# Naming Conventions

## 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 [AO]

M\_RoofTiles\_01a [material]

M\_RoofTiles\_01b [same material, but uses the 01b\_C texture]

## PascalCase

Use PascalCase when naming your assets. PascalCase is the practice of writing compound words or phrases such that the first letter of each concatenated word is capitalized. Using this system makes separate words easily identifiable.

Good examples:

* BlackColor
* TimeUTC
* RedCat
* ComputerRAMSize

## Prefixes & Suffixes

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| Prefixes |  |
| A\_ | Animation (clip) / Animation Sequence |
| ABP\_ | Animation Blueprint |
| AM\_ | Animation Montage |
| BP\_ | Unreal Blueprint |
| J\_ | Joints / Bones |
| M\_ | Material |
| MI\_ | Material Instance |
| MPC\_ | Material Parameter Collection |
| P\_ | Particle System |
| PP\_ | Post Process |
| S\_ | Sounds |
| SC\_ | Sounds Cue |
| SH\_ | Shader |
| SK\_ | 3D files that contain humanoid or animal skeleton joint rigs |
| SM\_ | 3D files. Static Meshes, Weapons, Foliage, Props with just a few joints for function. |
| T\_ | Texture |

|  |  |
| --- | --- |
| Suffixes (Textures) |  |
| \_C | Color map (diffuse or albedo) |
| \_T | Transparency / Opacity mask |
| \_M | Metallic mask |
| \_R | Roughness mask |
| \_S | Smoothness (Inverted roughness map) |
| \_N | Normal map |
| \_A | Ambient Occlusion mask |
| \_E | Emissive map |
| \_H | Height mask |
| \_D | Displacement map (Often a blurred height map re reduce artifacts) |
| \_MRA (Combined mask) | Mask map combined  [R=Metallic, G=Roughness, B=AO, 4th channel = Emissive, Height or Other] |
| \_I | Color ID masks or color channel map |
| \_U | Subsurface mask |

## 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 from 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.