**Naming Convention:**

**FILETYPE\_Object\_Specfication\_Specification2\_(…)\_Version**

**Examples: MAT\_Stairs\_Wooden\_1**

**T\_Lamp\_Stand\_Wooden\_2**

**Filetypes:**

**BM = Bump Map**

**EM = Emissive Map**

**MAT = Material**

**NM = Normal Map**

**T = Texture**

**M = Mesh**

**P = Particle System**

**SP = Sprite**

**L = Level**

**MU = Music**

**SFX = Sound Effects**

**BP = Blueprint**

**DT = Date Table**

**ENUM = Enum**

**STR = Struct**

**WBP = UI Blueprints**

**Other Conventions:**

**C = Concept Art**

**D = Deliverables**

**MB = Moodboard**

**V = Video**