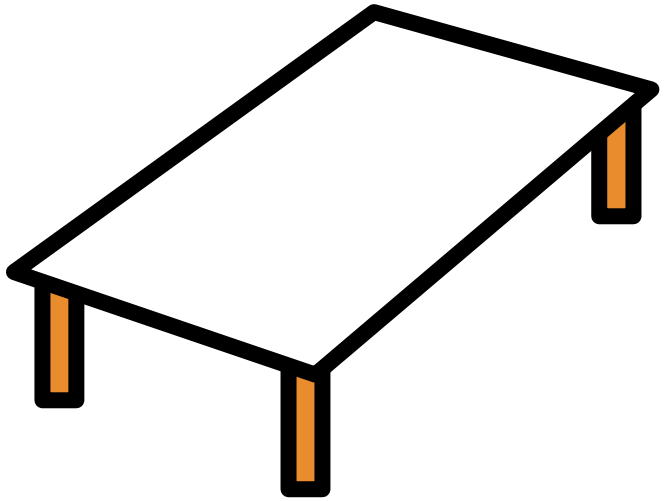

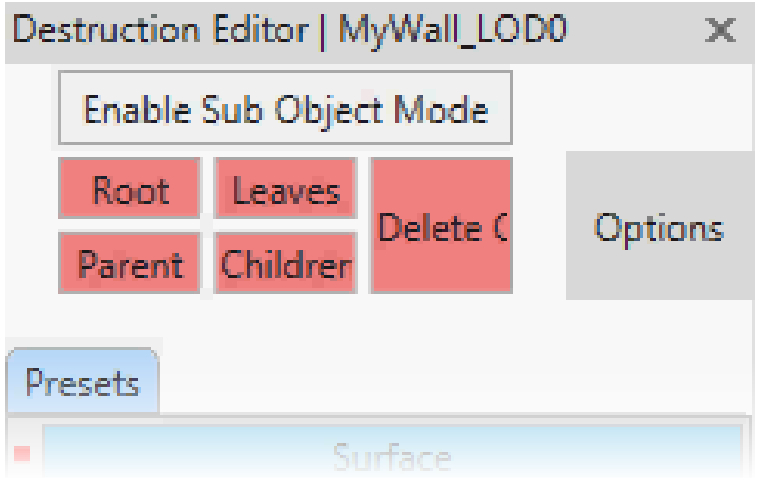
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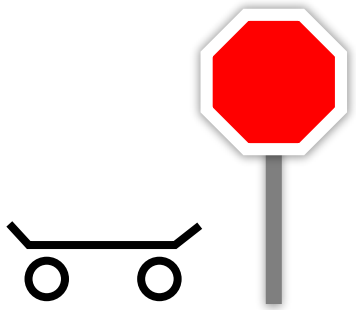

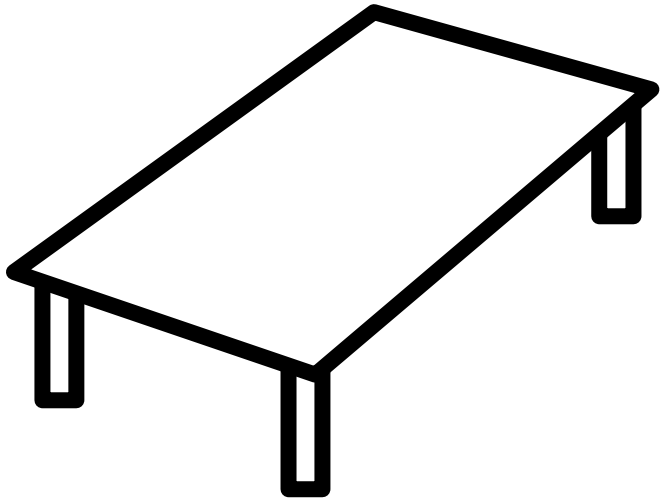

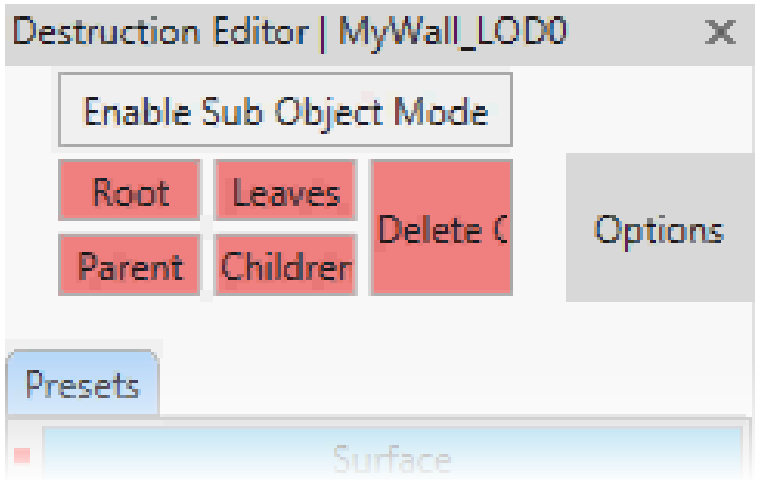
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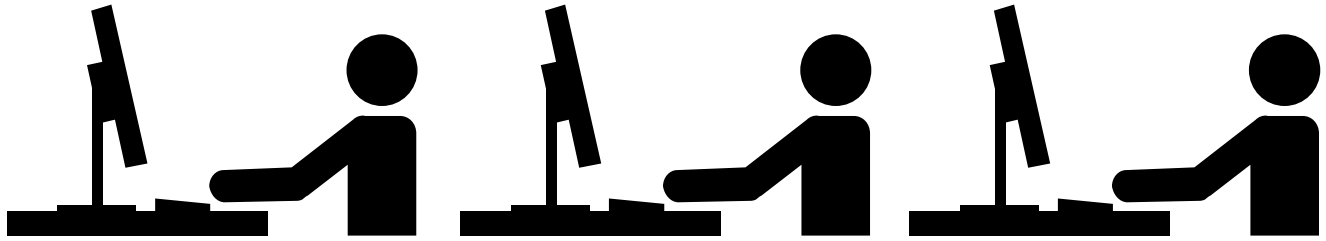
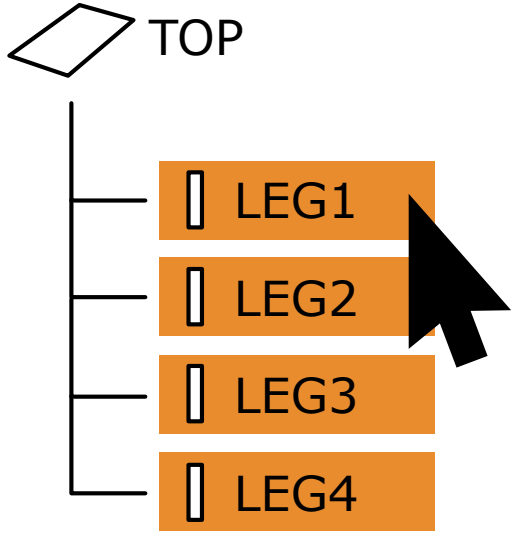
Root
Leaves
Parent
Childrer
Delete C
Options
Presets
Surface

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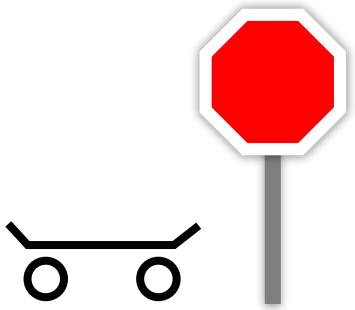
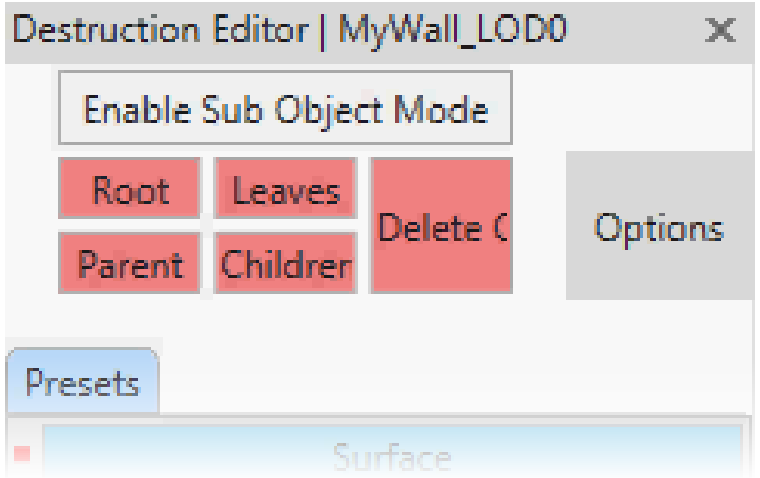
LEG2
LEG3
LEG4

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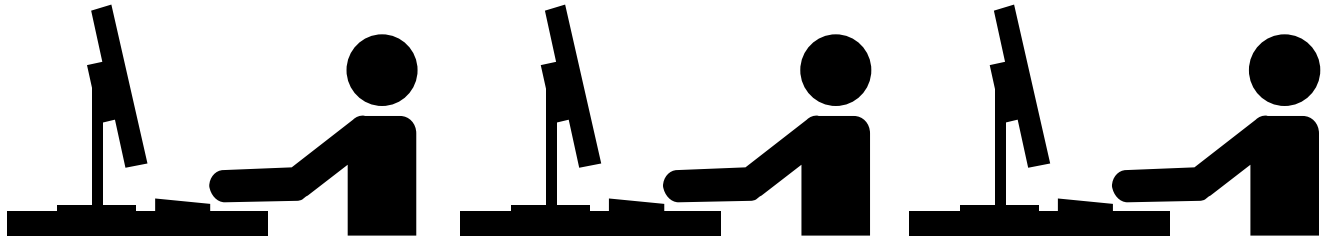

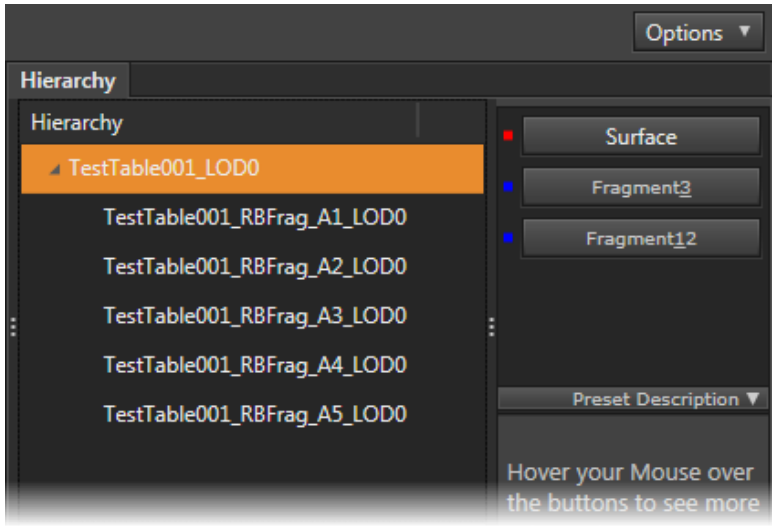
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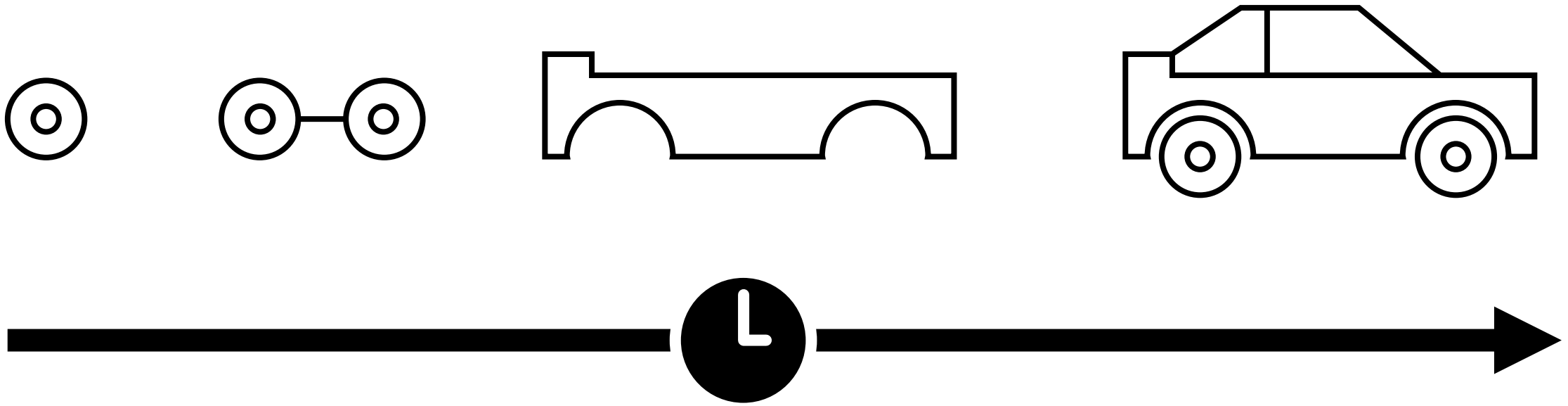
Hierarchy
TestTable001_LOD0
TestTable001_RBFrag_A1_LOD0
TestTable001_RBFrag_A2_LOD0
TestTable001_RBFrag_A3_LOD0
TestTable001_RBFrag_A4_LOD0
TestTable001_RBFrag_A5_LOD0
Surface
Fragment3
Fragment12
Preset Description
Hover your Mouse over the buttons to see more



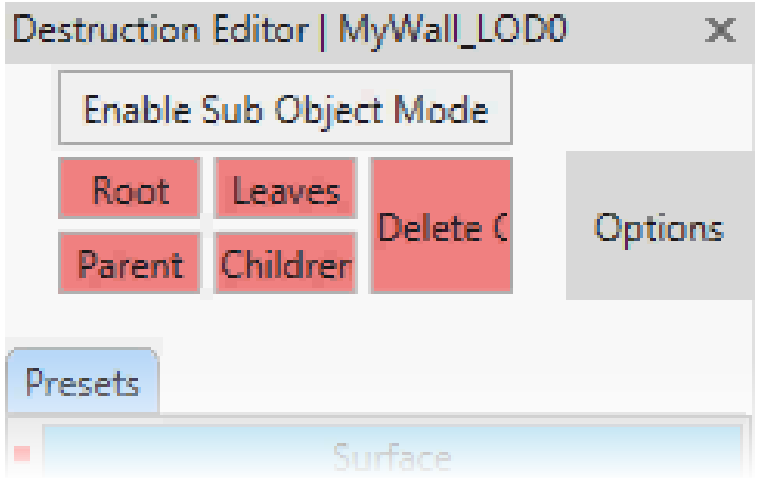
Destruction Editor | MyWall_LOD0

Import from Engine
Export to Engine
Enable Fragment Visibility
Enable Collision Visibility
Parent
Root
Children
Leaves
Clear Fragments
Enable Destruction
Fragments: 3
Technique:
Fragment Selection

Hierarchy | Connections | Groups - Reactions

Connection Type
Update Connections
Apply

Name	Type	Threshold
Connection_A1_B6	No Type	-1
Connection_A1_A6	No Type	-1
Connection_A1_A8	No Type	-1


Destruction Editor | MyWall_LOD0
Enable Sub Object Mode
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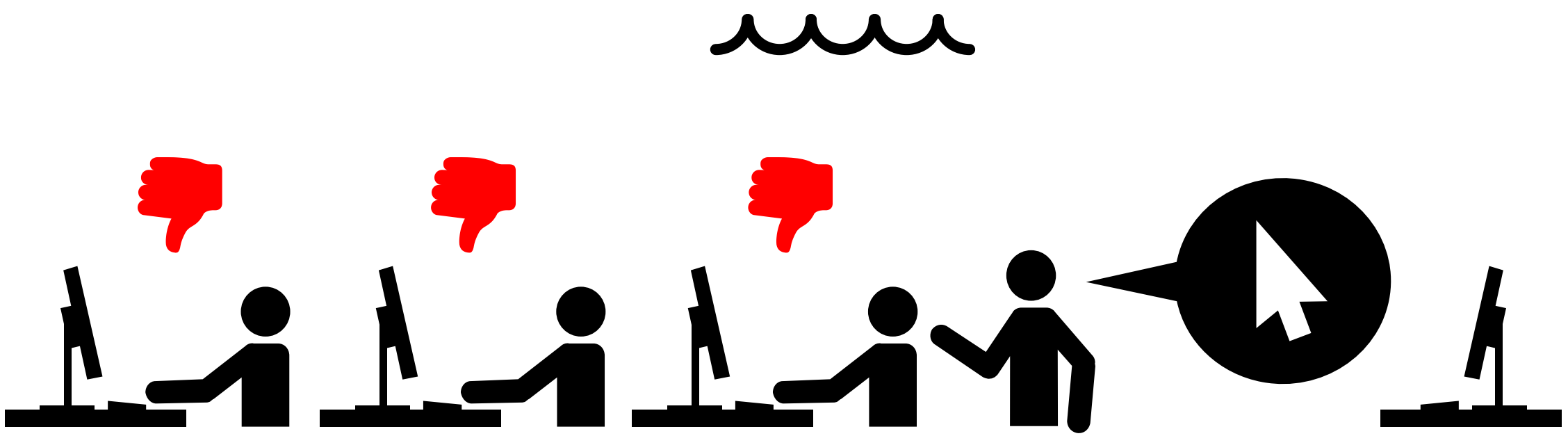

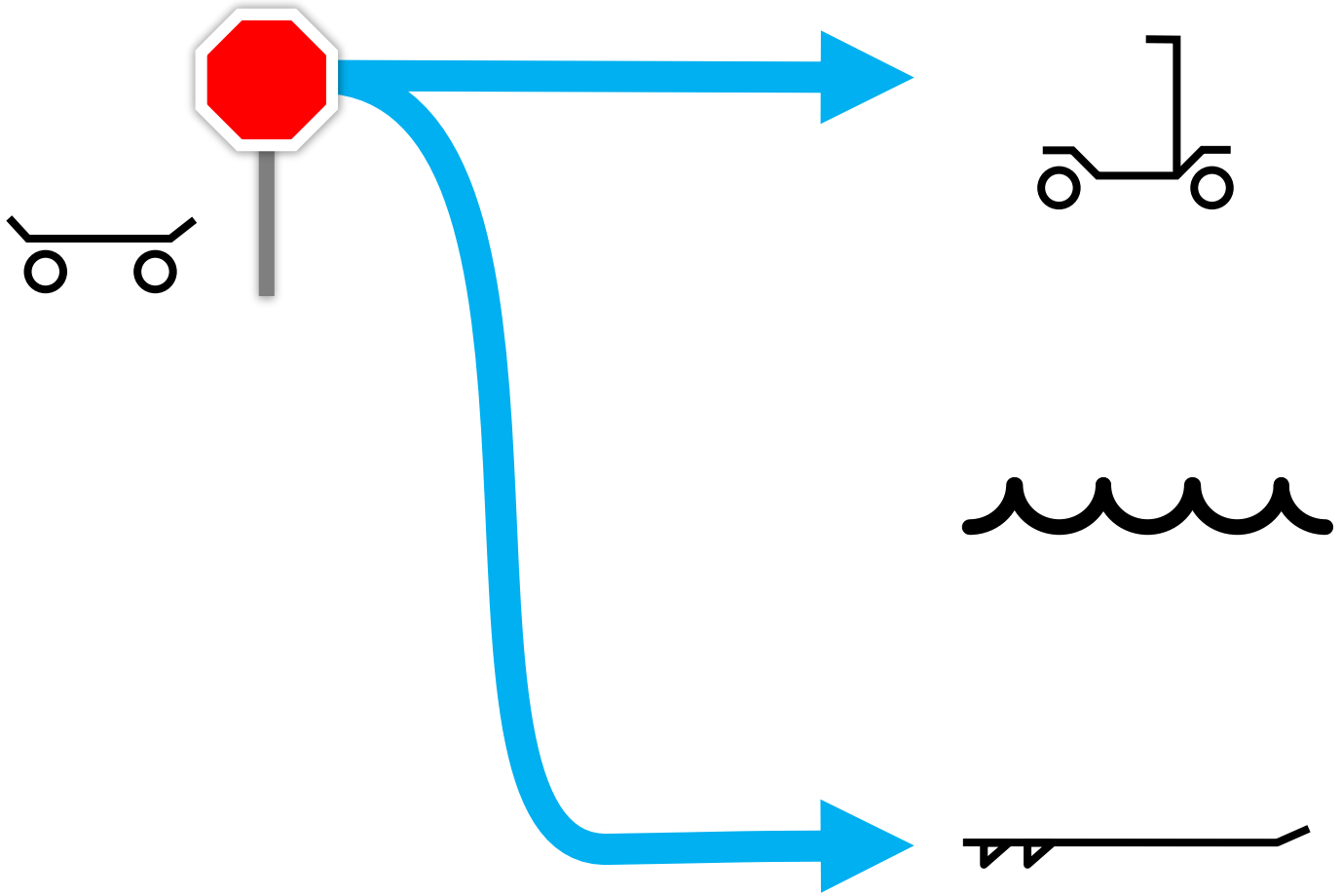

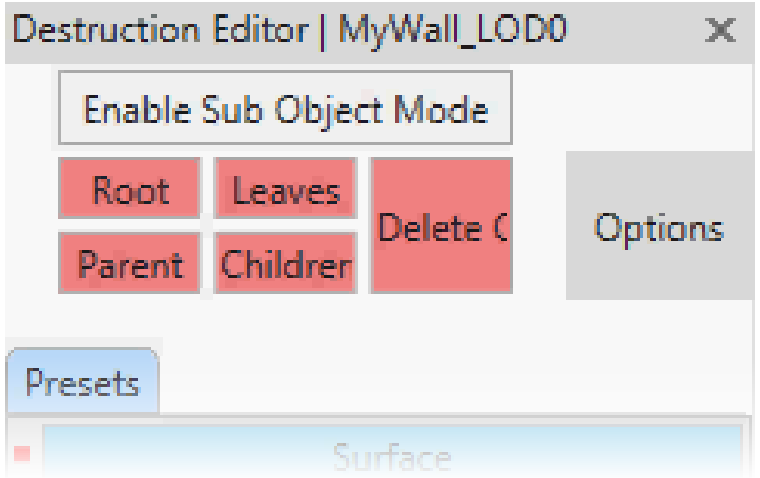
Destruction Editor | MyWall_LOD0
Enable Sub Object Mode
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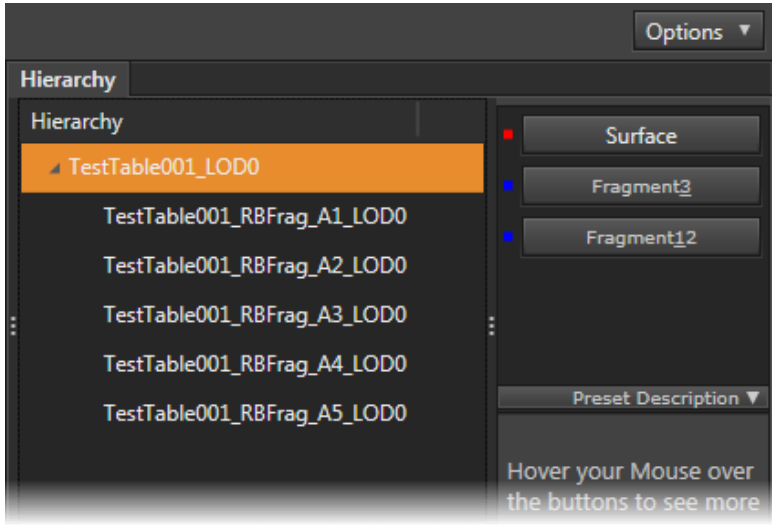
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Hierarchy
Hierarchy
TestTable001_LOD0
TestTable001_RBFrag_A1_LOD0
TestTable001_RBFrag_A2_LOD0
TestTable001_RBFrag_A3_LOD0
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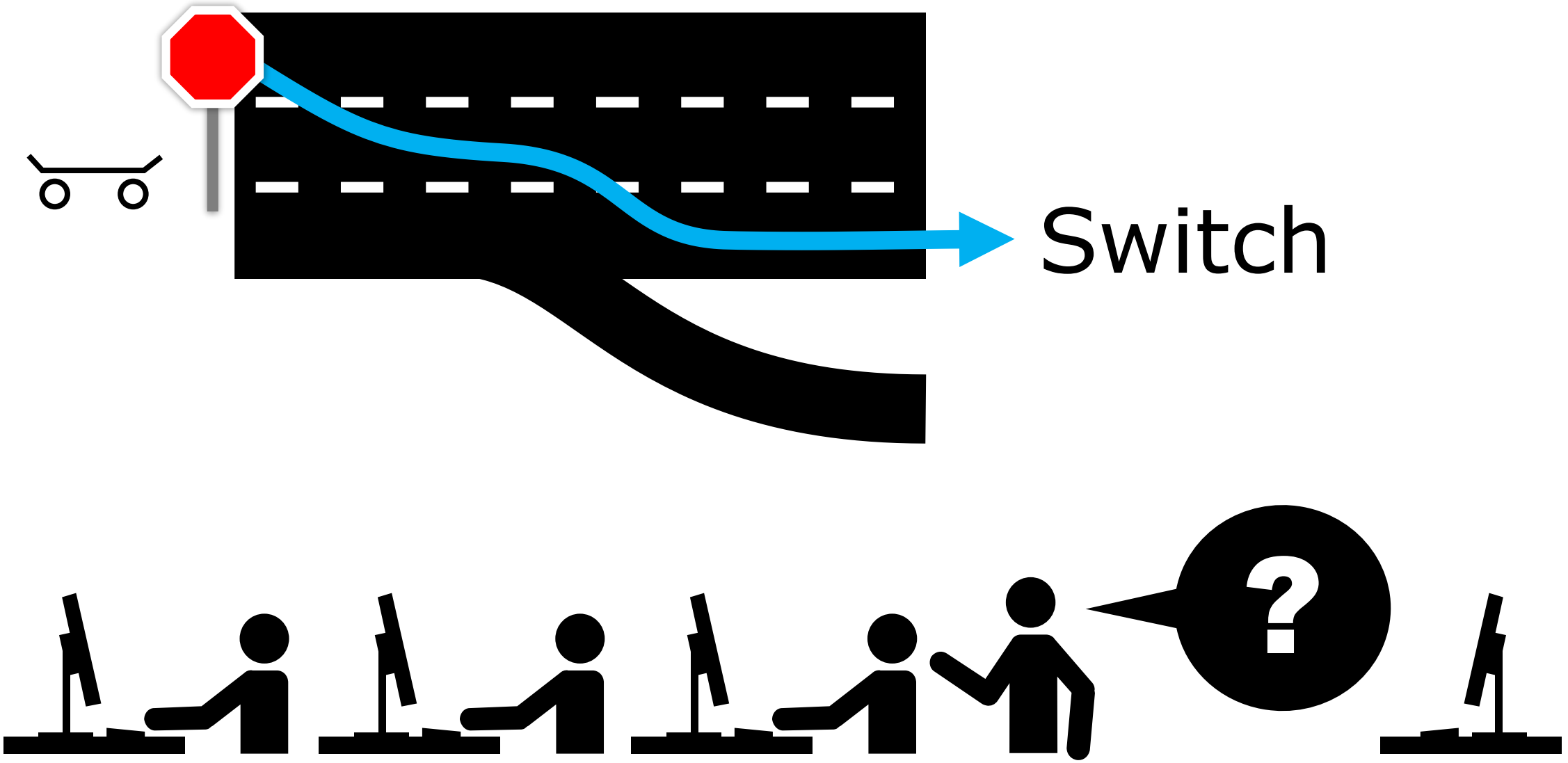
TestTable001_RBFrag_A5_LOD0
Surface
Fragment3
Fragment12
Preset Description
Hover your Mouse over the buttons to see more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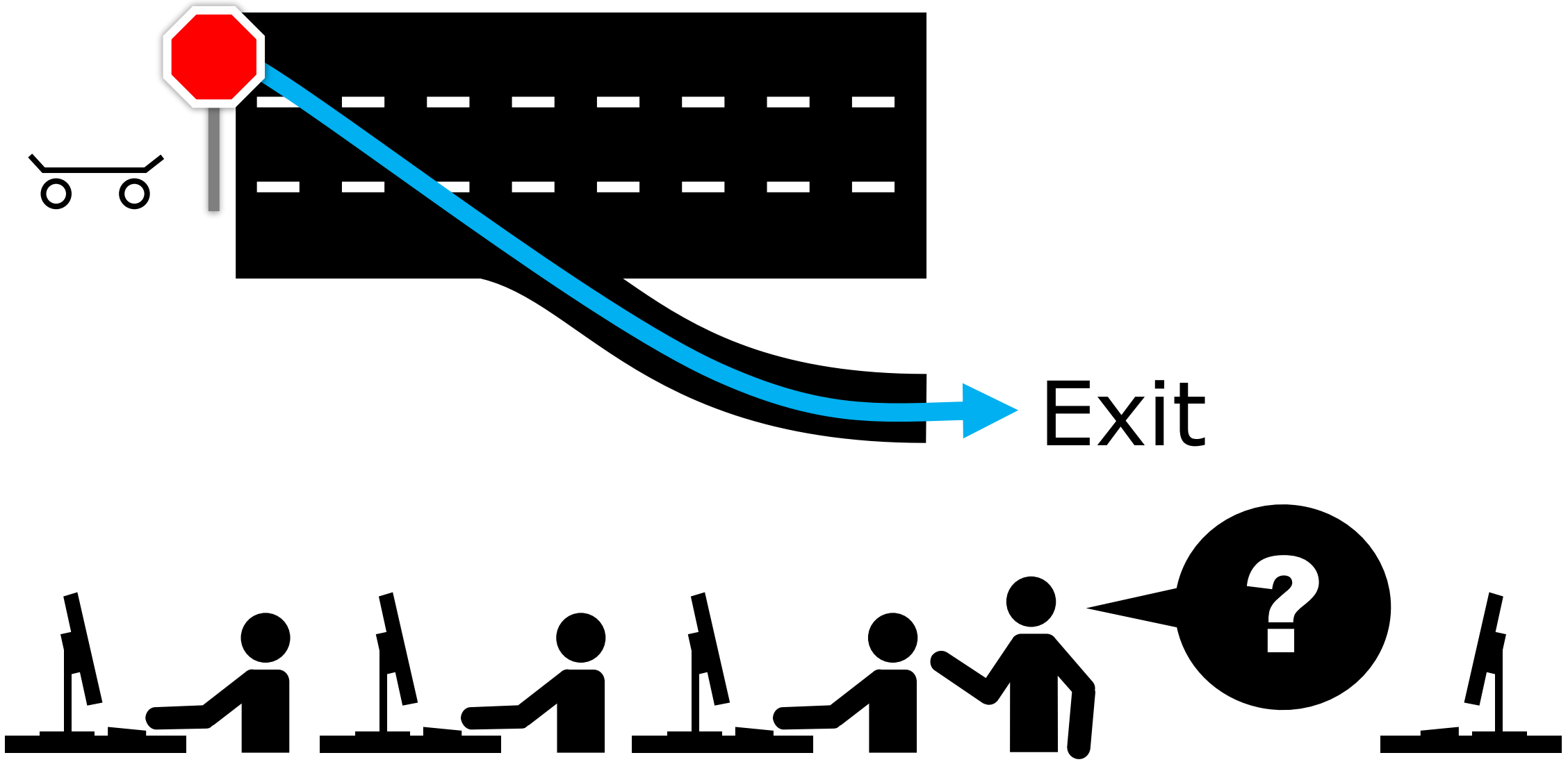
Exit
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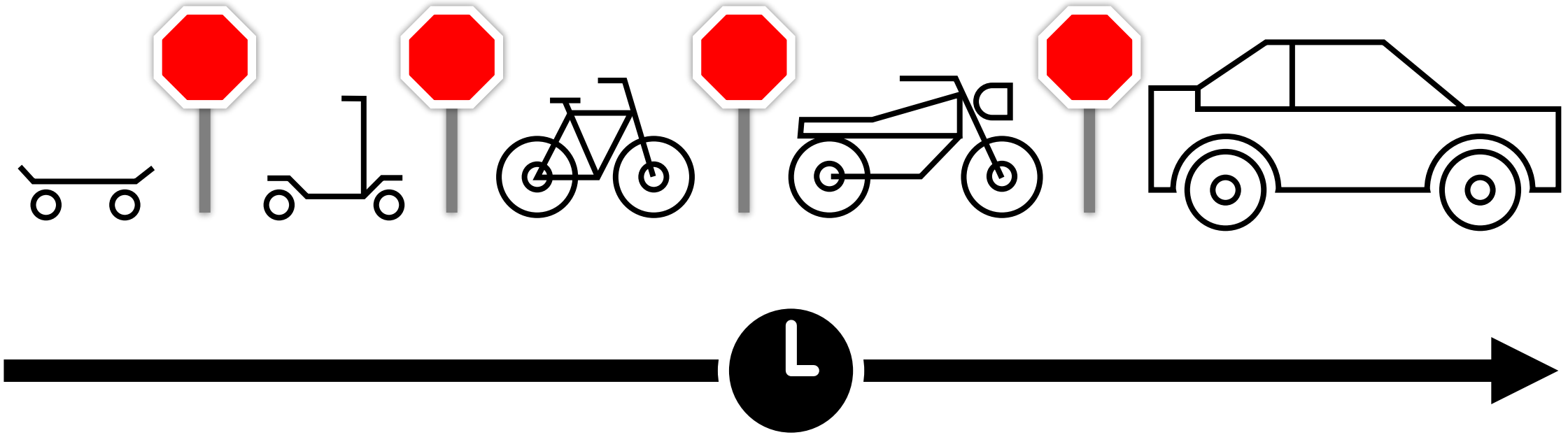

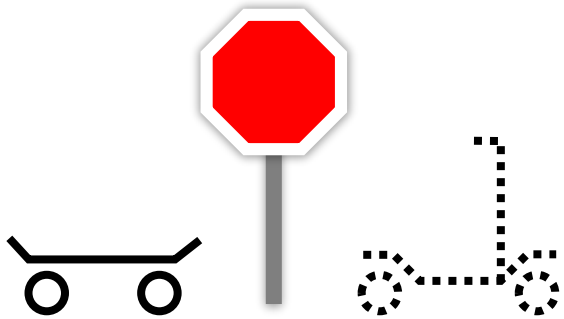

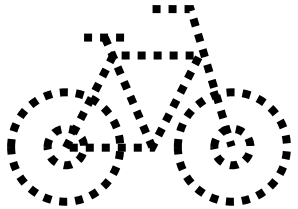

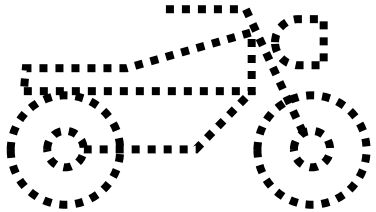

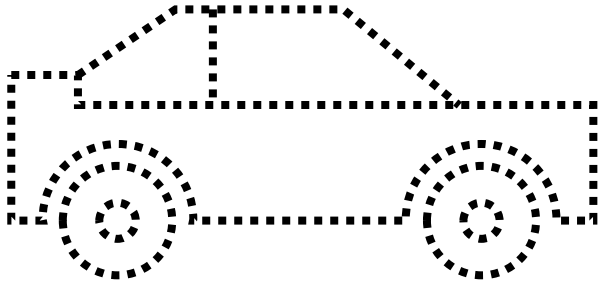

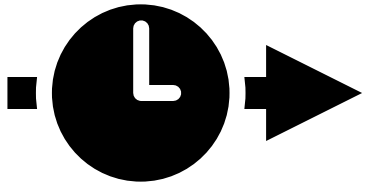

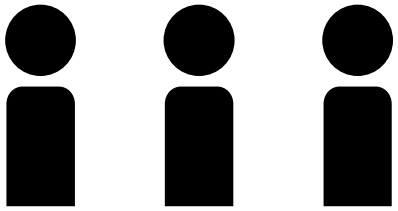

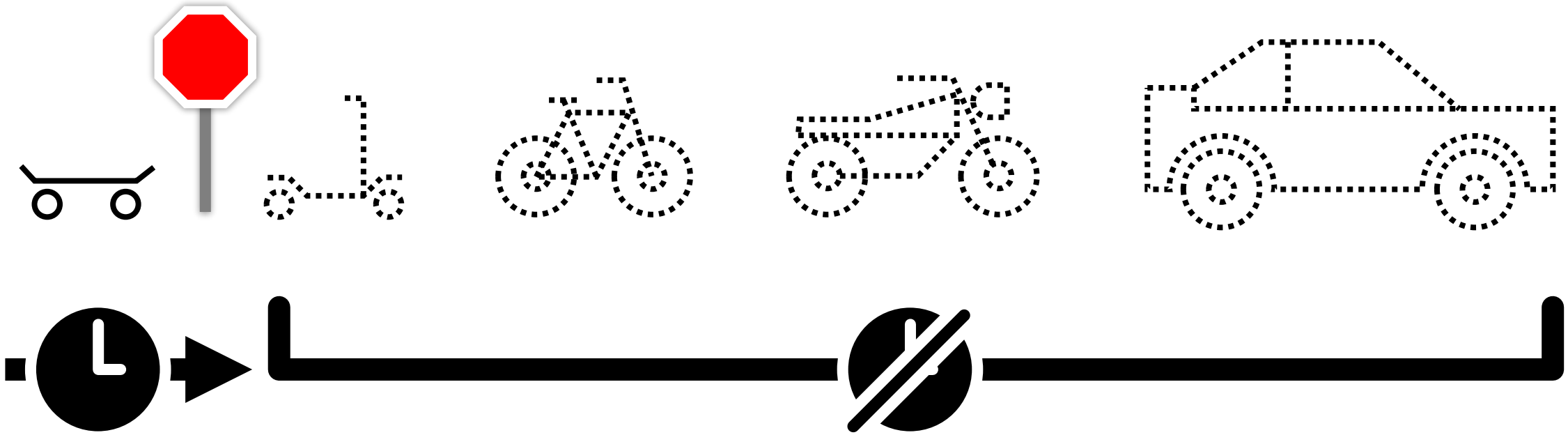

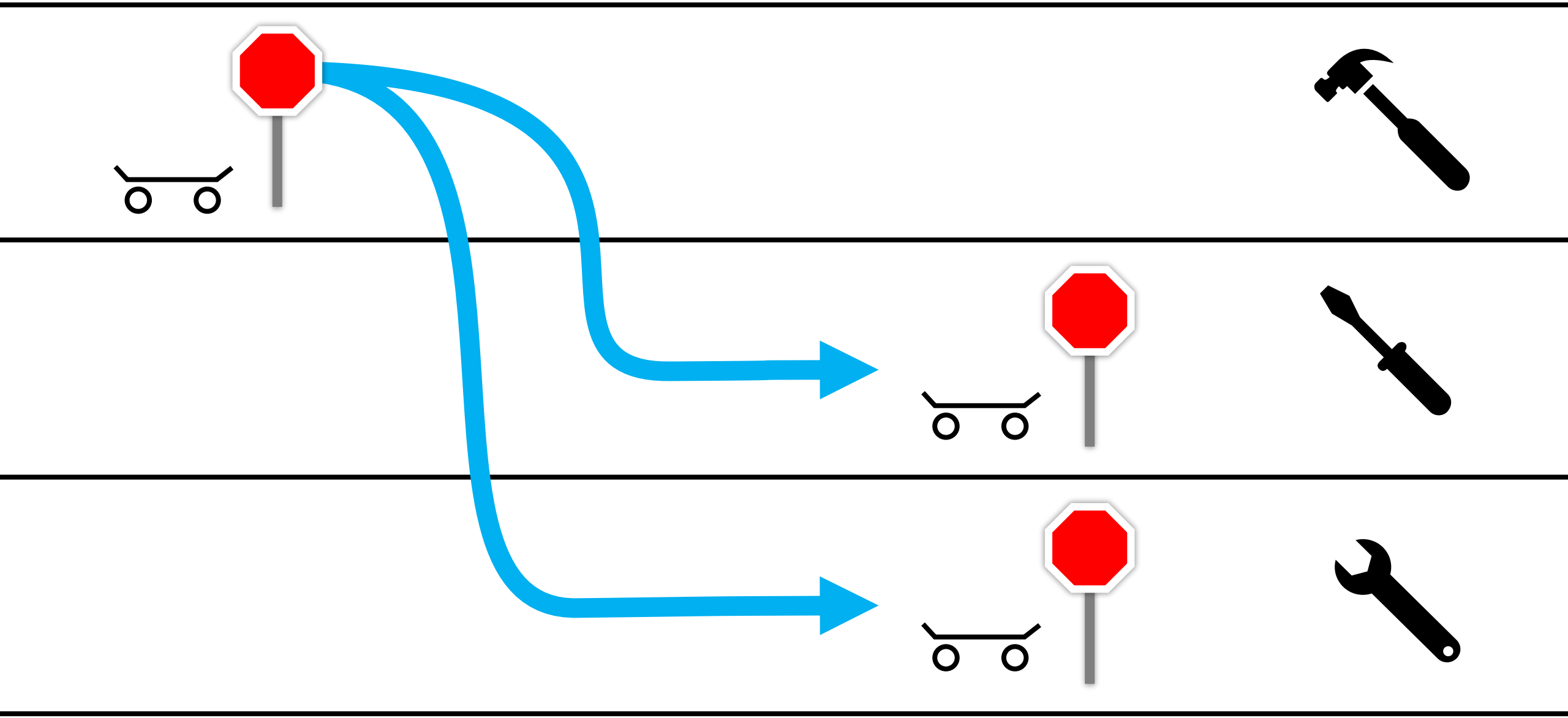

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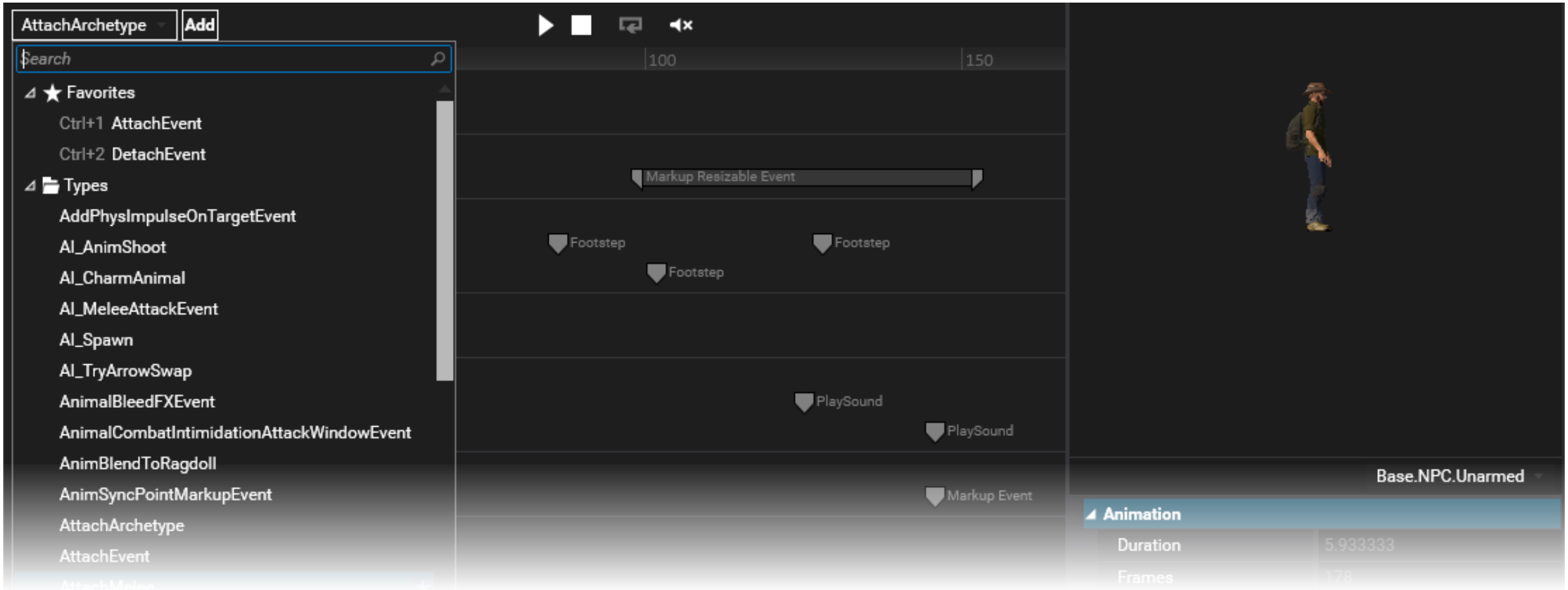
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AI_CharmAnimal
AI_MeleeAttackEvent
AI_Spawn
AI_TryArrowSwap
AnimalBleedFXEvent
AnimalCombatIntimidationAttackWindowEvent
AnimBlendToRagdoll
AnimSyncPointMarkupEvent
AttachArchetype
AttachEvent
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150
Markup Resizable Event
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Footstep
Footstep
PlaySound
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Markup Event
Base.NPC.Unarmed
Animation
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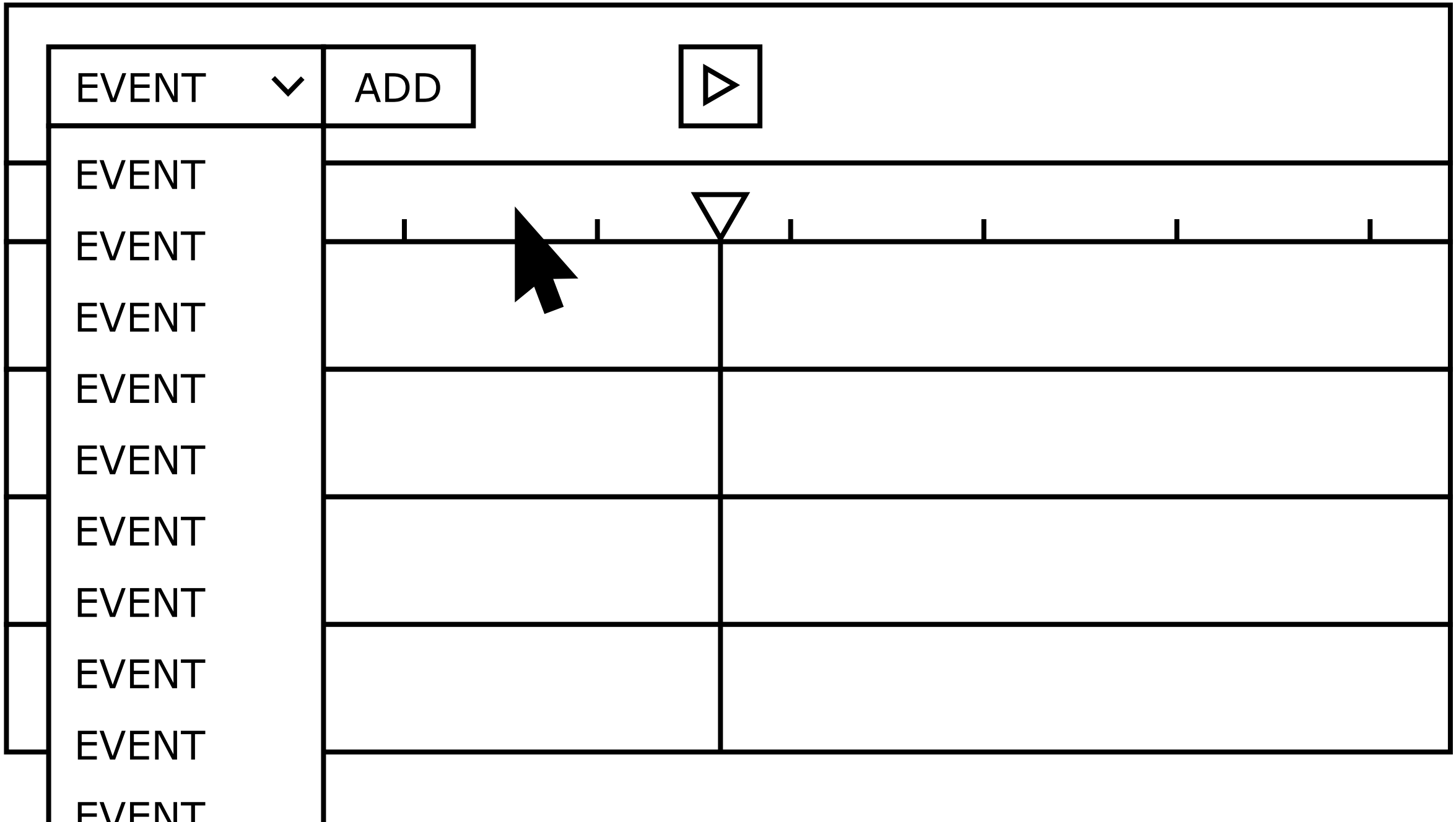
Frames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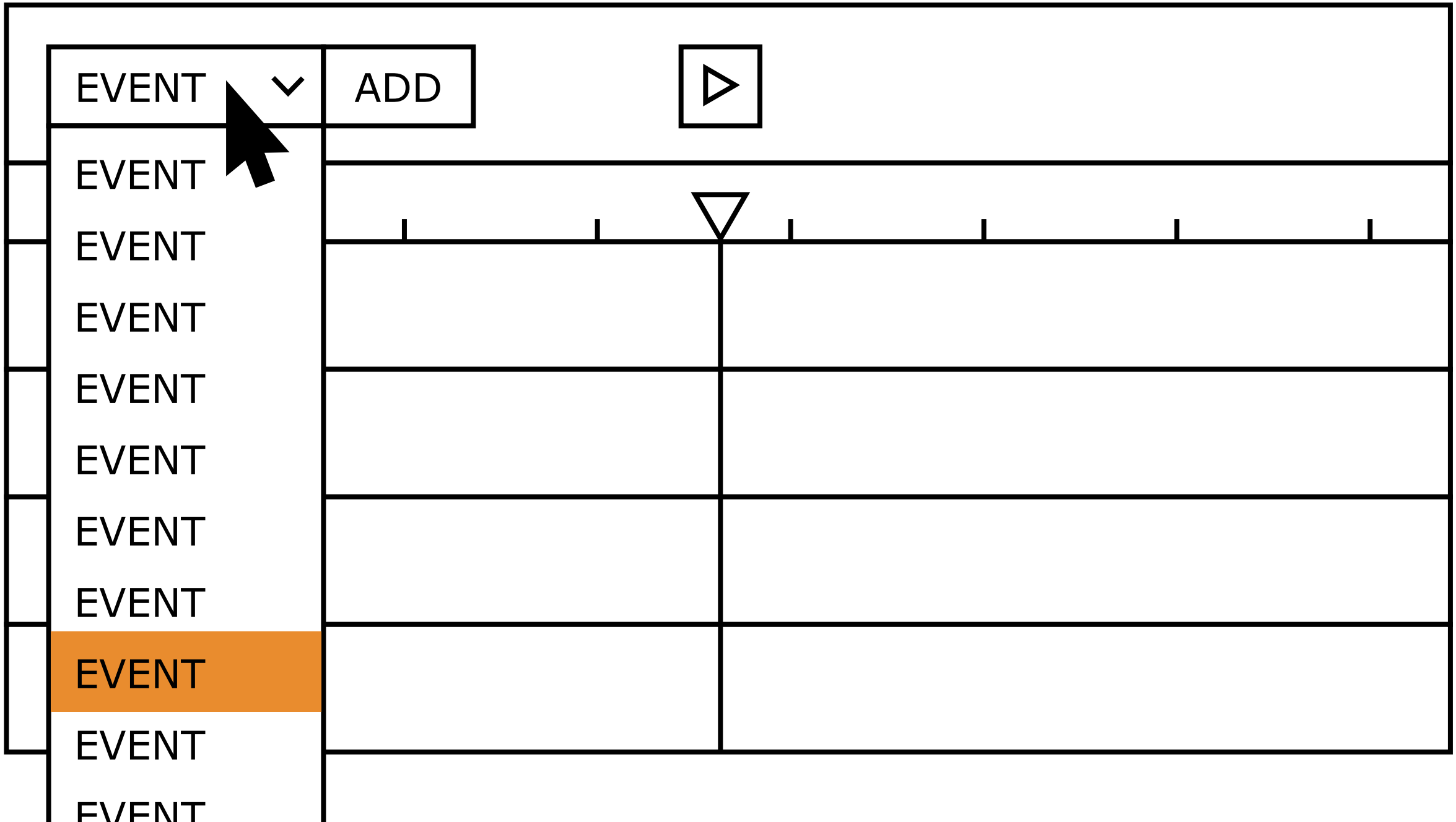
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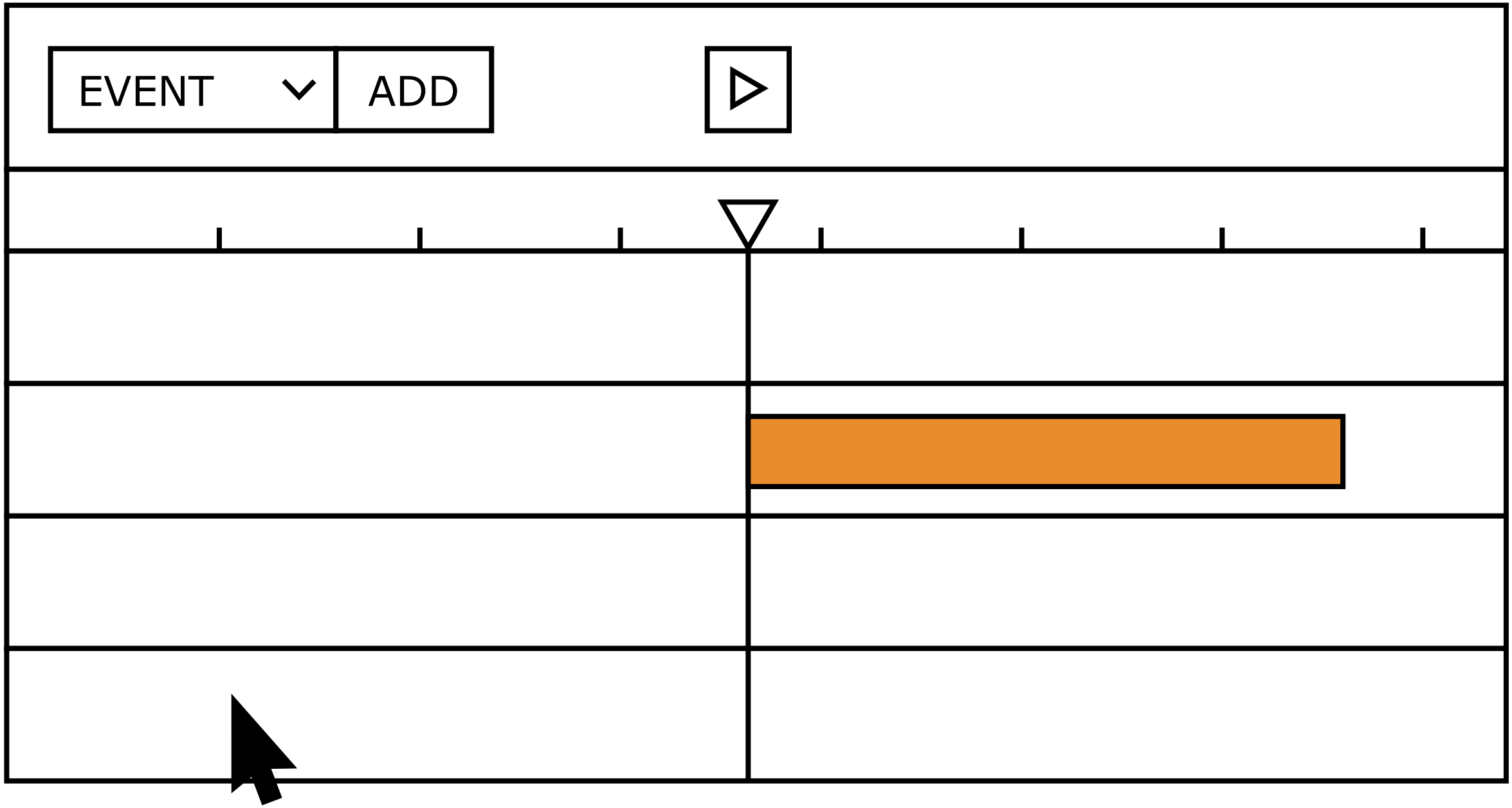
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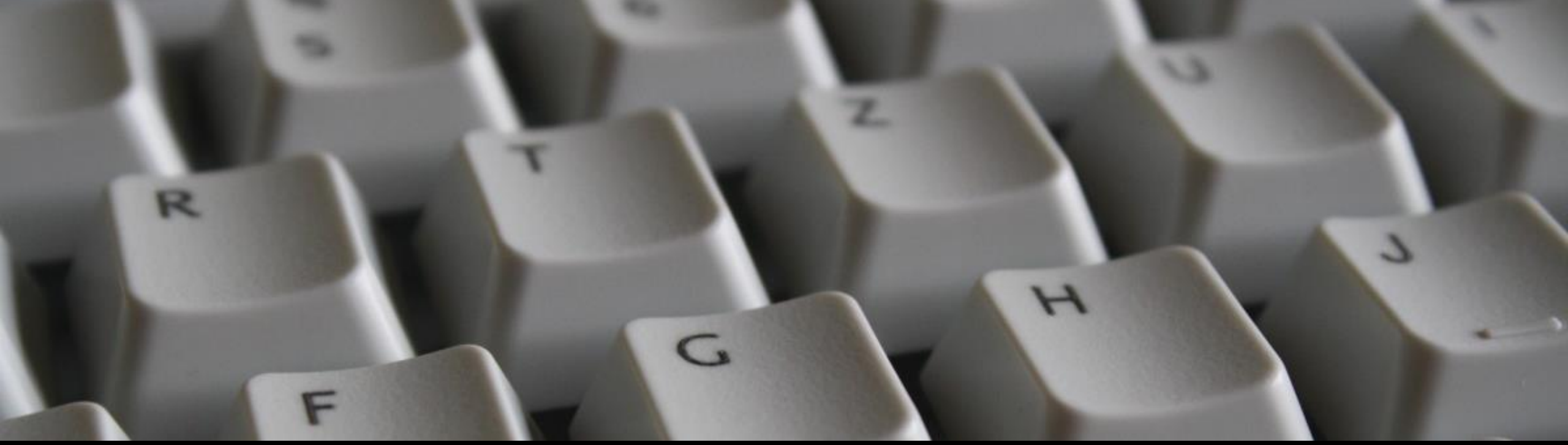

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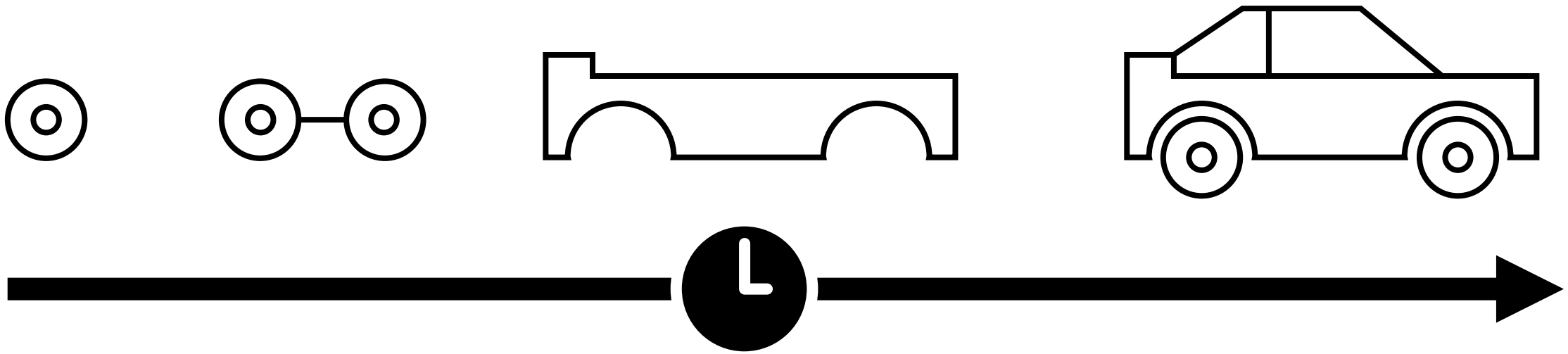

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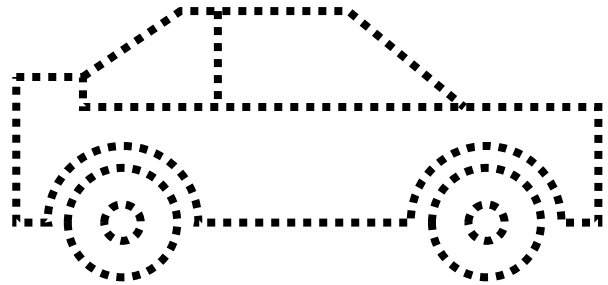

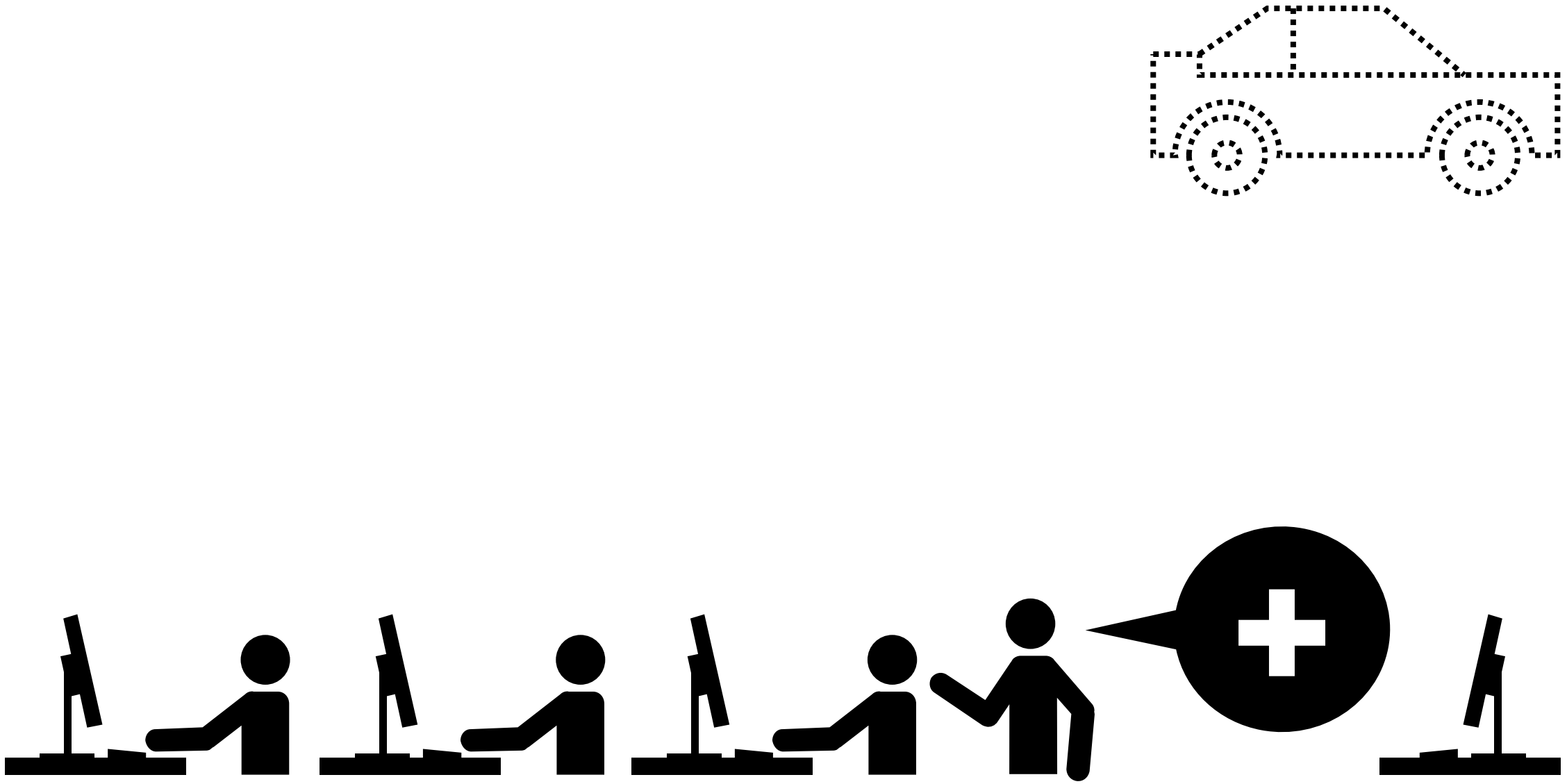

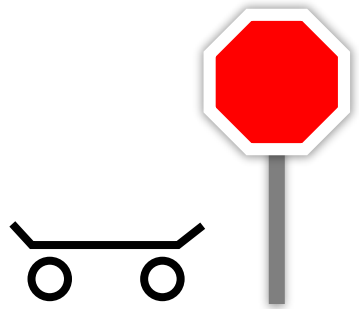

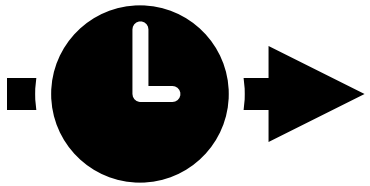

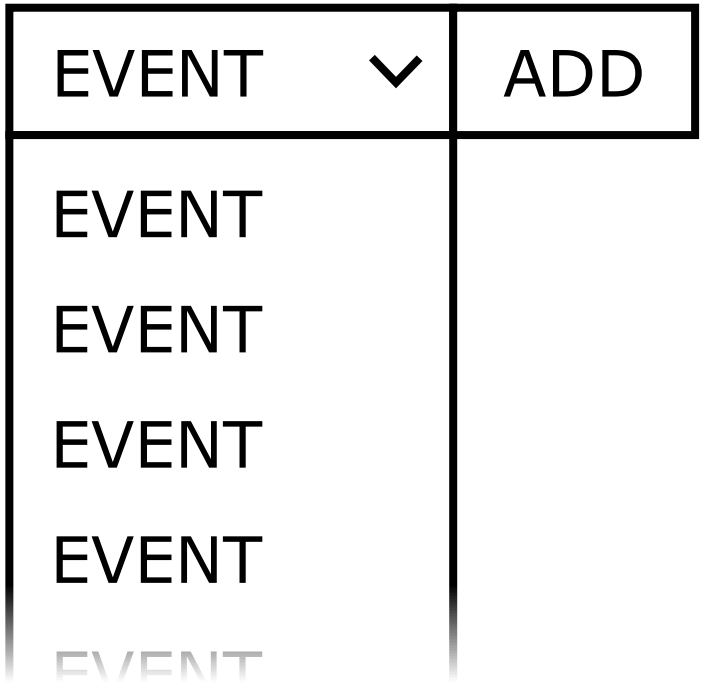
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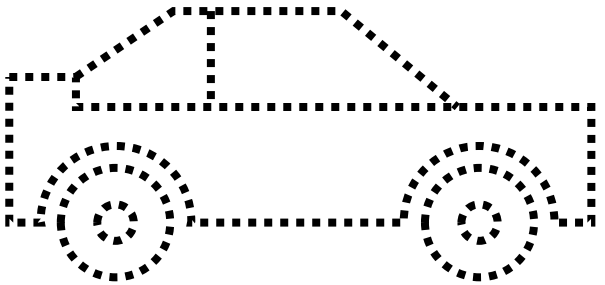

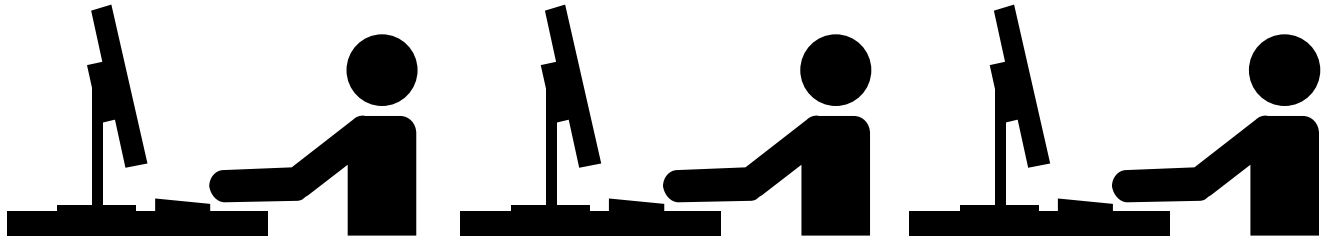

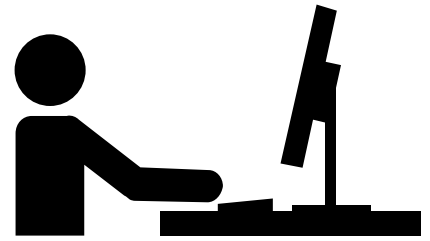

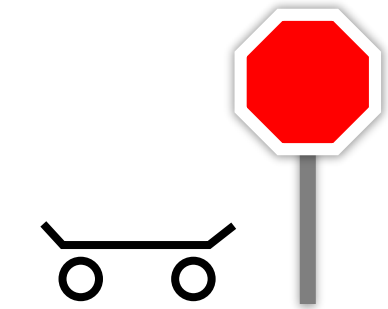

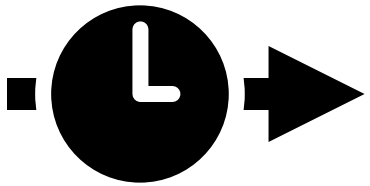

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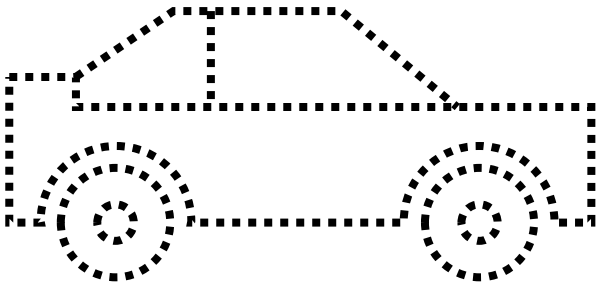

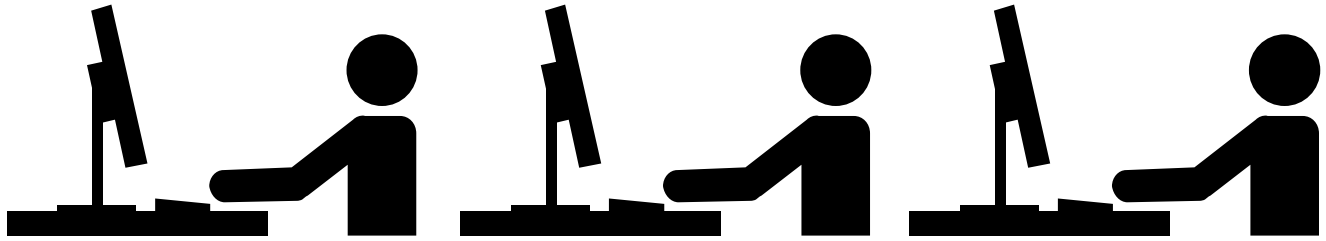

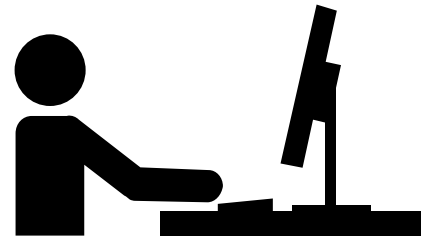

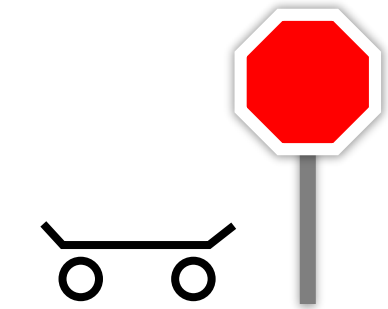

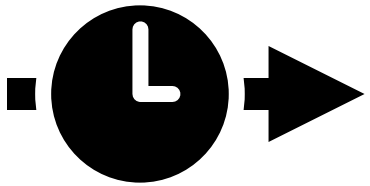

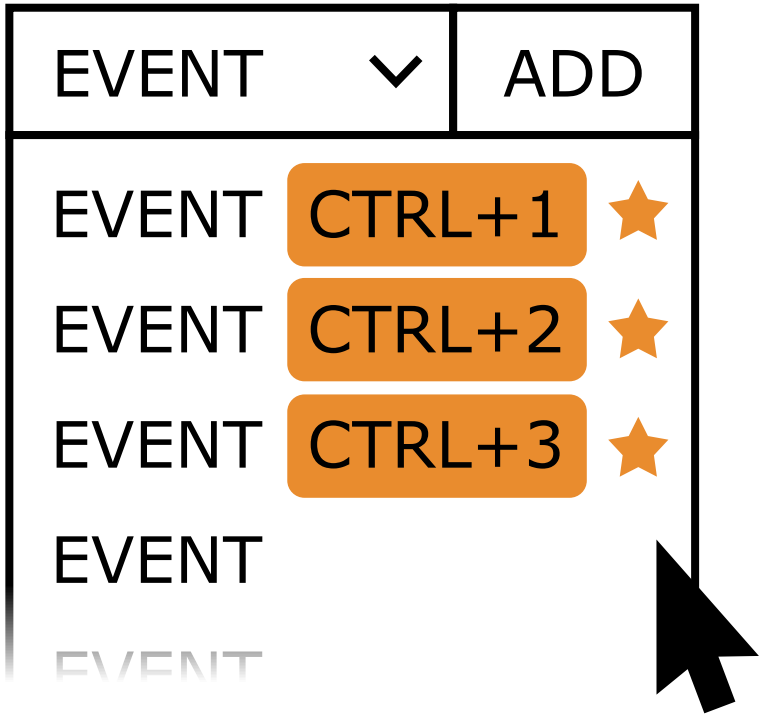
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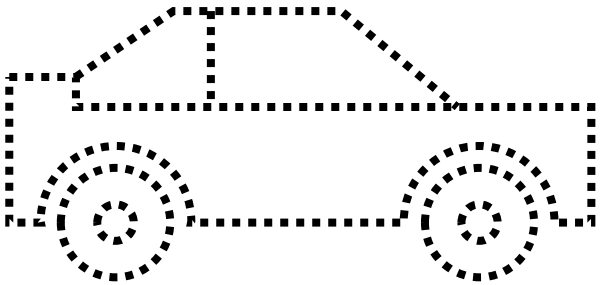

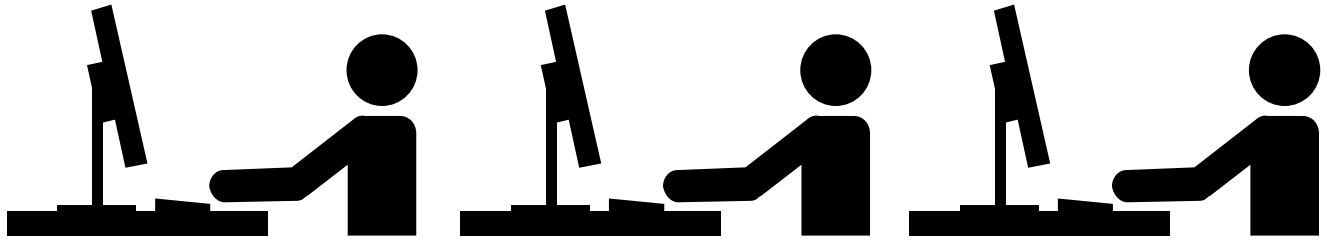

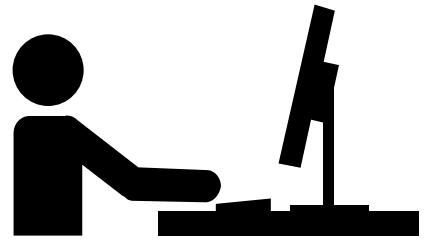

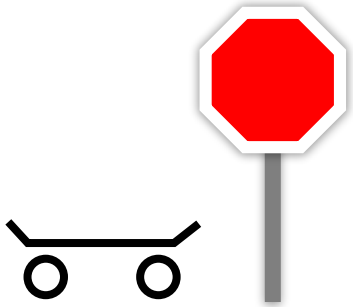

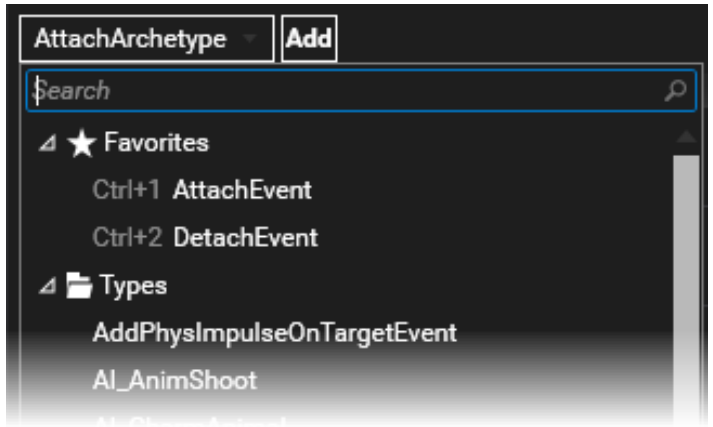
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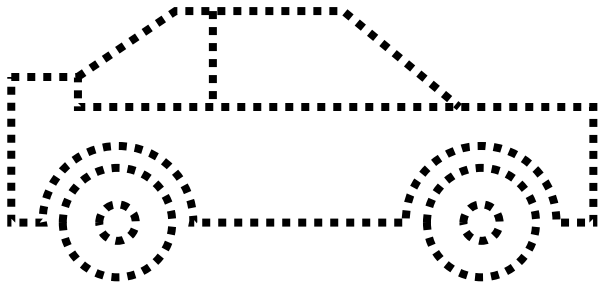

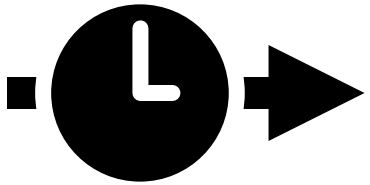

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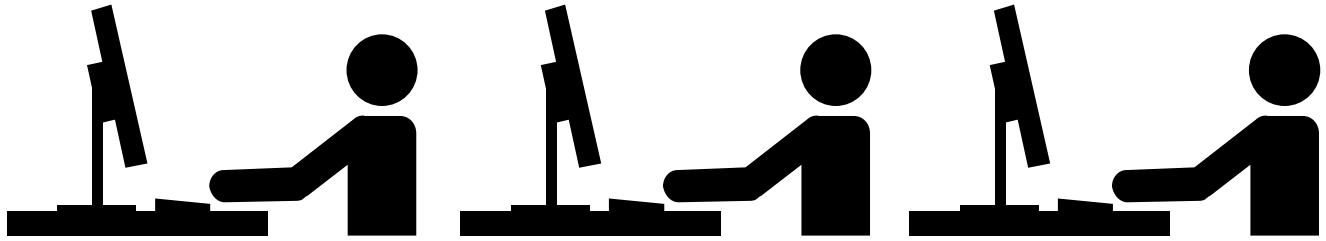

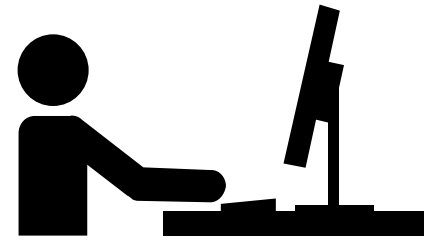

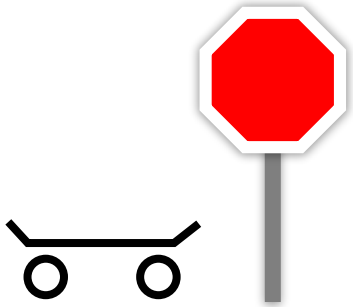

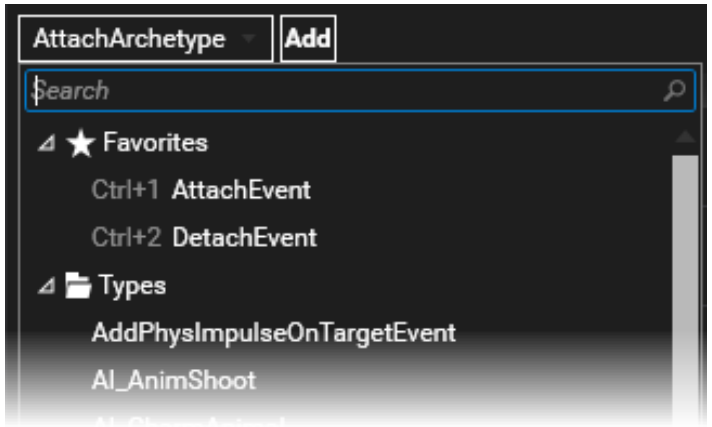
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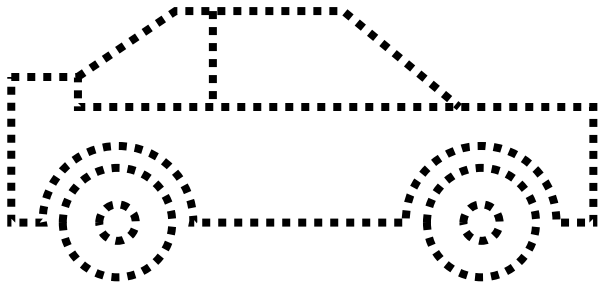

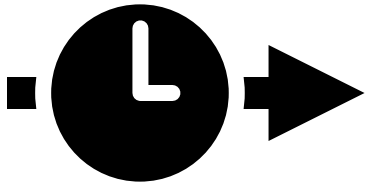

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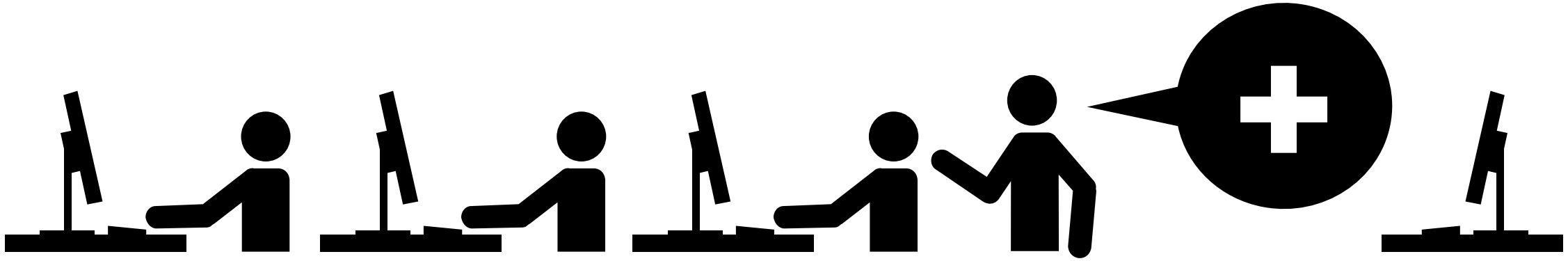

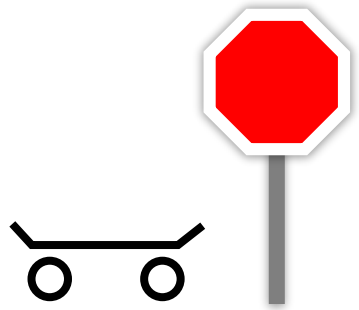

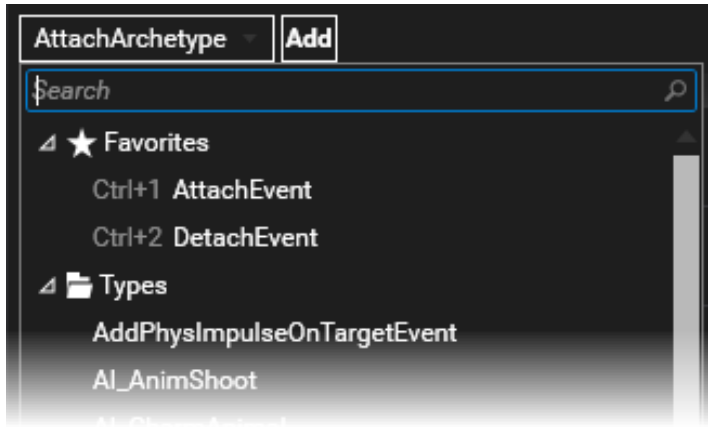
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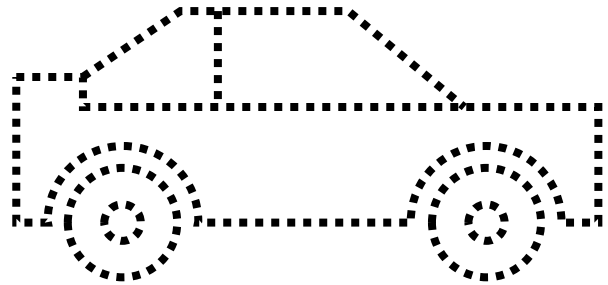

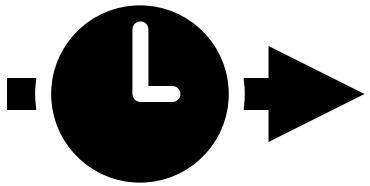

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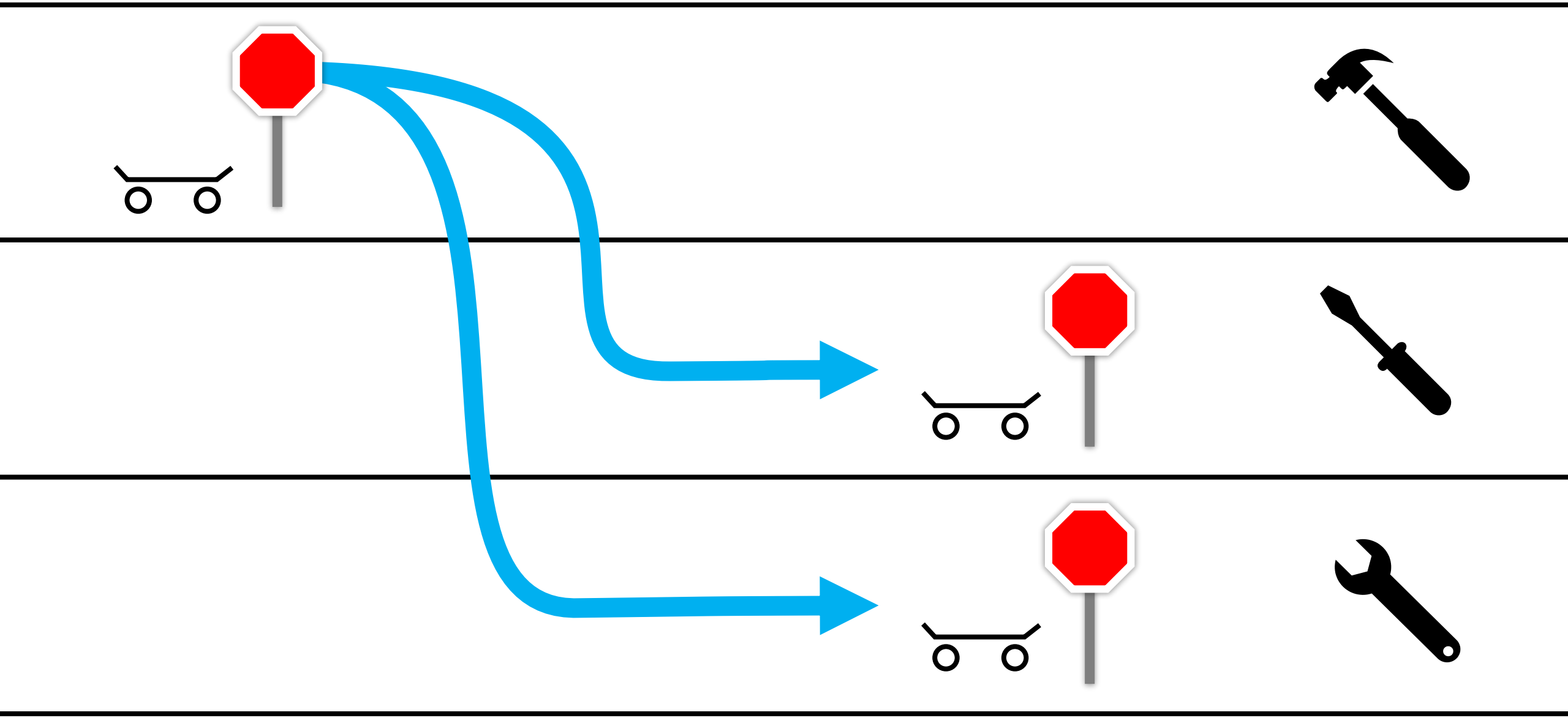

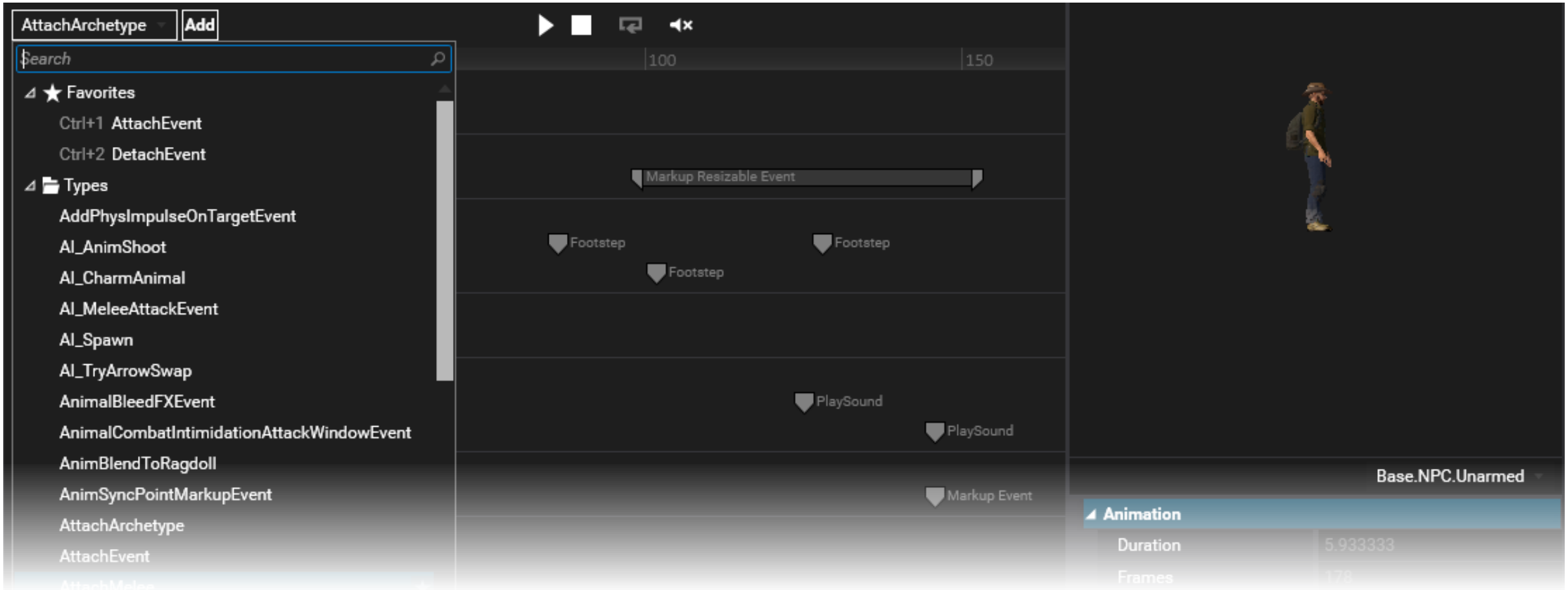
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AI_MeleeAttackEvent
AI_Spawn
AI_TryArrowSwap
AnimalBleedFXEvent
AnimalCombatIntimidationAttackWindowEvent
AnimBlendToRagdoll
AnimSyncPointMarkupEvent
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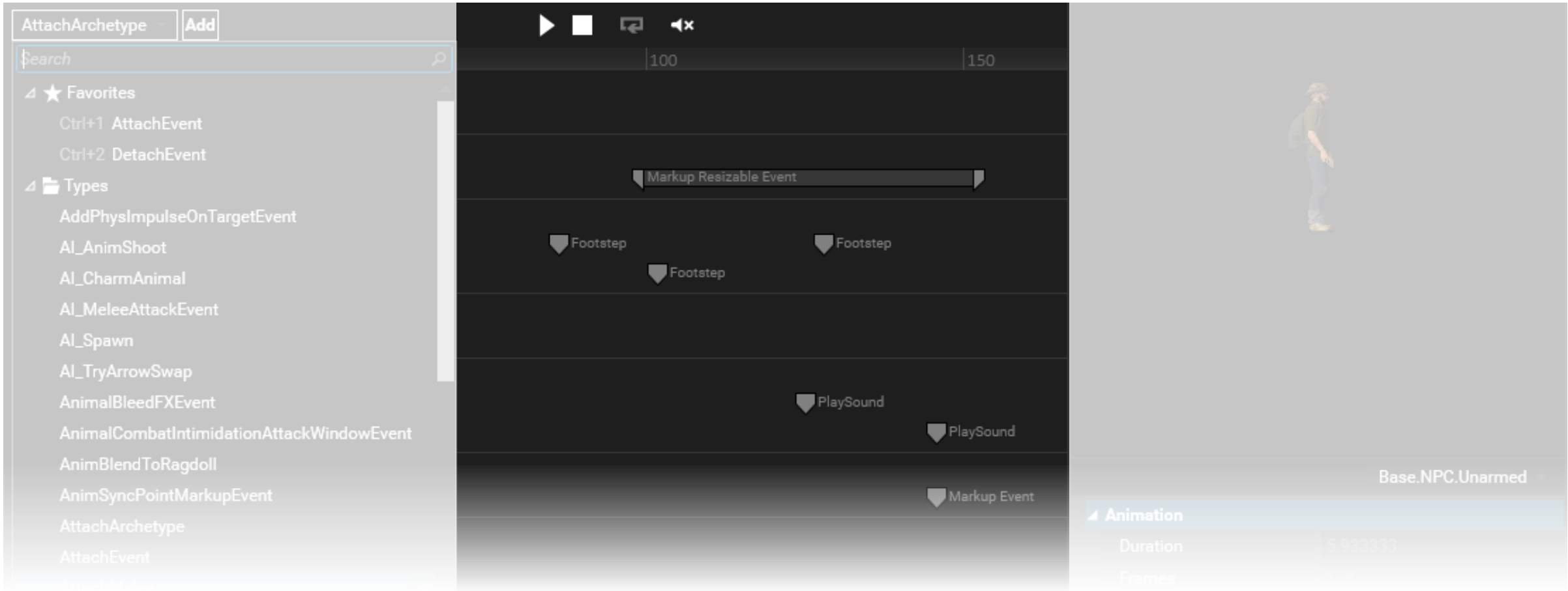
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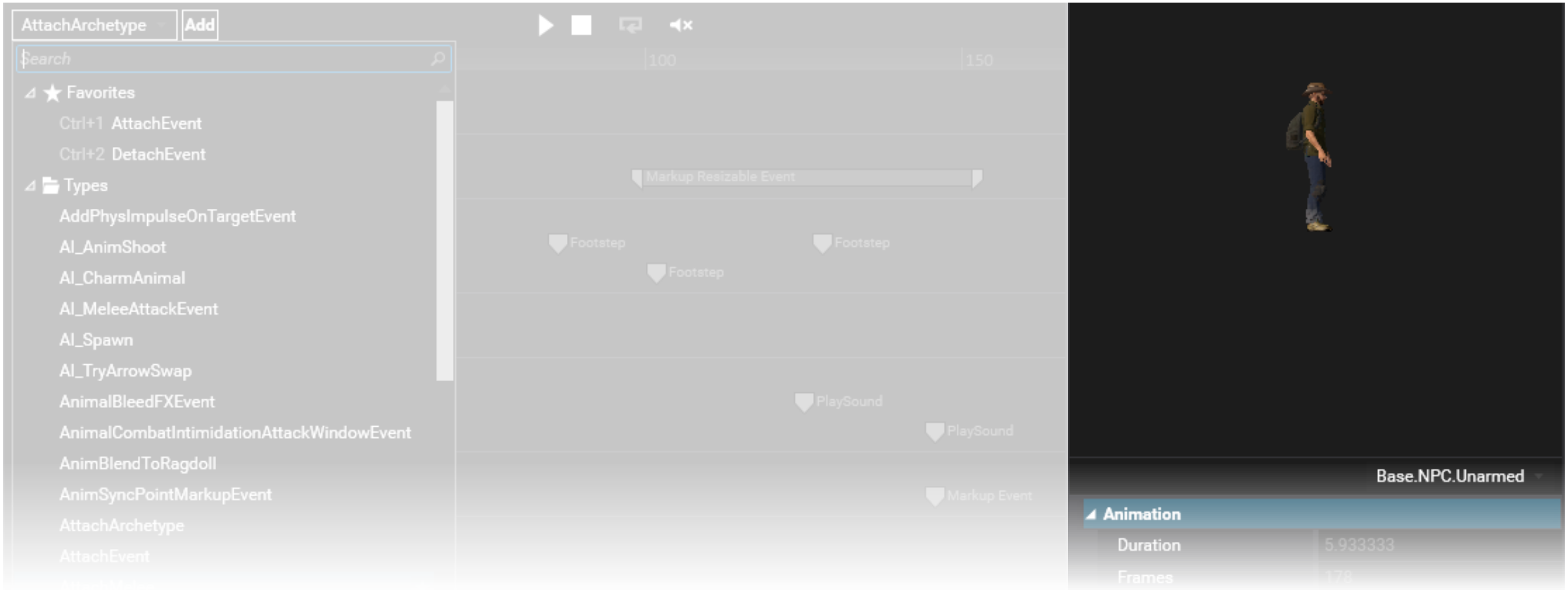
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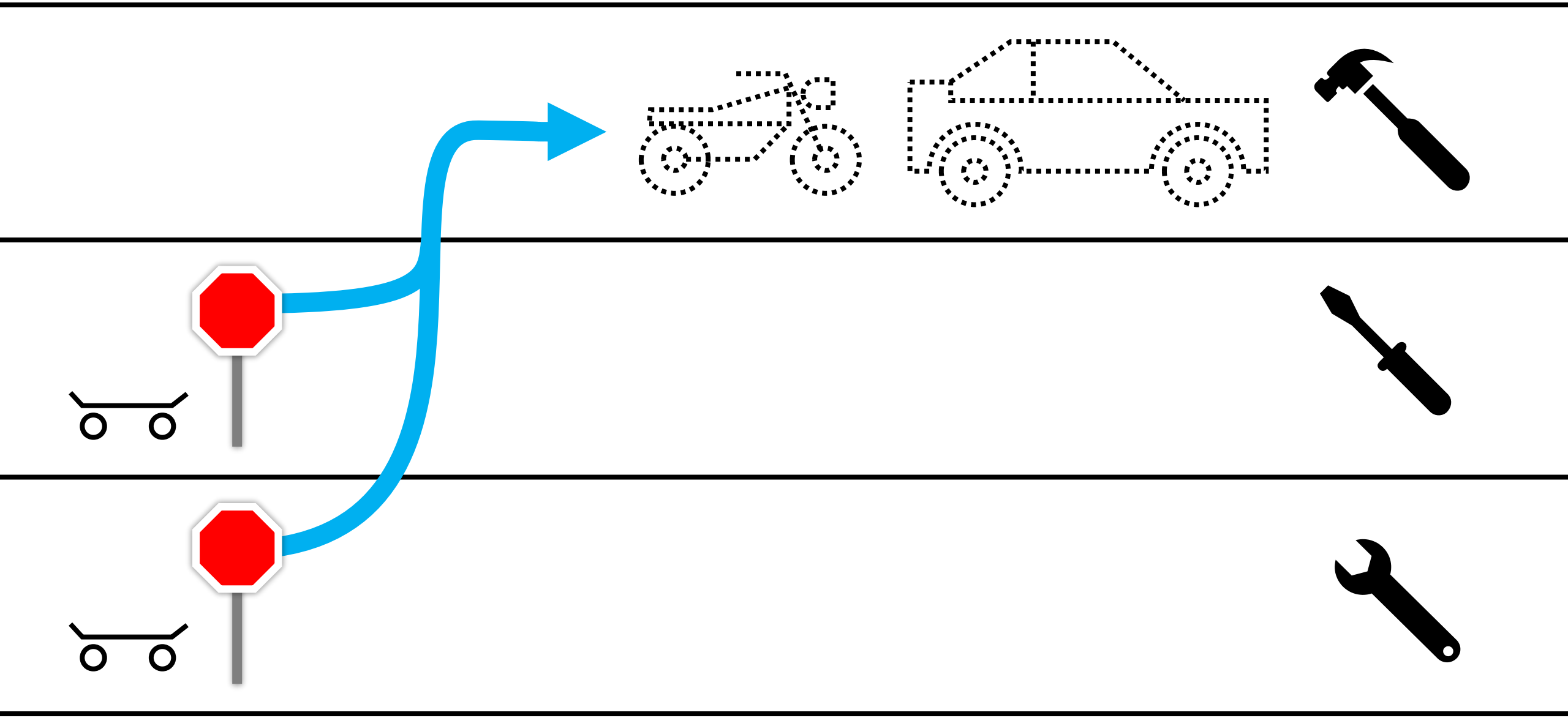

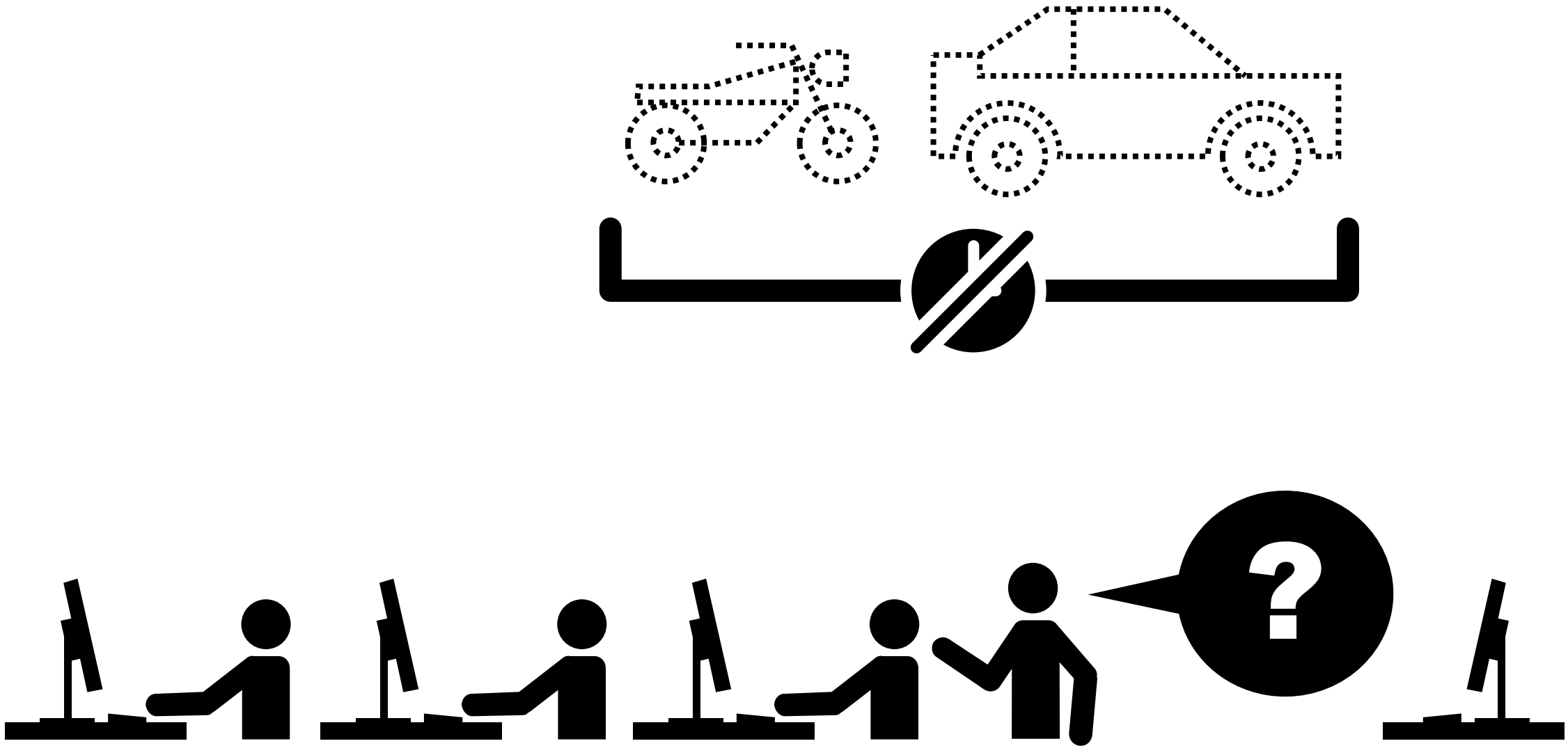

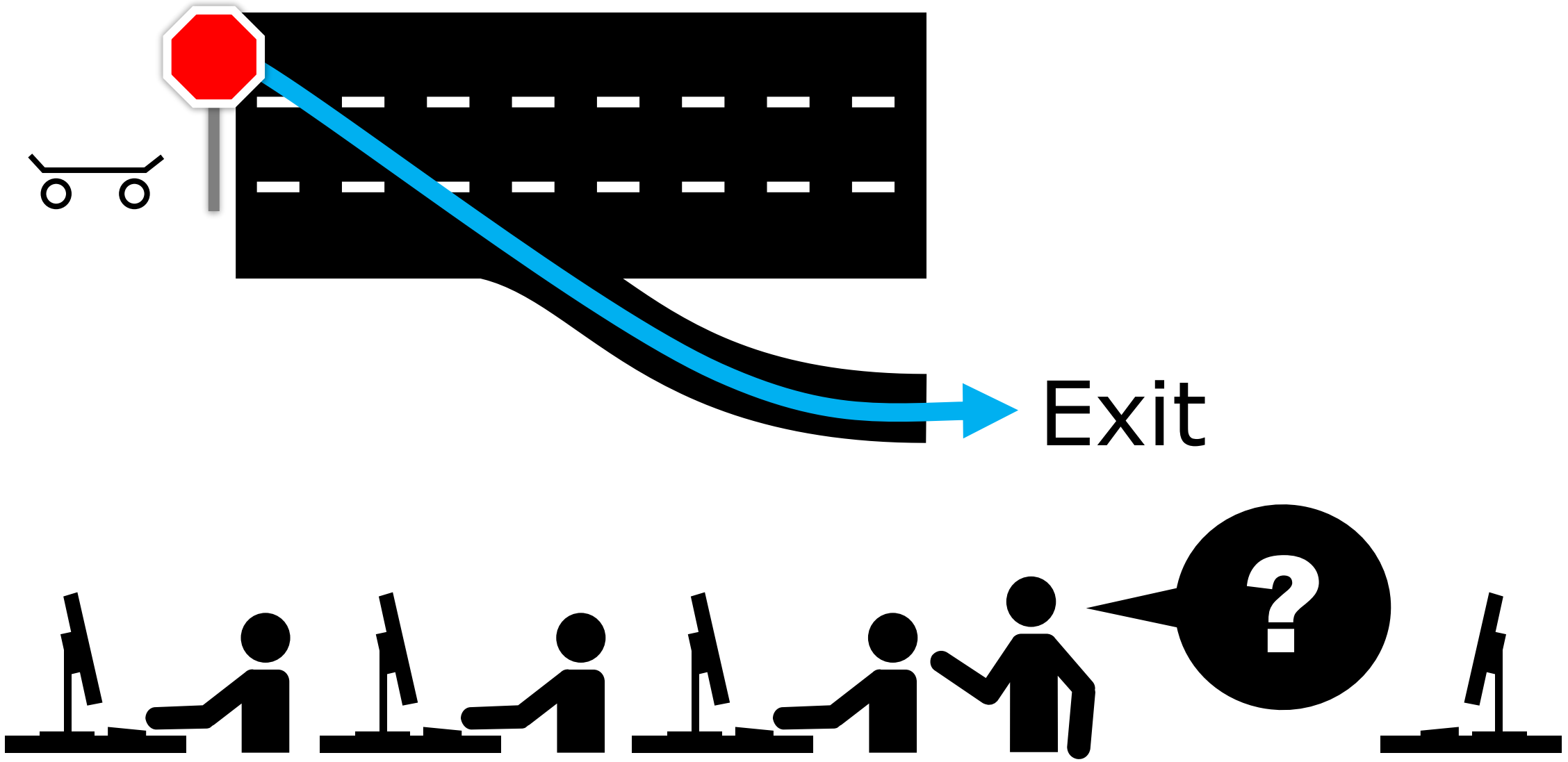
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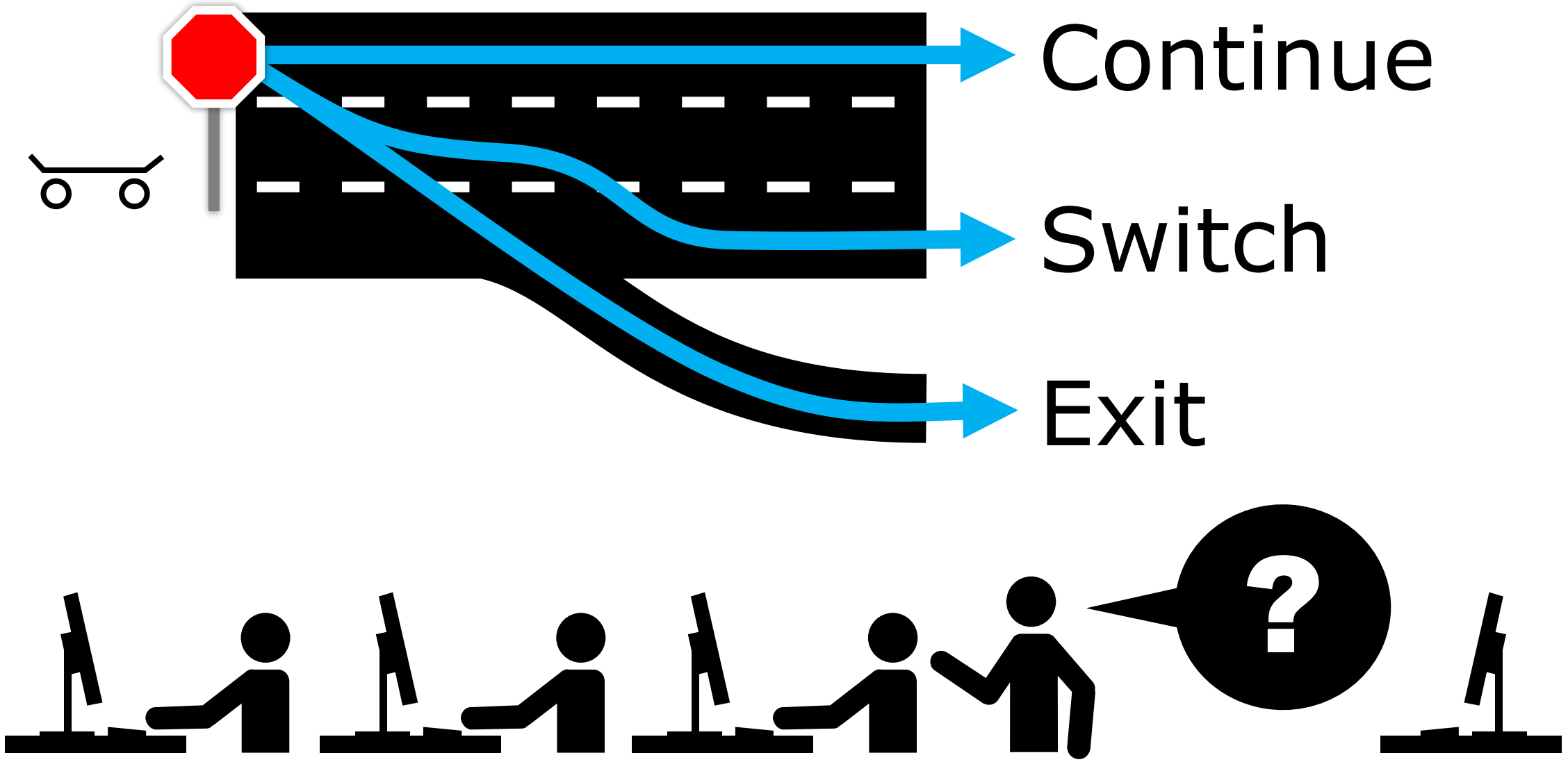
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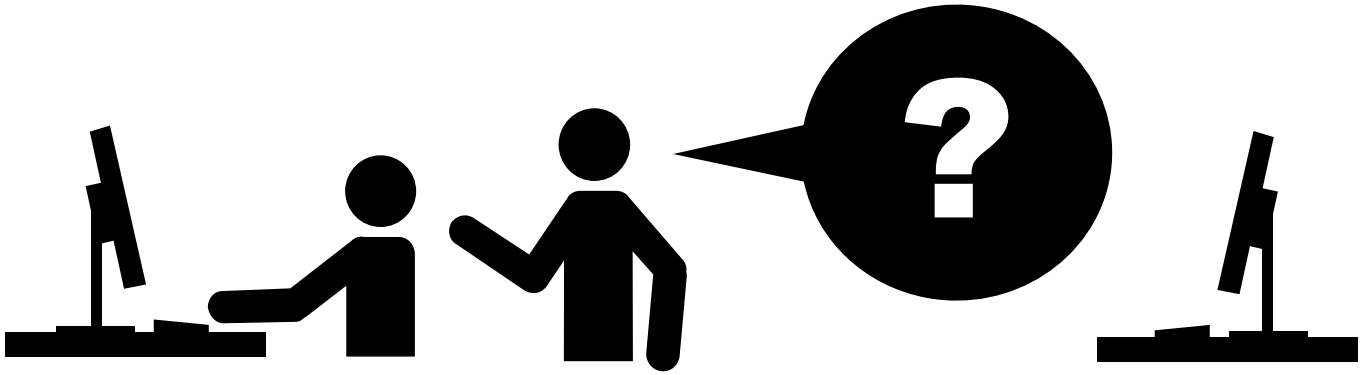
How **spending less time at your desk** can help you **design better tools**



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