Naming Convention 101

Naming Convention "in software"

A naming convention are essential for any artist and production. Here a guideline use by some major studio. Some studios can slightly used different naming but as you can observe and conclude !!!

A NAMING CONVENTION SHOULD TALK BY ITSELF…

The suffix are talking by themselves anyone related to this industry can figure out what append.

In case of problem _**suffix** name can be really, really useful, to track down a problem.

▸ <u>**Suffix**</u>	▸ <u>**Description**</u>
▸ _geo\	▸ geometry
▸ _ctrl	▸ animation control
▸ _shd	▸ shader
▸ _tex_<type>	▸ texture + <ramp, placement, etc>
▸ _jnt	▸ Joint/skeleton
▸ _grp	▸ group
▸ _skin	▸ Joint used for skinning
▸ _expr	▸ Expression

▸ <u>**Example:**</u> head_jnt, head_shd, head_geo

Naming Convention "out software"

The naming convention outside software are also crucial as the Naming Convention in software.

To help to track down any Props, characters, set environment, Animated scenes, previz, scene to render, or Simply allow you to retrieve your work easily.

We have to adopt a convention. By doing this we can eliminated a lots of miscommunication and human error. This in and out naming convention, create a non verbal communication between Artist and Employee.

▸ **<u>Suffix</u>**
▸ _Master
▸ _pMaster
▸ _wip0XX
▸ _mod
▸ _tex
▸ _lay
▸ _ani
▸ _lgt
▸ _rdn
▸ _scn0XX
▸ _sht0XX

▸ **<u>Description</u>**
▸ Final
▸ Final but Waiting for approval
▸ Work in progress
▸ Modeling
▸ Texture
▸ Pre Visualization, Layout
▸ Animation
▸ Lighting
▸ Rendering
▸ Scene in your story
▸ Shot into your scene

Naming Convention "out software"

As example :   scn001_sht003_ani_master.ma

       umbrella_mod_wip001.ma

       umbrella _rig_pMaster.ma

Into the appropriate location into your network pipeline every major step will be saved so an accumulation of master will be keep and secure for backup purpose

totoChar_mod_master.ma   Final modeling may not include final tex and/or rig.

totoChar_tex_master.ma   Final texture may not include final rigging.

totoChar_rig_master.ma   Final rigging may not include final tex and/or mod.

totoChar_master.ma   Final of final use a final object, Scene to be render.