CHH: Sound Design File Naming Conventions

All files will first be sorted into one of four categories:

**Menu, Foley, Dialogue,** or **Ambience.**

**Menu** files will not be further sorted. An example of a music file would be as follows:

Menu\_Music.wav

**Foley** files will be further sorted into one of three categories:

**Collision, Action, Interaction,** or **Environmental.**

**Collision** files will be further sorted categories based on the larger object in the collision:

**Wood, Concrete,** or **Carpet.**

**Wood** files will be named after the smaller object in the collision.

An example of such a file would be:

Foley\_Collision\_Wood\_Plastic.wav

**Concrete** files will be named after the smaller object in the collision.

An example of such a file would be:

Foley\_Collision\_Concrete\_Plastic.wav

**Carpet** files will be named after the smaller object in the collision.

An example of such a file would be:

Foley\_Collision\_Carpet\_Plastic.wav

**Action** files will be sorted by the type of character performing the action:

**Human,** or **Ghost.**

**Human** files will be sorted by the type of action being performed.

**Movement, Death, Unique**

**Movement** files will be named according to the type of movement.

An example of such a file would be:

Foley\_Action\_Human\_Movement\_HeavyFootstep1.wav

**Death** files will be named according to the type of death.

An example of such a file would be:

Foley\_Action\_Human\_Death\_Heavy.wav

**Unique** files will be named according to the type of action happening.

An example of such a file would be:

Foley\_Action\_Human\_Unique\_DrummingFingers.wav

**Ghost** files will be sorted by the type of action being performed:

**Movement,** or **Interaction**

**Movement** files will be named according to the type of movement:

An example of such a file would be:

Foley\_Action\_Ghost\_Movement\_Phase.wav

**Interaction** files will be named according to the type of interaction:

An example of such a file would be:

Foley\_Action\_Ghost\_Interaction\_Blast.wav

**Interaction** files will not be further sorted, and named after the actual interaction.

An example of such a file would be:

Foley\_Interaction\_DoorOpen.wav

**Environmental** files will not be further sorted, and named after the effect.

An example of such a file would be:

Foley\_Environmental\_Fire.wav

**Dialogue** files will be further sorted by character:

**Frankie, Clara, Fleming, Mayor, Valentine,** or **Multiple**

**Frankie** files will be further sorted by the type of dialogue:

**Internal, Startled, Scared, Terrified,** or **Death.**

**Internal** files will not be further sorted.

An example of such a file would be:

Dialogue\_Frankie\_Internal\_1.wav

**Startled** files will not be further sorted.

An example of such a file would be:

Dialogue\_Frankie\_Startled\_1.wav

**Scared** files will not be further sorted.

An example of such a file would be:

Dialogue\_Frankie\_Scared\_1.wav

**Terrified** files will not be further sorted.

An example of such a file would be:

Dialogue\_Frankie\_Terrified\_1.wav

**Death** files will not be further sorted, but named according to the type of death.

An example of such a file would be:

Dialogue\_Frankie\_Death\_Fire.wav

**Clara** files will be further sorted by the type of dialogue:

**Internal, Startled, Scared, Terrified,** or **Death.**

**Internal** files will not be further sorted.

An example of such a file would be:

Dialogue\_Clara\_Internal\_1.wav

**Startled** files will not be further sorted.

An example of such a file would be:

Dialogue\_Clara\_Startled\_1.wav

**Scared** files will not be further sorted.

An example of such a file would be:

Dialogue\_Clara\_Scared\_1.wav

**Terrified** files will not be further sorted.

An example of such a file would be:

Dialogue\_Clara\_Terrified\_1.wav

**Death** files will not be further sorted, but named according to the type of death.

An example of such a file would be:

Dialogue\_Clara\_Death\_Fire.wav

**Fleming** files will be further sorted by the type of dialogue:

**Internal, Startled, Scared, Terrified,** or **Death.**

**Internal** files will not be further sorted.

An example of such a file would be:

Dialogue\_Fleming\_Internal\_1.wav

**Startled** files will not be further sorted.

An example of such a file would be:

Dialogue\_Fleming\_Startled\_1.wav

**Scared** files will not be further sorted.

An example of such a file would be:

Dialogue\_Fleming\_Scared\_1.wav

**Terrified** files will not be further sorted.

An example of such a file would be:

Dialogue\_Fleming\_Terrified\_1.wav

**Death** files will not be further sorted, but named according to the type of death.

An example of such a file would be:

Dialogue\_Fleming\_Death\_Fire.wav

**Mayor** files will not be further sorted, and named according to his line.

An example of such a file would be:

Dialogue\_Mayor\_1.wav

**Valentine** files will be sorted by what triggers the audio file.

**Idle, Interaction,** or **Proximity.**

**Idle** files will not be further sorted.

An example of such a file would be:

Dialogue\_Valentine\_Idle\_10sec.wav

**Interaction** files will not be further sorted.

An example of such a file would be:

Dialogue\_Valentine\_Interaction\_WineBottle.wav

**Proximity** files will not be further sorted.

An example of such a file would be:

Dialogue\_Valentine\_Proximity\_Bathrooms1.wav

**Multiple** files will be sorted by the interacting characters:

**Frankie-Clara, Clara-Fleming, Frankie-Fleming**

**Frankie-Clara** files will be named according to their number:

An example of such a file would be:

Dialogue\_Multiple\_FrankieClara\_1.wav

**Clara-Fleming** files will be named according to their number:

An example of such a file would be:

Dialogue\_Multiple\_ClaraFleming\_1.wav

**Frankie-Fleming** files will be named according to their number:

An example of such a file would be:

Dialogue\_Multiple\_FrankieFleming\_1.wav

**Ambience** files will be sorted according to the type of ambience:

**Room Tone**

**Room Tone** files will be named according to the room:

An example of such a file would be:

Ambience\_RoomTone\_Lobby.wav