Recommended Asset Naming Conventions

A recommended naming convention to help organize your Assets.

As you develop projects in **Unreal Engine (UE)**, the list of **Assets** in your **Content Browser** will expand. This runs the risk of creating redundant variations of assets you're experimenting with, or introducing ambiguity with overly similar names. For example, it is possible for you to have a folder named "Soldier" with a Blueprint, a texture, and a model that all have the name "Soldier" in them, but no clear way to tell which is which in a simple list.

For large projects, we recommend you establish a common naming convention for individual Assets early in development. This will make it easier for you and your team to locate files and prevent potential conflicts or ambiguity. The naming convention described below reflects how Epic Games names Assets in sample projects, such as the [In-Camera VFX Production Test](#).

```
1  [AssetTypePrefix]_[AssetName]_[Descriptor]_[OptionalVariantLetterOrNumber]
2
```

- `AssetTypePrefix` identifies the type of Asset, refer to the table below for details.
- `AssetName` is the Asset's name.
- `Descriptor` provides additional context for the Asset, to help identify how it is used. For example, whether a texture is a normal map or an opacity map.
- `OptionalVariantLetterOrNumber` is optionally used to differentiate between multiple versions or variations of an asset.

Consider using this naming convention for your own project's Assets, as it will provide multiple ways for your team to locate an Asset when searching the Content Browser.

> ⓘ This naming convention is only a recommendation to simplify setting up your project. Your requirements will always take precedence, and it is likely that you won't use all of these Asset types in your Project.

Recommended Asset Prefixes

This list is not exhaustive, as new features can require new Asset types. If you are using an Asset type not listed, use the existing list as a guideline for your naming convention for that Asset.

Asset	Prefix
General	
HDRI	HDR_

Asset	Prefix
Material	M_
Material Instance	MI_
Physics Asset	PHYS_
Physics Material	PM_
Post Process Material	PPM_
Skeletal Mesh	SK_
Static Mesh	SM_
Texture	T_
OCIO Profile	OCIO_
Blueprints	
Actor Component	AC_
Animation Blueprint	ABP_

Asset	Prefix
Blueprint Interface	BI_
Blueprint	BP_
Curve Table	CT_
Data Table	DT_
Enum	E_
Structure	F_
Widget Blueprint	WBP_
Particle Effects	
Niagara Emitter	FXE_
Niagara System	FXS_
Niagara Function	FXF_
Skeletal Mesh Animations	

Asset	Prefix
Rig	Rig_
Skeleton	SKEL_
Montages	AM_
Animation Sequence	AS_
Blend Space	BS_
ICVFX	
NDisplay Configuration	NDC_
Animation	
Level Sequence	LS_
Sequencer Edits	EDIT_
Media	
Media Source	MS_

Asset	Prefix
Media Output	MO_
Media Player	MP_
Media Profile	MPR_
Other	
Level Snapshots	SNAP_
Remote Control Preset	RCP_