

Naming Convention

"Naming your conventions is important. It keeps the project clean, files organized and improves workflow. In short, it saves you time. But most importantly, it trains people to think and act in a certain way."

We all know that artists can be easy-going and sometimes slack on the small details (we've been there ourselves ;). Sadly, the result is that this gives programmers a hard time. So keeping you, and your art team, organized is important.

This is why we at High Priority use the following naming conventions. They're heavily based on industry standards, with most coming from the system Unreal uses. But we've implemented small tweaks here and there for optimization. Let's get into them!"

From: [Naming Convention by High Priority](#)

General rules:

- 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 its asset dependencies

Example:

[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 [A0]

M_RoofTiles_01a [material]

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

Numbering:

There are two parts to numbering your files: The number, and the letter. Example: T_ObjectName_01a_C

The number is used to identify 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 of the same WillowTree family.

The letters are for variations within the same asset. These are most commonly used for texture variations. For Example:

M_WillowTree_01a

M_WillowTree_01b

Both of these are for the same model (the SM_WillowTree_01), but the 'b' variation has a different leaf and bark color. That's why it uses a different letter to easily identify the variant of the same object.

Prefixes

Prefixes and suffixes help make your files easily identifiable without the use of long words or sentences. The result is a short filename that holds all the information needed. This way, you, or the person you're handing it to, can quickly find what is needed.

Prefixes:

Documents

C_	Concept
I_	Illustration
LA_	Lineart
DOC_	Document
PRS_	Presentation
UML_	UML
FLW_	Flowchart

Art

SM_	3d model
F_	font
MAT_	material
PHYM_	physic material
SH_	shader
SG_	shader graph
SP_	sprite
UI_	ui sprite
T_	texture
NMT_	normal map texture
VFX_	visual effect

MB_	Mood Board
-----	------------

Audio

SFX_	audio clip
------	------------

Animation

A_	animation
AC_	animator controller

Physic

PHM_	physic material
------	-----------------

General

PB_	prefab
scn_	scene
trn_	terrain
URP-	universal render pipeline asset
vlp_	volume profile