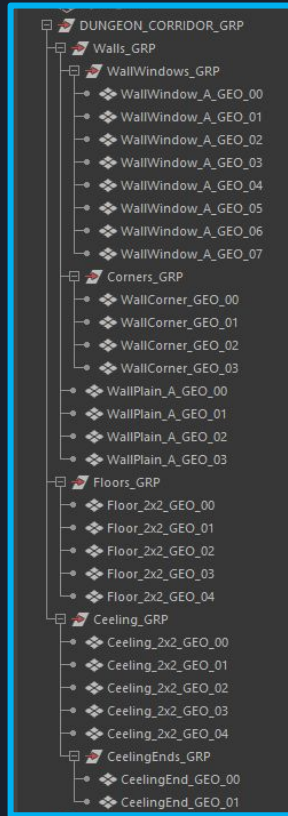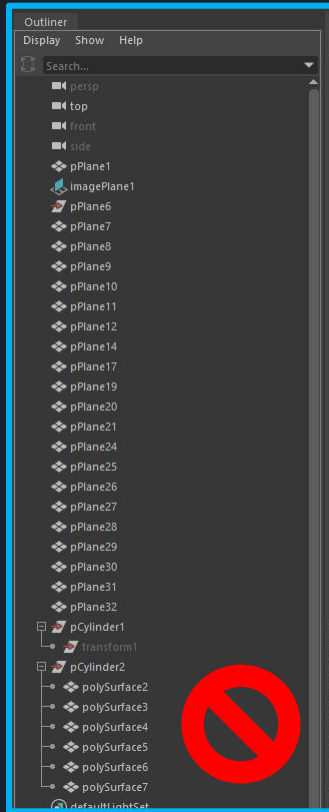# Blocking out - Organisation

Lesson 2: Setting naming conventions and organizing the outliner.

Revision: 002

Lesson by Paco Casares

aie
SPECIALIST EDUCATORS IN
GAMES, ANIMATION & FILM VFX
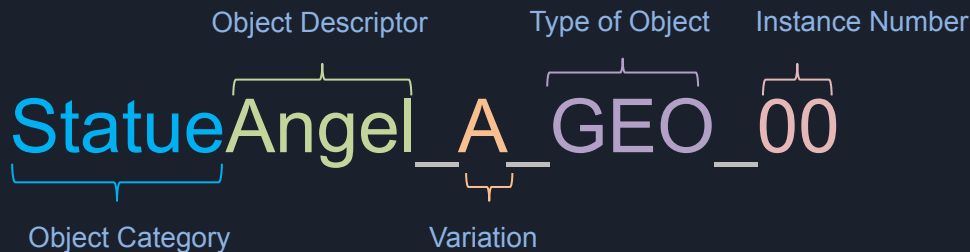
Organisation | Contents

This lesson will cover the following:

1. Object Naming
2. Group Naming
3. Organizing with Groups
4. Naming techniques

Continuing on from the previous Blocking Out lesson, we will cover naming convention techniques and how to group our assets to have a clean Outliner.

Organisation | Object and Group Naming

Object Descriptor   Type of Object   Instance Number

StatueAngel_A_GEO_00

Object Category   Variation

Before this scene is considered ready for approval, spend some time organising.

Consistent naming across the whole project is important for assets and files to be easily identifiable.
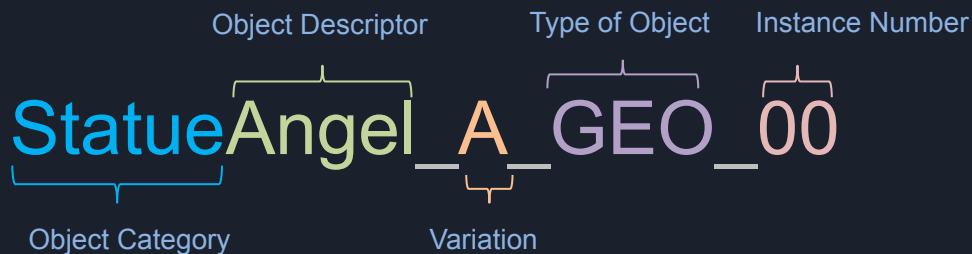
For this exercise, we will use **_GEO** for anything that is geometry.

E.g., Floor_A_2x2_GEO_00

Naming conventions for groups should end up with **_GRP**

E.g., Floor_A_2x2_GRP

Naming examples

Floor_A_2x2_GEO_00

BarrelRustic_A_GEO _00

TorchRusted_A_GEO _00

aie

Organisation | Object and Group Naming

Object Descriptor   Type of Object   Instance Number

StatueAngel_A_GEO_00

Object Category   Variation

Object Category –

This defines the object, like chair, table, car.

Object Descriptor –

This could be a colour or a property of the object.

Variation –

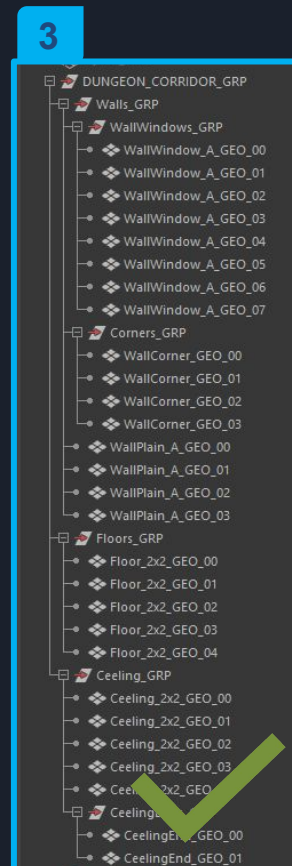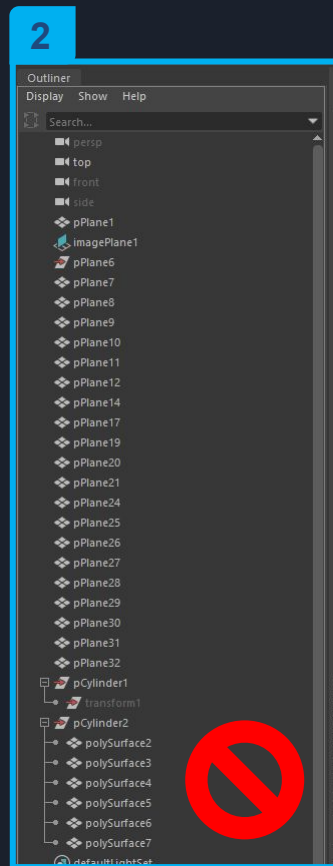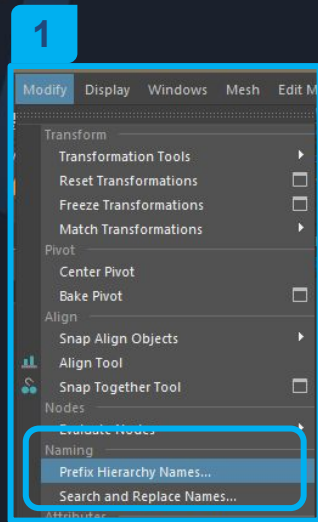If there is 3 different angel statues, you could have A, B, and C.

Instance Number –

If the same instance is duplicated several times, Maya requires every object in the scene to have a unique name.

Type of Object –

GRP (group)
GEO (geometry)
CRV (curve)
JNT (joint)
CTRL (control)

Organisation | Naming Examples

Naming Conventions:

1. You can use Modify > Prefix or Search and Replace

   There's also scripts that help you rename objects.

2. This is not industry standard practice, and very hard to understand and navigate what objects are what.

3. Let's use groups and naming conventions to organise the scene.

Organisation | Null Groups and Rename


Grouping:

1. Press **CTRL + G** with nothing selected to make a null Group. Name the group, **Dungeon_Corridor_GRP a**s the main group for the environment.

2. Create empty groups for each type of object and organise them accordingly. The groups will make the scene cleaner and easier to manage. **Notice that objects are not named yet.**

Group Categories:
- Floor
- Walls
- Ceiling
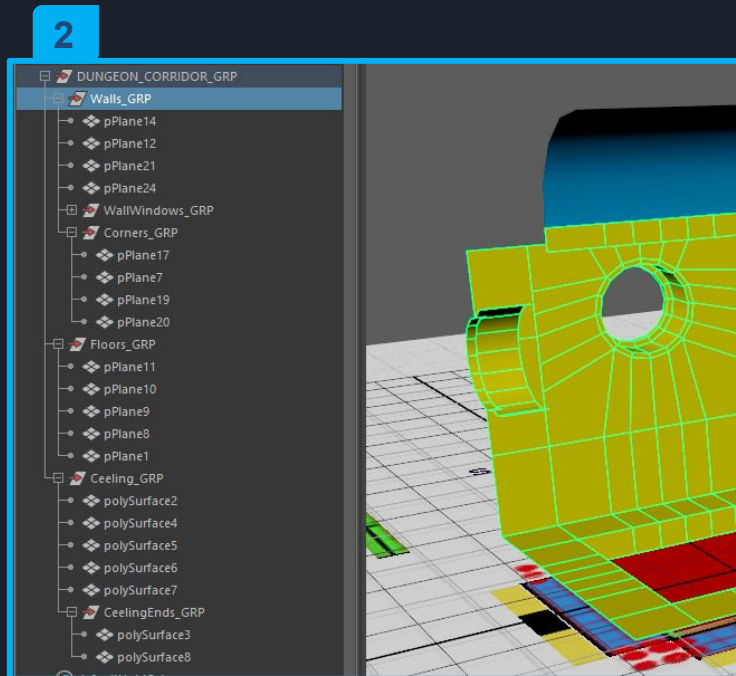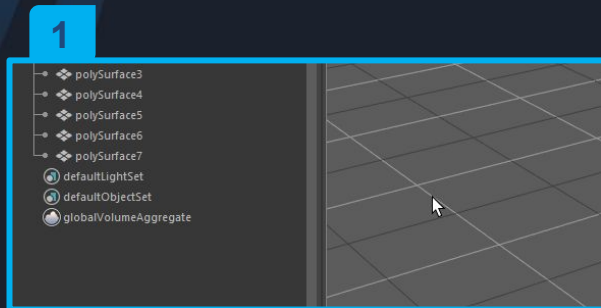
Organisation | Search and Replace
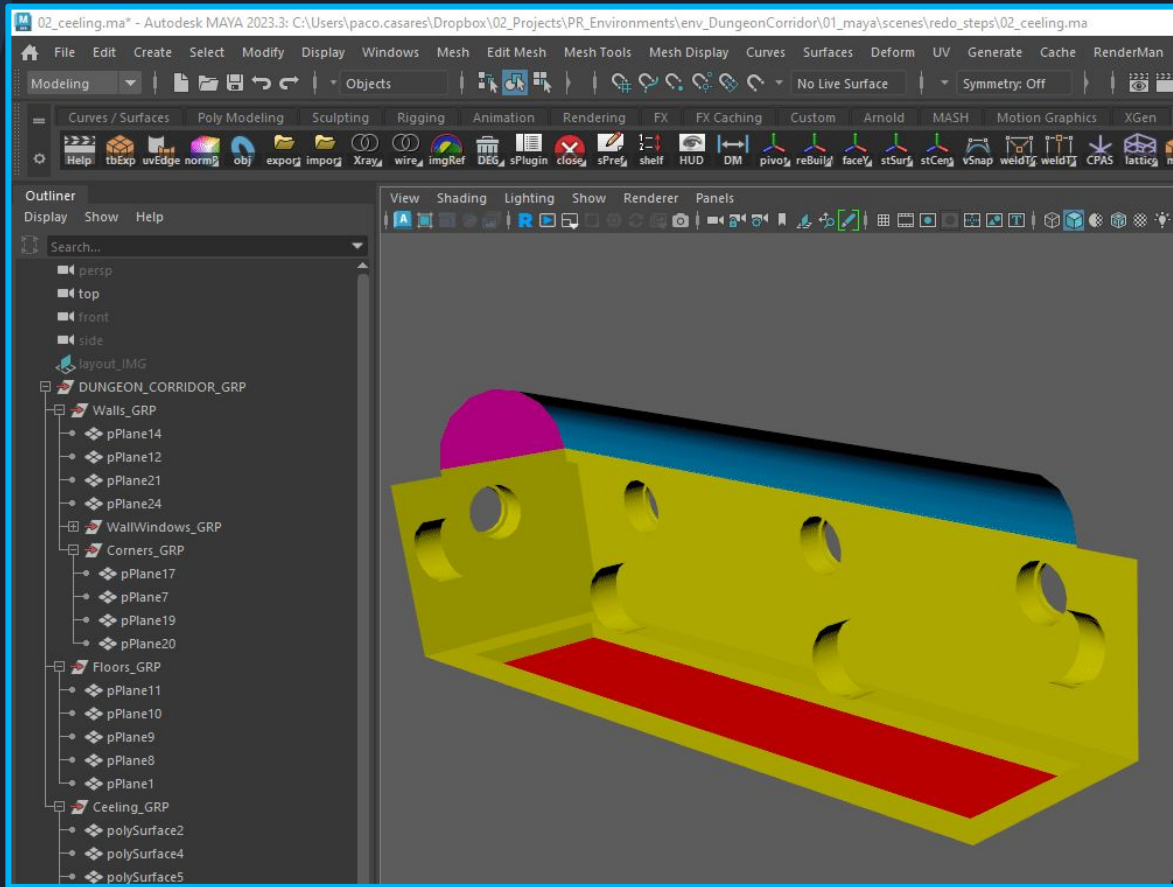
Naming multiple objects:

1. You can drag in the outliner with left click.

2. Then go to Modify > Search and Replace.

3. Search for the primitive name, and replace with the object name you desire.

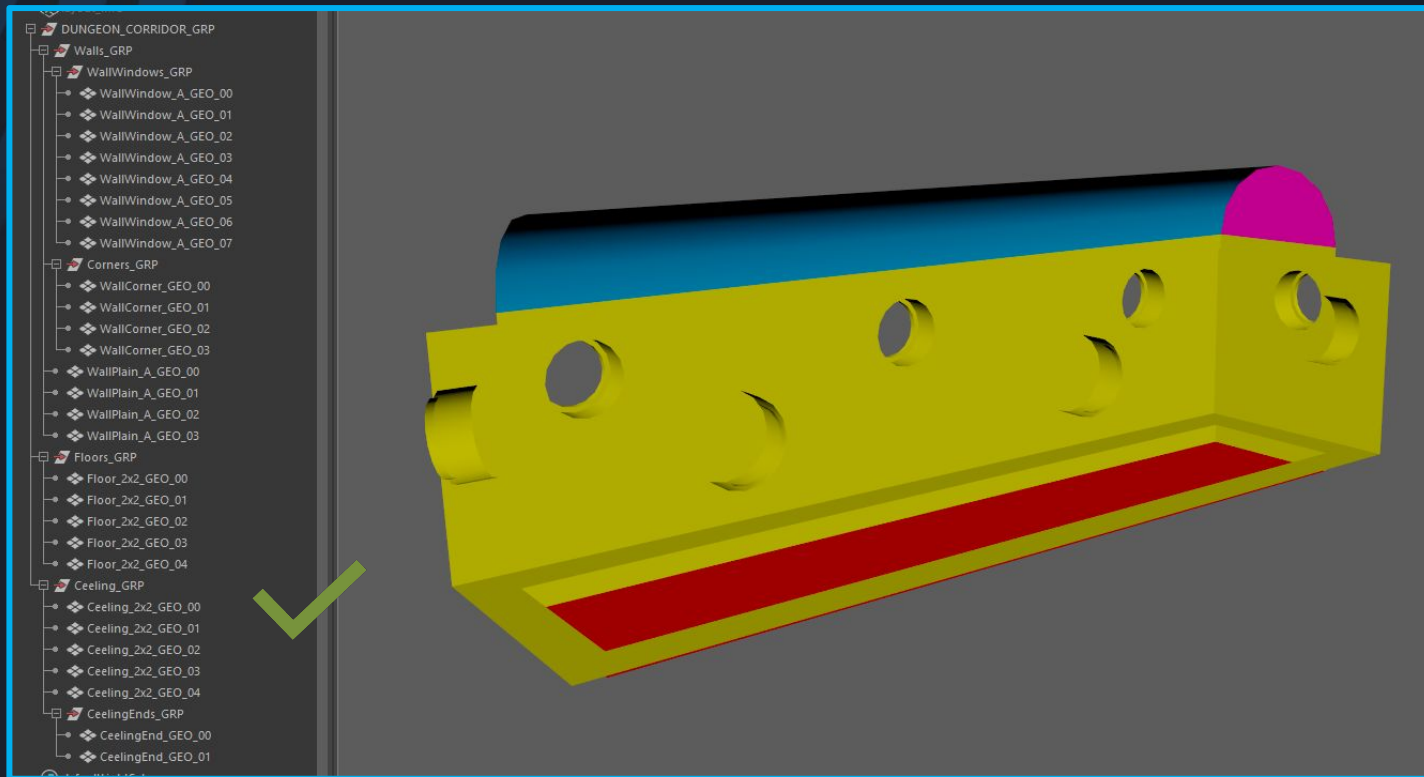# **Blocking** | Manual rename with Copy/Paste

Or name multiple instances by doing it manually with:

1. Double clicking on the first object within the group in Outliner.

2. Rename while making sure that you have _00 in the end adhering to naming conventions.

3. Copy and paste each and maya will update automatically the instance number with each object.
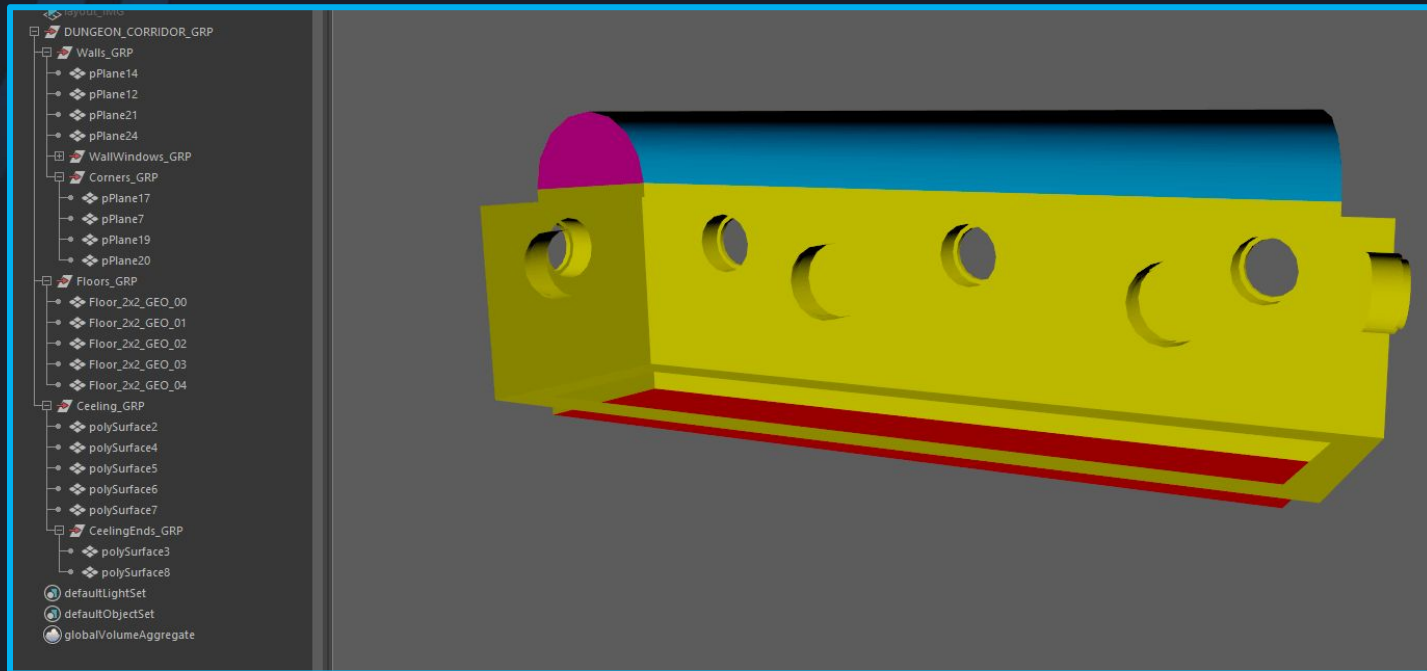
Blocking | Summary

Keep organising till you have something neat!

You have learned:

- What are good naming conventions.
- How to name and group objects.
- How to make selections in the outliner.
- Search and Replace techniques.

A good 3D artist will leave their scene named and organised.

Other artists may requires to take over your work, or need to open your scene. It is important that your scene is easy to navigate and work with.