

VAYNERPRODUCTIONS

Pipeline Documentation for Motion and VFX Workflows

01_Pre Production - All materials and source files for pre-production can be found here

- **00_Client Notes** - This is where you will store your client notes
 - **[Year].[Month].[Day]** - Each day will have a specific folder to store notes (i.e. notes on the first day of January would be in folder: 2015.01.01)
- **01_Scripts** - Copy scripts will be stored here
 - **From Client** - You can find scripts from clients here
 - **Internal** - You can store internal scripts here
- **02_References** - You can collect and store reference material here
 - **Color Guide** - Production color palettes
 - **From Client** - Reference images, links, and footage used in the preproduction phase
 - **Internal** - Collected images, links and footage to be used for the preproduction phase
 - **Mood Boards** - All associated files for the production of internal mood boards
 - **Visual Aids** - Unsorted file repository for visual and/or audio reference
- **03_Style Frames** - Visual direction source and output files
 - **Frames** - Each version of style frames will be stored here
 - **Output** - Exported pdf files for style frame reviews
 - **Source** - Project files for style frame creation
- **04_Storyboards** - Source and output files for storyboards and thumbnails
 - **Frames** - Individual image files of storyboard frames
 - **Source** - Source PSD files for boards
 - **Thumbnails** - Template and output files for thumbnails
- **05_Animatics** - This is where you will find the animatic files and renders
 - **01_Source** - After Effects and Mays files for each animatic version will be placed here
 - **02_Render** - Each animatic version render will be stored here
- **06_Technical Direction** - Notes, diagrams, and source files for VFX technical direction
 - **01_Diagrams**
 - **02_Mock Ups**
 - **03_Notes**
 - **04_Source**

02_Production - All production files for animation, motion graphics, and VFX

- **01_After Effects Files [T]** - After Effects files will be stored here
 - **00_Tests** - Unsorted project files for testing or miscellaneous needs
 - **01_Projects [T]** - Core project files
 - **02_Scenes [T]** - After Effects files intended for multi scene projects
 - **03_Builds [T]** - Project files for editing pre-composed scenes into a build
 - **04_Tracking** - Project files for collecting tracking data
 - **05_Composite** - Composite files for separate effects
 - **06_Rigs** - After Effects character rigs

**[T] Indicates directories that are to be tracked and cataloged in the Production Tracker. All tracked items will be named and numbered with leading zeroes from 000_[X] to 999_[x].*

- **02_Assets** - All production assets can be found here (Assets should be optimized for render performance)
 - **01_Audio [T]** - All audio files can be found here
 - **001_Voice Over** - Voice over files and sessions can be found here
 - **002_Music** - Music loops and placeholder tracks can be found here
 - **003_Sound Effects** - Sound effects can be found here
 - **02_Footage [T]** - All production footage can be found here
 - **From Client** - Production footage from client will be placed and located here
 - **Prerendered** - Footage that was pre rendered can be found here
 - **Collected** - Stock and collected footage can be placed here
 - **03_Graphics [T]** - Graphic library will be placed here
 - **04_Images [T]** - Collected and stock images can be found here
 - **05_Models** - Acquired 3D models from asset libraries can be stored here. These files are untracked
 - **06_Textures** - Texture files can be stored here
 - **Shaders** - Shader files can be placed here
 - **Images** - Texture images can be stored here
 - **07_Pre-Renderers** - Pre-rendered footage for optimized workflow
- **03_Asset Source** - Creation files can be stored and found here (This is for larger, less optimized files)
 - **Illustrator** - Source files for Illustrator
 - **Images** - Source images (i.e. collected images that are to be manipulated)
 - **Photoshop** - Large Photoshop files to be directly sourced into project files
 - **Rastered** - Rastered files can be found here
- **04_Maya** - This will contain the complete Maya directory (**Set project to this folder**)
 - **Scenes**
 - **01_Assets [T]** - Sequence Process (1)
 - **02_Scenes [T]** - Sequence Process (2)
 - **03_Simulations** - Sequence Process (2)
 - **04_Cameras** - Sequence Process (2)
 - **05_Lighting** - Sequence Process (3)
 - **06_Rigs [T]** - Sequence Process (1)
- **05_Tracking** - Project director generalized to source tracking
 - **Cache** - Source path for centralized cache storage
 - **Exports** - Files exported for reuse, various types
 - **Project Files** - File paths for projects and scenes
- **06_Nuke** - Project files and exports
 - **Output**
 - **Project Files [T]**
 - **Scripts**
 - **Source**
- **07_Mudbox** - Project files and exports
 - **Exports**
 - **Project Files**
- **08_Mocha** - Project files and exports
 - **Project Files**
 - **Output**
 - **Cache**
 - **Export**
- **09_Toon Boom** - Project files and exports
 - **Assets**

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- **Cache Files**
 - **Exports**
 - **Project Files**
- **10_Houdini** - Project files and exports
 - **Exports**
 - **Project Files**
- **11_Substance** - Project files and exports
 - **Exports**
 - **Project Files**
- **12_Dragonframe** - Project files and exports
 - **Feed**
 - **Takes**
- **13_Realflow** - Project files and exports
 - **Exports**
 - **Project Files**

03_Post Production - Edit and sound mix project files

- **01_Premiere** - Premiere project files can be found here
- **02_Assets** - Any post production assets may be stored here

04_Renders - Preview and final renders can be found here

- **Delivery [High Res]** - High resolution conform files for delivery
- **Pre-Renders [High Source]** - High resolution video or image sequence outputs for conform
- **Review [Low Res]** - Low resolution .mp4 files for client and internal reviews

05_Delivery - Packaged delivery files organized by day

- [Month].[Day].[Year] -

Temp Files - Files placed to be transferred and deleted

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