Geppetto Naming Convention Guidelines

# Blueprints

Blueprints are used to define the rig during the layout process. The names you use for the blueprints define all the naming conventions down the line. Because of this, it is important to define a clear set of naming conventions for blueprints.

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| Body Part | Blueprint name |
| arm | arm\_\_li1, arm\_\_ri1 |
| leg | leg\_\_li1, leg\_\_ri1 |
| head | head\_\_mi1 |
| neck | neck\_\_mi1 |
| spine | spine\_\_mi1 |
| cape | cape\_\_li1, cape\_\_ri1, cape\_\_mi1 |
| root | root\_\_mi1 |
| physics | physics\_\_mi1 |
| parent | parent\_\_mi1 |
| finger | finger\_\_li1, finger\_\_li2 |
| wing | wing\_\_li1 |
| wing fingers | wFing\_\_li1 |

These naming conventions follow a basic pattern of [body part + \_\_ + side + instance number]. The instance number allows for the support and easy naming of multiple instances of a body part. For example, a second left arm could be named arm\_\_li2. If you create a name for a new body part such as a fin or wing, (wing\_\_li1) please document that here so we can remain consistent between rigs.