FILE MANAGEMENT_V01.01

- PROJECT NAME
  - CHARS
    - CHR01
      - 1* MAYA
      - 2* ZBRUSH
      - 3* TEXTURES
      - 4* RENDERMAN
      - 5* SLIM
      - RESEARCH
      - 9* ART
  - PROPS
    - PROP01
      - MAYA
      - ZBRUSH
      - TEXTURES
      - RENDERMAN
      - ART
      - RESEARCH
      - SLIM
  - SETS
    - SET01
      - MAYA
      - ZBRUSH
      - TEXTURES
      - RENDERMAN
      - SLIM
      - 6* VFX
      - RESEARCH
      - ART
  - EDITORIAL
    - OUTPUT
    - PREVIEW
    - SCRIPT
  - RESOURCES 12*
  - SEQUANSES
    - SEQ_00
      - 10* ART
      - SEQ_CHARS(IN USE)
        - CHR01
          - MAYA
          - TEXTURES
          - 7* SLIM
      - SEQ_PROPS(IN USE)
        - PROP01
          - MAYA
          - TEXTURES
          - 7* SLIM
      - SEQ_SETS(IN USE)
        - SETS01
          - MAYA
          - TEXTURES
          - 7* SLIM
          - VFX
      - SHOTS
        - SHOT_00_00
          - 8* MAYA
          - RENDERMAN
          - SLIM
          - VFX
          - 11* NUKE

IN OUT SHOT PRODUCTION

- CHARS(IN USE)
- PROPS(IN USE)
- SETS(IN USE)
- SHOT_00_00
  - MAYA
    - scenes
      - LAYOUT
      - ANIMATE
      - DYNAMIC
      - LIGHT
      - RENDER
    - data
    - cache
    - sound
    - images
    - movies
    - renderData
  - RENDERMAN
  - SLIM
  - VFX
  - NUKE

IN OUT TO CHARCTER SETUP

- CHR01(PROP&SET)
  - MAYA
    - RIG
    - MODEL
  - ART
    - MODELSHEET
    - DESIGN

IN OUT TO SHADER

- CHR01(PROP&SET)
  - MAYA
    - SLIM
      - palettes
      - sessions
      - shaders
    - RENDERMAN
      - data
      - rib
    - SHADER
  - TEXTURES
  - ART
    - CONCEPT
    - MODELSHEET
    - DESIGN

IN OUT TO VFX

- CHR01(PROP)
  - MAYA
    - VFX
    - MODEL
  - ART
    - MODELSHEET
    - DESIGN

IN OUT TO DYNAMIC SETUP

- CHR01(PROP)
  - MAYA
    - RIG
    - DYNAMIC
    - MODEL
  - ART
    - MODELSHEET
    - DESIGN

IN OUT TO MODEL

- CHR01(PROP&SET)
  - MAYA
    - MODEL
  - ZBRUSH
  - TEXTURES
  - ART
    - CONCEPT
    - MODELSHEET
    - DESIGN

IN OUT TO TEXTURE

- CHR01(PROP&SET)
  - MAYA
    - MODEL
  - ZBRUSH
  - TEXTURES
  - ART
    - CONCEPT
    - COLORKEY
    - DESIGN

DESCRIPTION

- ACTUAL
- SYMLINK
- 1*: MAYA
  - scenes
    - MODEL
    - RIG(ONLY IN CHAR&PROP)
    - DYNAMIC(ONLY IN CHAR&PROP)
      - HAIR
      - CLOTH
    - SHADER
    - LIGHT(SET)
- 2*: ZBRUSH OR ,AND MODBOX
- 3*: TEXTURES
  - 2K
  - 4K
  - 8K
- 4*: RENDERMAN
  - data
  - rib
- 5*: SLIM
  - palettes
  - sessions
  - shaders
- 6*: REAL FLOW, NAYAD,HOUDINI
- 7*: SLIM
  - shaders
- 8*: MAYA
  - scenes
    - LAYOUT
    - CAMERA
    - ANIMATE
    - DYNAMIC
    - LIGHT
    - RENDER
  - data
  - cache
  - sound
  - images
  - movies
  - renderData
- 9*: ART
  - CONCEPT
  - COLORKEY
  - MODELSHEET
  - DESIGN
  - MOTION
- 10*: ART
  - STORYBOARD
  - STORYREEL
- 11*: NUKE
  - data
  - images
  - script
  - output
- 12*: RESOURCES
  - PROGRAMS
  - DOCS
  - SCRIPTS
  - LEARNINGS