

High Priority - Game Art

Naming Conventions

1. General Rules & Quick Example

- All names in English using PascalCase.
- Asset type determines prefix. Only textures have a suffix.
- Use 2 digits and 1 letter for family numbering and variations.
- Use underscores to split prefix, asset name, numbering and suffix
- One folder per asset and it's asset dependencies.

[Prefix]_[AssetName]_[Family numbering][Variation letter]_[Suffix].[Format]

[Folder : RoofTiles_01]

SM_RoofTiles_01a.fbx [mesh]

T_RoofTiles_01a_C.png [color or albedo or diffuse]

T_RoofTiles_01b_C.png [variation of color map]

T_RoofTiles_01a_R.png [roughness]

T_RoofTiles_01a_M.png [metallic]

T_RoofTiles_01a_N.png [normals]

T_RoofTiles_01a_A.png [AO]

M_RoofTiles_01a [material]

M_RoofTiles_01b [same material, but uses the 01b_C texture]

2. Upper CamelCase / PascalCase

Use Pascal Case when naming assets. PascalCase is the practice of writing compound words or phrases such that the first letter of each concatenated word is capitalized.

Good examples:

- **BlackColor**
- **TimeUTC**
- **RedCat**
- **ComputerRAMSize**

Bad examples:

- **blackColor**
- **Time UTC** (Notice the **space** between Time and UTC, this is wrong)
- **Redcat**
- **ComputerRAMsize**

3. Prefixes & Suffixes

Prefixes

SM_	3D files. Static Meshes, Weapons, Foliage, Props with just a few joints for function.
SK_	3D files that contain humanoid or animal skeleton joint rigs
T_	Texture
M_	Material
MI_	Material Instance
MF_	Material Function
MPC_	Material Parameter Collection
J_	Joints / Bones
SH_	Shader
P_	Particle System
A_	Animation (clip) / Animation Sequence
AC_	Unity Animation Controller
ABP_	Animation Blueprint
PP_	Post Process
MT_	Morph Target
S_	Sounds
SC_	Sounds Cue
BP_	Unreal Blueprint
Unity Prefabs	Are named the same as the asset they house. Eg, SM_BigTree_01a

Suffixes (Textures only)

Each map type is represented with 'one' letter. Color is **_C**, Metallic is **_M**, Emissive is **_E**. If maps are combined to create a combined RGB mask map. We combine the letters. So **_M**(etallic) with **_R**(oughness) with **_A**(mbient Occlusion) becomes **_MRA**.

_C	Color map (diffuse or albedo) [Optional 4th channel = Height or Transparency/Opacity]
_T	Transparency / Opacity mask
_M	Metallic mask
_R	Roughness mask
_S	Smoothness (Inverted roughness map)

_N	Normal map
_A	Ambient Occlusion mask
_E	Emissive map
_H	Height mask
_D	Displacement map (Often a blurred height map re reduce artifacts)
_MRA (Combined mask)	Mask map combined [R=Metallic, G=Roughness, B=AO, 4th channel = Emissive, Height or Other]
_MADS (Unity HDRP mask)	Mask map combined [R=Metallic, G=AO, B=Detail Map, 4th channel = Smoothness]
_I	Color ID masks or color channel map
_U	Subsurface mask

4. Numbering

T_ObjectName_01a_C

There are two parts to the numbering. The number, and the letter.

The number is for family numbering. A completely new asset but within the same family. For example:

- SM_WillowTree_01a
- SM_WillowTree_02a

These are two different tree models, but part from the same WillowTree family.

The letters are for variations of the same asset. Most commonly used for texture variations.

- M_WillowTree_01a
- M_WillowTree_01b

Both of these are for the same model. So the SM_WillowTree_01 model. But the **B** variation has a different leaf and bark color. And so uses different textures and materials.

5. Folder Structure

Folder per “object”

Each “object” and its dependency files get their own folder. For example:

```
Content/Environments/Props/BigTree_01/...
  .../SM_BigTree_01.fbx
  .../T_BigTree_01_C.tga
  .../T_BigTree_01_M.tga
  .../T_BigTree_01_R.tga
  .../T_BigTree_01_N.tga
  .../M_BigTree_01.mat
```

Content/...

.../Characters

.../Vehicles

.../Weapons

.../Effects

.../Environments

.../ .../Terrain

.../ .../Background

.../ .../Props

.../ .../ .../BigTree_01 [Game ready export files go here]

.../ .../ .../ .../ [SM_BigTree_01]

.../ .../ .../ .../ [T_BigTree_01_C]

.../ .../ .../ .../ [T_BigTree_01_M]

.../ .../ .../ .../ [T_BigTree_01_R]

.../ .../ .../ .../ [T_BigTree_01_N]

.../ .../ .../ .../ [M_BigTree_01]

.../ .../ .../ .../Source [Authoring source files go here. Not included in the game engine]

.../ .../ .../ .../ .../ [Modo, 3Ds Max, Maya, etc]

.../ .../ .../ .../ .../ [Zbrush]

.../ .../ .../ .../ .../ [Photoshop]

.../Materials [Global tile-able materials and their dependency files go here]

.../ .../CobbleStone_01

.../ .../ .../ [T_CobbleStone_01a_C]

.../ .../ .../ [T_CobbleStone_01a_M]

.../ .../ .../ [T_CobbleStone_01a_R]

.../ .../ .../ [T_CobbleStone_01a_N]

.../ .../ .../ [T_CobbleStone_01a_D]

.../ .../ .../ [M_CobbleStone_01a]

.../ .../ .../ .../Source [Authoring source files go here. Not included in the game engine]

.../ .../ .../ .../ .../ [Modo, 3Ds Max, Maya, etc]

.../ .../ .../ .../ .../ [Zbrush]

.../ .../ .../ .../ .../ [Photoshop]

.../Shaders

.../Scenes or Maps

.../Sound

.../UI

.../Gameplay

.../Volumes