

Shot Files - Internal Naming

All shot files should contain these collections:



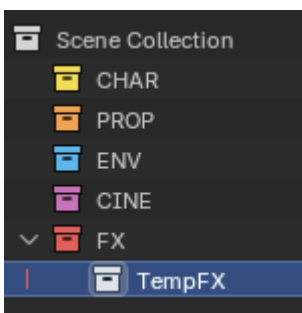
- CHAR = Holds all Characters and their Props
- PROP = Holds all Props that do not belong to a Character
- ENV = Holds all Environments, Env Lighting, and Env Assets
- CINE = Holds all Cameras, Camera rigs, Lighting, and Light Blockers
 - does not include lights belonging to linked libraries
- FX = Holds all FX assets

All assets, generated objects, or helper objects should live within the collection pertaining to their STEP.

Ex: Empties used to offset animation should all live within the CHAR collection.

Layout Temp FX and Placeholders:

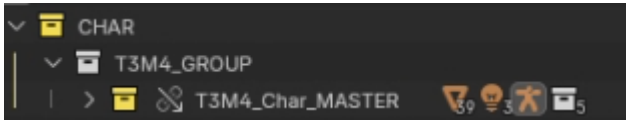
All temp FX and placeholders made during the Layout or Animation STEPs should be placed in the TempFX subcollection.



Asset_GROUPS:

Linked Assets are automatically sorted into subcollections of their Asset_TYPE. This allows Asset grouping for view layers.

This process can also be done manually without breaking anything.



If a PROP asset begins with the same AssetName as CHAR asset, then it will be placed inside the CHAR asset's _GROUP.

Revision #2
Created 2026-07-24 01:28:37 UTC by Wyatt
Updated 2026-07-24 01:44:19 UTC by Wyatt