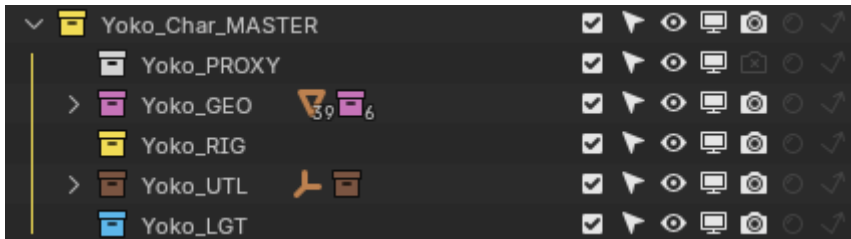


Asset Files - Internal Naming

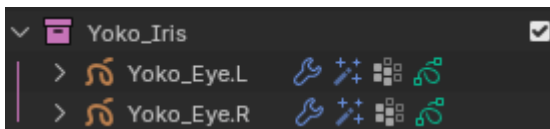
Top level: AssetName_COLLECTION

Sublevels: Assetname_Collection

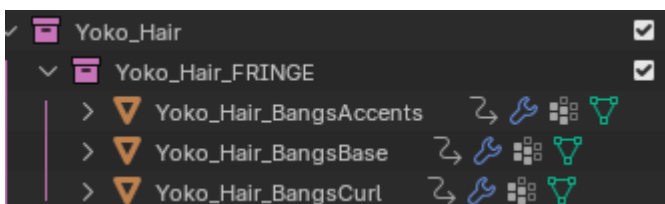


Rules:

- No Spaces, use PascalCase to denote word separations
- Keep asset names simple yet unique
- Collections and Objects should always start with the full AssetName
- No special characters like +=#^*&^\$()?!
- Underscores '_' separate items
- Dots '.' denote L/R and alternate versions

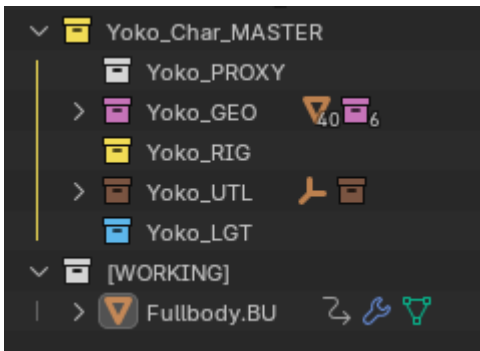


- _ALLCAPS denote collections that are controlled or created by scripts
 - For anime, the _EYES collection and _FRINGE collection typically receive _ALLCAPS



- Suffixing a collection with "_VLH" or "_VLS" will signal to the renderer that this collection should be rendered on it's own pass
 - _VLS = View Layer Solo - will render the collection with no occlusion

- _VLH = View Layer Holdout - will render the collection with occlusion
- Any object that should not be part of the Asset should be placed inside a [WORKING] collection outside of the _MASTER collection and properly versioned.
 - The user may make as many additional collections in the [WORKING] collection as they wish.



Asset File Collections:

- PROXY = Contains only geometry for the Asset's animation proxy. This collection will always be turned off for final renders.
- GEO = Contains the final full-resolution mesh for an Asset
- RIG = Contains the rig for an Asset
- UTL = Utility collection. Contains Empties for FX or Shaders, Widgets for rigging, and extra objects. Typically is excluded from view in all steps.
- LGT = Lighting collection. Lights that must belong to a specific asset go here.
 - For anime, character "Sun" lights should always be named AssetName_Subject_Sun
 - ex: Yoko_Face_Sun; Yoko_Body_Sun

Revision #6

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