

WEFX Naming Convention

General Rule

- By default, all names with one word should be in lower case
- If a name contains more than two words, do not put a space, or any special character, in between words. Use [lower camel style](#) instead, initial lower case letter. ex. [run cycle](#) should be [runCycle](#), and [Hero Tiger roars](#) should be [heroTigerRoars](#).
- All folder related naming allow only alphabet and digit, except a sequence folder within a episode.
- All name should start with alphabet letter
- Use `_` to separate element
- Use `.` for image sequence and extension

Project Name

- Abbreviation
- Three letters, only alphabet and digit
- All upper case
- Examples
 - [TGB](#)
 - [MYS](#)

Episode Name

- Episode name format: [ep{##}](#), zero-padding with a length of [2](#)
- Lower case [ep](#)
- Examples
 - [ep22](#), [ep01](#),, etc.

Sequence Name

- Sequence name don't require zero-padding, we treat digit as string here.
- Usually abbreviation, when it's in abbreviation form, letters are all in lower case.
- Examples
 - [sc234](#)
 - [tb](#)
 - [tigerBite](#), rarely we will use words for sequence name, but if it happens, follow [lower camel rule](#)

Sequence Folder Name

- Sequence Folder Name has an exception if the sequence is within an episode.
- We don't generate folder for episode, instead, we use episode name as a prefix for sequence folder name, separated by `_`
- [Sequence folder](#) within a Episode will be named in a format of [ep{##}_{sequenceName}](#), zero-padding with a length of [2](#)

- Examples(this naming only affects **sequence folder name** with episode)
 - **ep22_xs**, means this folder contains Episode **22**, Sequence **xs**

Shot Code

- Shot code format : **{sequenceName}{shotNumber}**
- Shot code contains sequence name and shot number
- Shot number, zero-padding with a length of **4**
- Keep the last digit 0, it's used only if an insert shot is added
- Examples
 - **md0050, md0010, xs0100**
 - **xs0105**, when there is a number other than 0 at the last digit, we know that it's an inset shot between xs0100 and xs0110

Task Name in Shot Level

- By default, task name will use pipeline step name if not specify.
- Examples
 - **aniCar**
 - **lgt**
 - **roto**
 - **roughComp**
 - **lay**

File Name in Shot Task

- Task name format: **{taskName}_{elements}_{v###}.{ma/mb/abc/hip/zb....}**
- Element is not mandatory
- Use **_** to separate elements.
- File version starts with lower case **v** follow by version number, zero-padding with a length of **3**.
- Examples
 - **lgt_v003.ma**
 - **lgt_v002.ma**
 - **aniCar_v002.ma**
 - **comp_v003.nk**
 - **roto_tiger_v001.nk**
 - **lay_refGeo_v005.abc**
 - **lay_cam_v001.abc**

Asset Name

- Asset Name should contains short description right after its name, this description is mandatory
- Examples
 - **tigerHero** or **tigerBaby**, in this case we know these two are different type of tiger assets.
 - **tigerGeneric**, when there is no specific description, use **Generic** instead.

Task Name in Asset Level

- This usually use pipeline step name, if not specify.
- Examples
 - rig
 - tissueRd
 - surface

File Name in Asset Task

- Task name format: {assetName}_{taskName}_{elements}_{v###}.{ma/mb/abc/hip/zb....}.
- Element is not mandatory
- Use _ to separate elements.
- File version starts with lower case v follow by version number, zero-padding with a length of 3.
- Examples
 - tiger_rig_skin_v002.ma
 - car_model_head_v005.hip
 - room_lightRig_main_v002.ma