

Project Structure Guide for Houdini Loader Tool

This document explains the required project folder structure and naming conventions to use the Houdini Shelf Loader Tool effectively across any project.

Work Folder (WIP)

Path Format:

```
<drive>/<client_folder>/<project_name>/<sequence>/<shot>/work/<department>/
```

Example:

```
D:/client_local/projbtool/BST/sh050/work/anim/
```

- Each department folder (e.g. `anim`, `fx`, `layout`) is created automatically when you select a department through the tool UI.
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Release Folder (Final Output)

Path Format:

```
<drive>/<client_folder>/<project_name>/<sequence>/<shot>/release/<department>/  
<cacheType>/
```

Where `<cacheType>` can be:

- `cameraCache`
 - `geoCache`
 - (additional types such as `fxCache`, etc.)
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Camera Cache File Format

```
<sequence>_<shot>_<department>_v<version>_camera.abc
```

Example:

```
D:/client_local/projbtool/BST/sh050/release/anim/cameraCache/  
bst_sh50_anim_v001_camera.abc
```

Geo Cache File Format

```
<sequence>_<shot>_<assetName>_v<version>_<department>cache.abc
```

Example:

```
D:/client_local/projbtool/BST/sh050/release/anim/geoCache/  
bst_sh050_bunny_v001_animcache.abc
```

Naming Requirements (Strict)

- **Camera cache:** Must follow: dept_version_camera.abc
- Example: anim_v001_camera.abc
- **Geo cache:** Must include asset name: name_version_animcache.abc
- Example: bunny_v001_animcache.abc

These patterns are mandatory for proper detection and loading in Houdini via the loader.

Tool Behavior

- Cache metadata is temporarily saved to your system's local %temp% Houdini folder.
- To change the snippet temporary path, locate **line 1049** in the btool.shelf file and edit it manually.
- You can also adjust other settings such as paths, behavior, or versioning logic within the same file.

Example Directory Tree

```
D:/  
└─ client_local/  
    └─ projbtool/  
        └─ BST/  
            └─ sh050/  
                └─ work/
```

```
|   ├── anim/
|   ├── fx/
|   └── layout/
└── release/
    ├── anim/
    │   ├── cameraCache/
    │   │   └── bst_sh50_anim_v001_camera.abc
    │   └── geoCache/
    │       └── bst_sh050_bunny_v001_animcache.abc
```

Keep this structure consistent across your team to ensure seamless integration with Houdini loading tools and project automation systems.