Perforce File Structure:

Hello Artists!

Make sure to follow these guidelines when creating and editing assets so other people can find and work on your files.

Within the root source control directory, there is a folder called “Art Assets”. This folder holds our documents and 2D concept work. These types of files won’t be large in number so it should be straightforward to name your directories here.

Within this file there exists “Art\_Source”. Under this directory, things will be sorted into their varied sections like Environment, VFX, Character, and Texture. Within these files is where you will be placing your project files for Zbrush, Maya, and any other programs you use. Make sure you initially set up your projects in the right place so that other people can access your work.

For example, if I were creating a Maya project for the main character’s model, I would put it under “Character” in a directory called “Grandma\_Maya” and work on the project out of that directory, making sure to check out my scene file when I am working, and checking it back in when I stop.

Make sure to refer to the naming conventions doc when naming files.

Please let me know if you have any questions about how this works.

-Sam