MAP ID List

*MAP Asset ID’s will range from 1-999*

|  |  |
| --- | --- |
| **Creator/Map Name** | **ID** |
| Christopher Chin | 0001/001 |
| Olga Bando | 0002/002 |
| Jamie Presement | 0003/002 |

Character Asset ID List

*Character Asset ID’s will range from 1000-1999*

|  |  |
| --- | --- |
| **Creator/Character Name** | **ID** |
| Felipe/Ice Cream Man | 1000 |
| Emma / Ghost Hunter | 1001 |
| Elijah / The Alchemist | 1002 |
| Abner / Female Assassin | 1003 |

Vehicle Asset ID List

*Vehicle Asset ID’s will range from 2000-2999*

|  |  |
| --- | --- |
| **Creator/Vehicle Name** | **ID** |
| Jenny Bilots / Starter Car | 2000 |
| Adi (Updated mesh: Elijah) / Skull Car | 2001 |
| Jamie / IceCream Car | 2002 |
| Diana / “Fancy Car w/ Spare Tire” | 2003 |
| Sahaar / Pickup Truck | 2004 |
| Abner / Snow Plow | 2005 |

VFX Asset ID List

*VFX Asset ID’s will range from 3000-3999*

|  |  |
| --- | --- |
| **Creator/VFX Name** | **ID** |
| Car Exhaust FX (Fire) | 3000 |
| Fake Smoke | 3001 |
| Laser Beam | 3002 |
| Force Field | 3003 |

Sequence Asset ID List

*Sequence Asset ID’s will range from 4000-4999*

|  |  |
| --- | --- |
| **Creator/Sequence Name** | **ID** |
| Map 0001 Run Around | 4000 |
|  | 4001 |
|  | 4002 |

Object Asset ID List

*Object Asset ID’s will range from 5000-5999*

* *Modelling*
* *Surfacing*
* *Rigging*

|  |  |
| --- | --- |
| **Creator/Object Name** | **ID** |
| First Place Trophies | 5000 |
| Second Place Trophies | 5001 |
| Third Place Trophies | 5002 |
| Bomb | 5003 |
| Rocket | 5004 |
| Rocket Pack | 5005 |
| Booster Juice | 5006 |
| Machine Gun | 5007 |
| Power Up Cube | 5008 |
| LandMine | 5009 |
| Tactical Strike | 5010 |
| Garage | 5011 |
| Grappling Hook | 5012 |
| Shield | 5013 |

Surfacing Asset ID List

*Surfacing Asset ID’s will range from 6000-6999*

|  |  |
| --- | --- |
| **Creator/MAT Name** | **ID (Of Item Used For if Specific)** |
|  | 6000 |
|  | 6001 |
|  | 6002 |

*Examples:*

* *Grass Texture*
* *Road Texture*
* *Anything not specific to an Unwrap*

UI Elements ID List

*UI Elements ID’s will range from 7000-7999*

|  |  |
| --- | --- |
| **Creator/MAT Name** | **ID** |
| Main Menu | 7000 |
| Place Numbers (1-15) | 7001 |
| MiniMap Characters | 7002 |
| Single/Multiplayer Buttons | 7003 |
| Speedometer | 7004 |
| Splash Titles | 7005 |
| Element BG | 7006 |
| Special Meter | 7007 |
| Garage Selection Menu | 7008 |
| Options Menu | 7009 |
| Audio Menu | 7010 |

Blueprint ID List

*Blueprint ID’s will range from 8000-8999*

|  |  |
| --- | --- |
| **Creator/MAT Name** | **ID** |
| Track Generator | 8000 |
|  | 8001 |
|  | 8002 |

TEMP Asset ID List

|  |  |
| --- | --- |
| **Creator/VFX Name** | **ID** |
| Car + More | 001 |
| Car + More | 002 |
| Car + More | 003 |
| Car + More | 004 |
| Garage MAP | 002 |