**Naming Convention**

**Example:**

[Prefix]\_[AssetName**(Pascal Case)**]\_[Family numbering][Variation letter]\_[Suffix].[Format]

Example with a 3d model file named “chair”:

3dm\_Chair\_0a.fbx

Example with a series of sprite files named “big fire”:

spr\_BigFire\_0a.png

spr\_BigFire\_1a.png

# **Documents**

| c\_ | Concept |
| --- | --- |
| i\_ | Illustration |
| la\_ | Lineart |
| doc\_ | Document |
| prs\_ | Presentation |
| uml\_ | UML |
| flw\_ | Flowchart |

# **Art**

| 3dm\_ | 3d model |
| --- | --- |
| f\_ | font |
| mat\_ | material |
| phm\_ | physic material |
| sh\_ | shader |
| shg\_ | shader graph |
| spr\_ | sprite |
| ui\_ | ui sprite |
| t\_ | texture |
| tnm\_ | normal map texture |
| vfx\_ | visual effect |

# **Audio**

| adc\_ | audio clip |
| --- | --- |

# **Animation**

| a\_ | animation |
| --- | --- |
| ac\_ | animator controller |

# **Physic**

| phm\_ | physic material |
| --- | --- |

# **General**

| pf\_ | prefab |
| --- | --- |
| scn\_ | scene |
| trn\_ | terrain |
| URP- | universal render pipeline asset |
| vlp\_ | volume profile |