

3D1

NAMING CONVENTIONS

FOLDER STRUCTURES

CLEAN WORKSPACE

You will need to work tidy. Here are a few reasons:

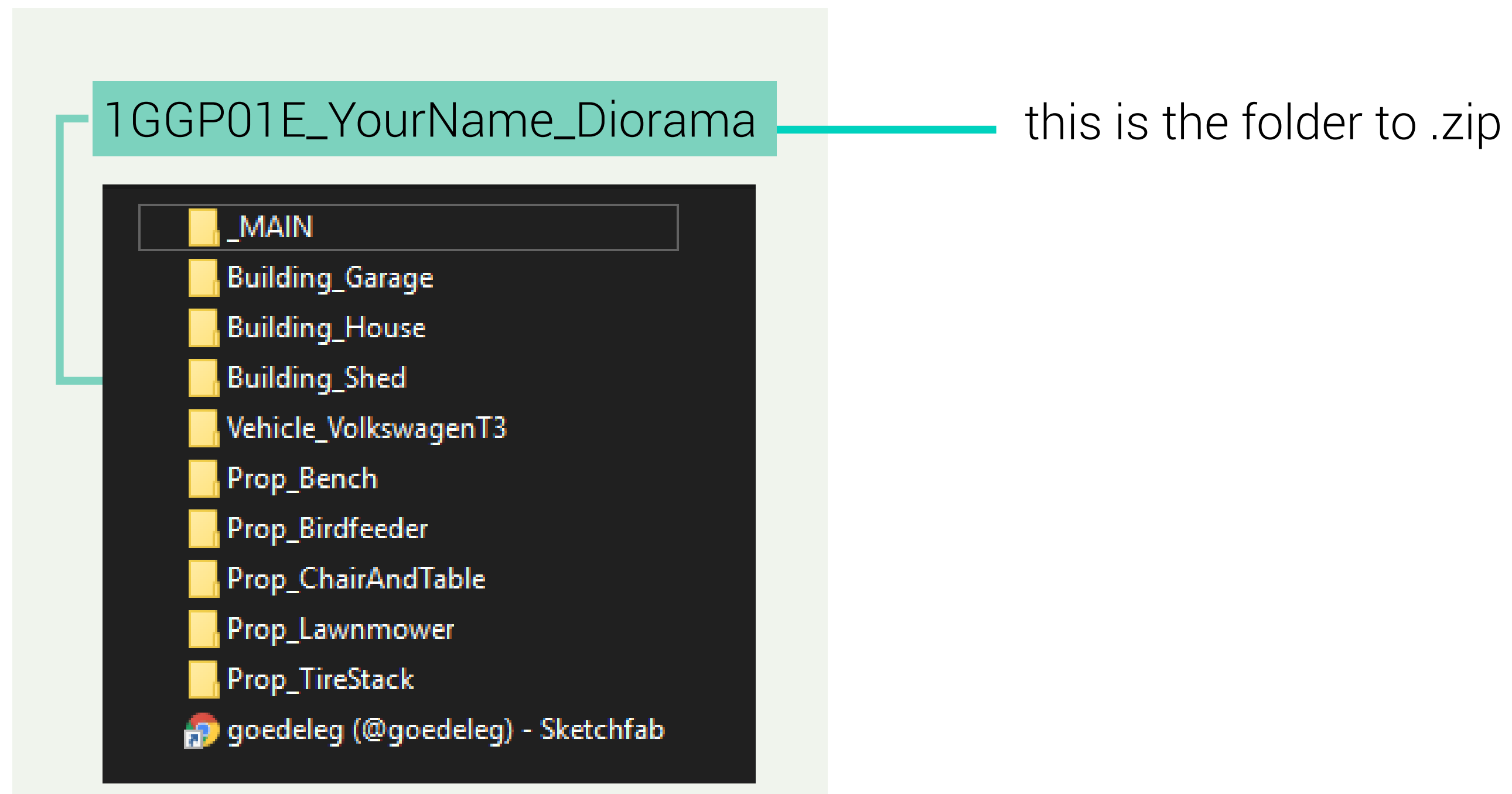
- The company that you will work in later will have their own naming conventions. It's important to follow them.
- You will find your files a lot easier.
- Uploading to sketchfab will be a lot easier.
- It simply looks professional.
- Less file corruption and less file loss.
- Free points!

3D1

FOLDER STRUCTURES

When handing in, you will make a zip file of a your project folder.

The folder structure should be like this:



The main folder will be the general scene with all your props in, combined.

3D1

FOLDER STRUCTURES

The folder structure PER PROP or BUILDING should be like this:

Prop_Name

Name	Date modified	Type	Size
images	9/9/2020 3:37 PM	File folder	
sourceimages	9/9/2020 3:38 PM	File folder	
1DAE2_RickAstley_Assignment1.000.ma	9/7/2020 11:29 AM	Maya ASCII File	63 KB
workspace.mel	9/2/2020 4:04 PM	Maya Script File	3 KB

Don't delete the workspace.mel!

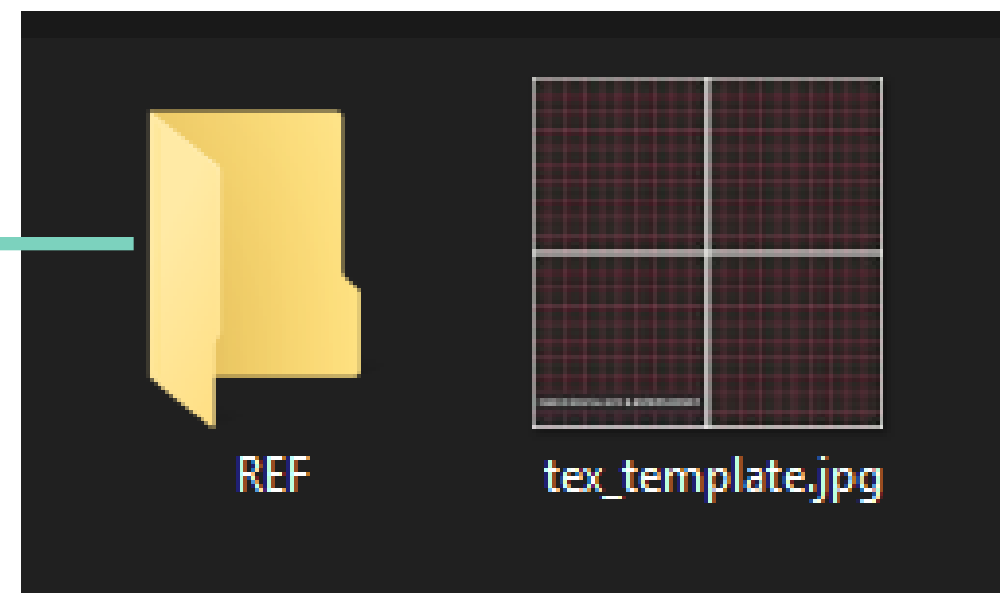
Do delete mayaSwatches, autosave folders, psd files.

We don't want your autosaves or PSD files when handing in, this will make it a lot heavier.

3D1

FOLDER STRUCTURES

In the sourceimages folder, you put your textures, ambient occlusion and unwraps.



Inside the reference folder, which is inside your sourceimages folder, you put the references images for your prop.

3D1

FOLDER STRUCTURES

In the images folder, you can put all your final renders.
Delete the testrenders and WIP files. We have your portfolio for that.

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sourceimages	9/9/2020 3:38 PM	File folder	
1DAE2_RickAstley_Assignment1.000.ma	9/7/2020 11:29 AM	Maya ASCII File	63 KB
workspace.mel	9/2/2020 4:04 PM	Maya Script File	3 KB

For individual props, use 1GGP01E_YourName_Boat.000.ma

3D1

NAMING CONVENTIONS

YOUR MAYA DOCUMENT

1GGP01E_YourName_5Props.000.ma
1GGP01E_YourName_Diorama.000.ma
1GGP01E_YourName_Boat.000.ma

IN YOUR MAYA SCENE

NameofaMesh_01_geo
NameofaGroup_01_grp

NameofaLight_01_l

NameofaShader_01_sh
NameofaShadingGroup_01_sg

NameofaTextureNode_01_tex

Example:

Skydomelight_01_l
Chair_04_geo
Trees_01_grp

YOUR TEXTURES (in the sourceimages folder)

T_NameObject_01_TypeMap.ext

Example:

T_Barrel_01_BC.png
T_Barrel_01_BC.psd

T_Barrel_AO_01.exr (ambient occlusion)
T_Barrel_BC_01.png (Base Color)
T_Barrel_UV.png (your UV map)

YOUR RENDERS (in the images folder)

Main_Render_01.png
Chair_Render_01.png

3D1

CLEAN UP YOUR FILE

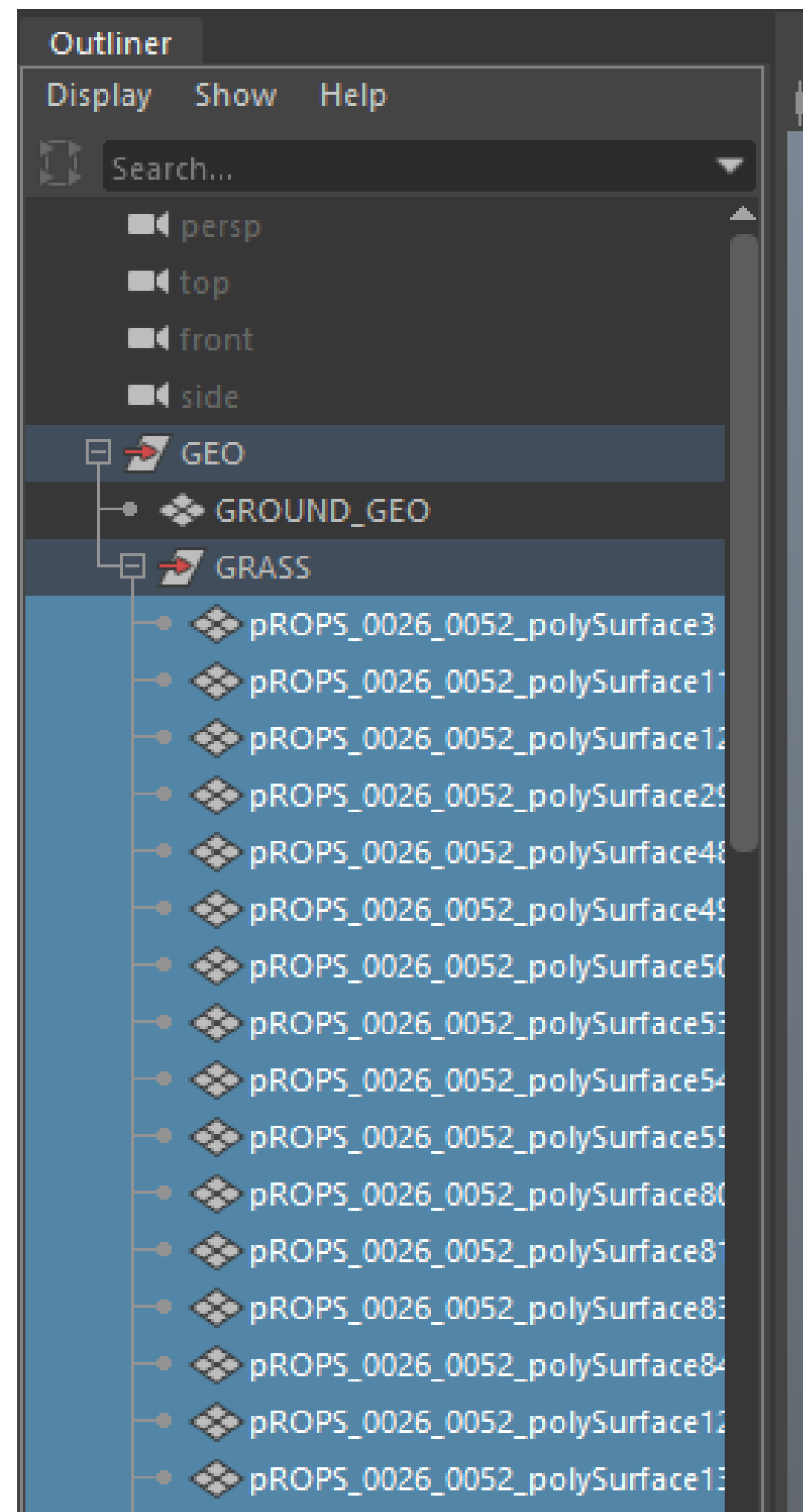
USE THIS AS A CHECKUP LIST BEFORE HANDING YOUR FILE IN

- ☐ Combine your objects if it's one single prop.
- ☐ Apply the correct naming conventions
- ☐ Delete ALL history
- ☐ Freeze transformations
- ☐ In your hypershade (material library), go to edit > delete unused nodes.
- ☐ Put your pivot back to the center

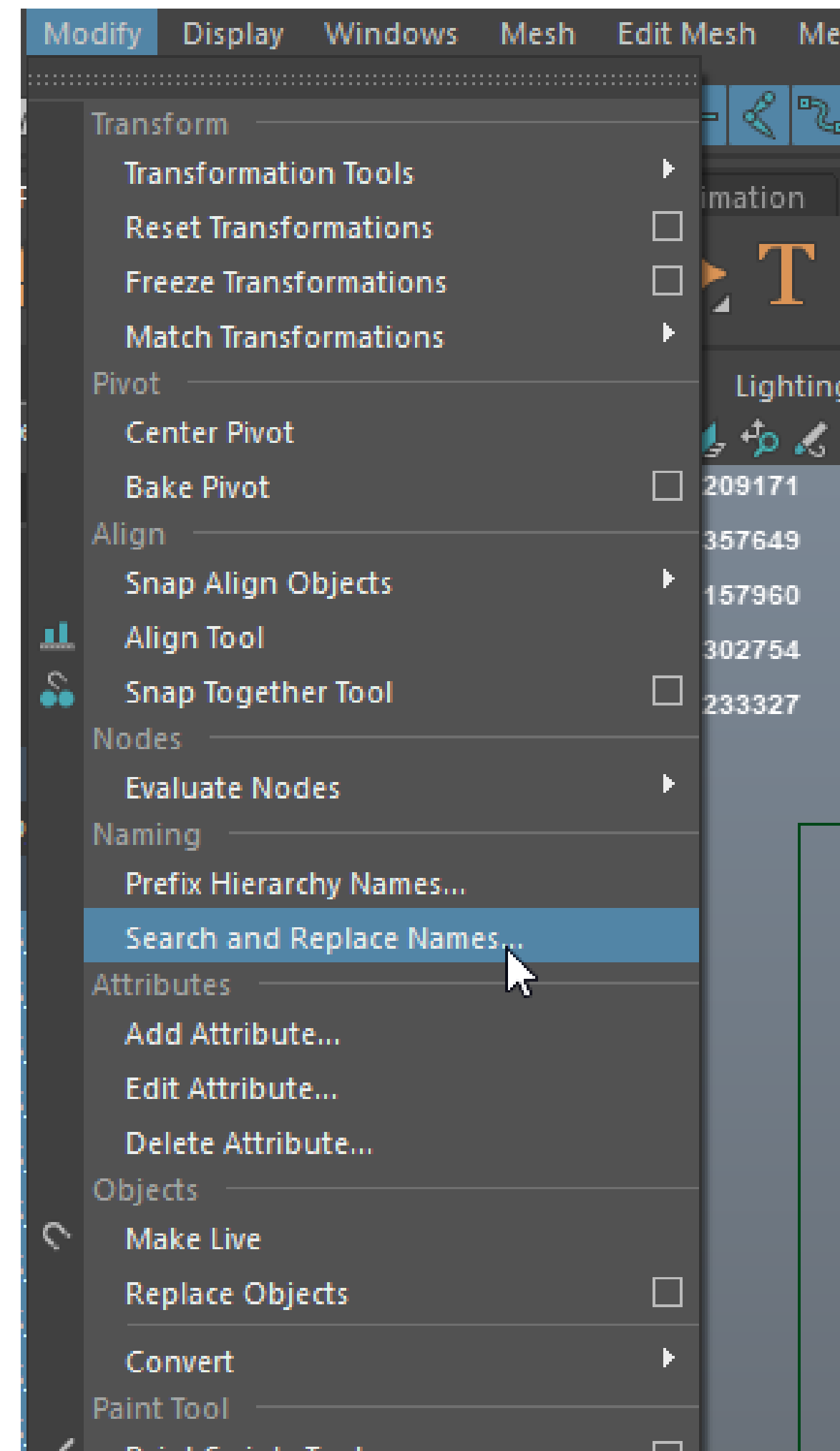
3D1

SEARCH AND REPLACE

Problem: a very unorganized scene



Solution: the search and replace:



Replace a whole group of names at once with this feature.

