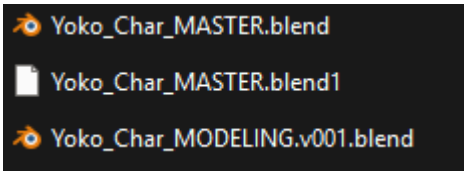
Asset Files - File Naming

AssetName_Type_STEP-user-version.blend

ex: YokoYoshino_Char_MODELING-v003.blend



Rules:

- No Spaces, use PascalCase to denote word separations
- Keep asset names simple yet unique
- No special characters like +=#^*&^$()?!
- Underscored '_' separate items
- Hyphens '-' separate temporary items like versions, users, or user tags
- If you can avoid using a last name or second word for the AssetName while keeping it unique, do so.
- Props always start with the name of the character they belong to, if applicable.
  ex: YokoNecklace_Prop_MASTER.blend

Possible Types:

- Char = Characters
- Prop = Props that are separate from Characters or Environments. Includes Vehicles.
- Env = Environments
- Fx = Effects
- Ast = Generic Assets that are part of a Library. Usually things like Trees, rocks, road signs, ect. Typically not linked into shot files directly.
- Lib = Library. This file contains several Generic "Ast" Assets.

Possible PROGRESS:

- MASTER = The main production file. This file is the only asset file that gets linked into shot files.
- MODELING
- RIGGING = also applies to geometry nodes
- SHADING
- COMP

Additional/optional tags:

After the dot '.' at the end of PROGRESS, the user may make notes as to where they left the file or who is working on it.

- ex: Yoko_Char_RIGGING-wyatt-v001.blend
- ex: Yoko_Char_MODELING-jacketRetopo.blend

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