**ROOT FOLDER:**

* ***Battle\_Drifers***

**SUBFOLDERS:**

* + **3D**

/\* Store Cars \*/

* + - **Cars**

**E.G:** Car\_Main\_001\_020 –(CAR)

/\* Store Characters \*/

* + - **Characters**

/\* Store Islands Inside This Folder \*/

**EG:** Character\_Drifer\_001

* + - **Islands**

**EG:** IslandRacing\_Final\_01

/\* Store Objects Inside This Folder \*/

* + - **Objects**

**EG:** OBJ\_Crate\_Plank\_005\_001 - (Object)

/\*Store UIElements Inside this folder \*/

* + **UI\_Elements**

**EG:** UIOverlay

/\*Store Blueprints Inside this folder \*/

* + **Blueprints**

EG: BP\_WallScone

/\* Store Animation Blueprints Inside This folder \*/

* + - **AnimBlueprints**

**EG:** BP\_AnimBP\_Character

* + **Marketing**  
    /\* Store Render Targets Inside This Folder \*/
    - **Rendering**

**EG:** RT\_CameraCapturePoint\_01- (Render Target)

/\* Store Level Sequences And Tracks Inside This Folder \*/

* + - **Sequences**

EG: LS\_RockDrop\_01- (Level Sequences)

/\* Store Landscape Materials, Regular Materials, And Textures \*/

* + **Surfacing**

/\* Store Materials Inside This Folder \*/

* + - **Materials**

**E.G:** MAT\_Car\_Main\_001\_020 - (Material)

/\* Store Textures Inside This Folder \*/

* + - **Textures**

**EG:** TEXT\_Car\_Wheel\_001\_020- (Texture)

/\*Store Visual Effects Inside This Folder \*/

* + **VFX**

/\* Store Lighting Inside This Folder \*/

* + - **Lighting**

**E.G** : VFX\_Car\_MufflerFlame\_005\_018 (Visual FX)

/\*Store Particles Inside This Folder \*/

* + - **Particles**

**EG:** P\_Fire\_01- (Particle System)