

Correct Naming Conventions

“Make sure that the team agrees upon the naming conventions to be followed. If a programmer says, “Do what you want. It is no problem; we can handle anything.” he is stupid, lazy, or lying — usually all three. You WILL end up renaming all the files.

In one company where I was Art Director, this happened not once, but **three** times in the course of one month. This put the Art Department seriously behind schedule because all 2,000 files had to be renamed, including Models, Textures, Animation Data...everything...and that was just **one** month!

To compare, another, much more successful company I worked for, I never had to make any changes to their file names. This allowed us to spend more time to create and tweak assets for our extremely successful diabolic Action/RPG.

It is better to sit in a room for three or four days with the Department Directors and Leads arguing, analyzing, and hammering out a clean production pipeline and naming convention than it is to waste endless amounts of time on renaming assets.”

Robert Steele
Game Expert