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DGM - 4000

IC – Naming Conventions

   I have had a lot of experience with various naming conventions over the many years of both my educational and professional career. Many of which are built to service a specific need. For instance, when using a program such as Unity3D many files are instantly updated and serve the same roles through various iterations. In these instances, the use of the item and who created it are more important than the version. On the other hand, when creating technical files for programing, it is imperative that the version number be listed. This is to convey the functionality of the file effectively to others. For the sake of this class, and for general use and organization of files, I prefer a hybrid of the two mentalities.

My naming convention would be as follows;

1. Last name_ - My last name is short and highly unique compared to other family names. By putting my last name first, it will make my files highly visible and eliminates all curiosity of who created the file.
2. First Initial of First Name_ - For the sake of this class it is important to not only display my last name but also my first name as well. Doing this further reduces any discrepancy of who created the file. It also makes searching for my files much easier since people will know me by my first name.
3. Project Name_ - Most work in the writing field is completed in single projects. Thus, it is imperative that the name of the work be included as well. In many cases unfinished work with no name is given a name by the communities who consume the medium. Doing this can be a fun artistic liberty. However, for the sake of this class, other people need to know what the purpose of a file is. For our case, the project name will reflect the name of the assignment it represents.
4. Use case or elemental part_ - As mentioned above many files can simply contain elemental parts of a project. For example, many textures can belong to one 3D model or sound bites to a song. In these cases, knowing how they contribute to the final project is very important. Although this part of the name should be left as brief as possible. To accomplish this, I use "Camel Case" in all my file names. Doing this makes it easy to know that extremely short names are broken up into different words. Because, each word is represented by a capitol letter. However, in single case projects this naming convention can be left off. A good example of this naming convention in practice is something like; _Body_LLeg, _Body_RLeg where "Body" is the project name and "LLeg" and "RLeg" stand for left and right leg respectively. It should also be noted that in some cases knowing where the item is located and what its state is are important. Thus, the priority for this knowledge is as follows; Where its located or its direction relative to the viewer, what the element is, and finally what state the item is in. ie. "LLegB" or "left leg Bent".
5. Version Number – Simply put the version number stands for the iteration of the file. I always use a capitol V to make it easier to see in fields of text with only two decimal places. This would look like _V01. I only use two decimal places because any project proceeding 99 iterations would no longer warrant it being considered a version. However, In the case it does go above 99 I often use alpha/beta versioning. ie. _V1_05 or _V2_62. Lastly, I always use Final to imply that the file should be considered a releasable product.

Putting this all together it would look like;

LastName_FirstInitial_ProjectName_Element_VersionNumber.file

I also have some global rules to the naming convention. All items will be "Camel Cased". Both the project and element fields can be reduced. (Product or company names take priority when reducing the name of the file with company names taking first priority. ie. "CokeZ", not "CZero", and preferably "CokeZero") Elemental uses of files can exclude versioning. (such as those needing no iterations or files coming from previous projects)

If you consider our example files that need names to fit our naming convention, their file names would look as follows;

Last Name	First Initial	Project Name	Elemental Part	Version #
Hite_	C_	KissingBridge_	null	V01
Hite_	C_	HondaCS_	null	Final
Hite_	C_	DVDProj_	FMBtn_	V01
Hite_	C_	Website_	WSnd_	V01
Hite_	C_	Website_	HBtnN_	V01

1. *"A PhotoShop file for the project "Kissing Bridge"."*
   Hite_C_KissingBridge_V01.psd
2. *"The final, uncompressed QuickTime movie file for the project "Honda Civic Stinger"."*
   Hite_C_HondaCS_Final.mov
3. *"A PNG file that is a forward navigation button on your DVD menu."*
   Hite_C_DVDProj_FMBtn_V01.png
4. *"A RealStream audio file that is embedded into your website."*
   Hite_C_Website_WSnd_V01.ram
5. *"A Gif file used as the "home" button on your website. (The normal state, not the rollover or selected state)."*
   Hite_C_Website_HBtnN_V01.gif