

*Thank you for downloading my asset, please find below my naming system for texture maps. Any problems please feel free to contact me via my website [www.mmgstudios.com](http://www.mmgstudios.com).*

*It is important to note that all my assets come with the prefix MMG or MMGF to make it easier to search for the assets. Insert MMG into unity search box and it will show all my assets.*

*Other packages downloaded from me should all go into the root folder MMGstudios found in assets.*

### **Suffix list**

#### **Textures:**

Diffuse - Dif

Albedo/Base Colour - ABC

Specular - Spc

Gloss/Smoothness - GlS

Metal - Mtl

Rough Map – Rgh

Normal Map - Nrm

Height/Displacement/Bump - HDB

Cavity/Curvature - Cav

Ambient Occlusion -AOM

Emissive - Ems

Alpha/Opacity - Opc

Stencil - Stn

#### **Combined Textures - RGB / Alpha:**

RGB Diffuse – A Opacity – DifO

RGB Albedo/Base Colour – A Opacity – ABCO

RGB Metal – A Gloss/Smoothness – MtlG

RGB Spec/A Gloss/Smoothness – SpcG