

Structures

Music

- MusicProduction
 - Practice
 - Ideas
 - InProgress
 - FinalTouches
 - Finished
 - Publish
- DJSets
- Library
 - Samples
 - AmbiguousRoyaltySounds
 - FreeUse

Folder structure

Photography

Folder structure

- Year
 - Original
 - Edit

File structure

Template: [Date_Location_Subject\(abbreviated, PubLib \(Public Library\)\)_FileVersion.Extention](#)

Example: [20201105_Zele_PubLib_001.jpg](#)

Video/3D

Folder structure

- Example Project
 - 01_Resources
 - 01_Client
 - 02_Other
 - 02_Preproduction
 - 01_Reference

- 02_Moodboards
- 03_Storyboards
- 04_CharacterDesign
- 03_Production
 - Optie 001 (meer globale files)
 - AE
 - AI
 - Optie 002 (meer unieke files)
 - _Global
 - _Unity
 - Scene_010
- 04_Publish
 - 20191219_v001

File structure

General

CamelCaps, geen spaties, underscores/streepjes enkel gebruiken bij opdeling filenaam.
Maak genoeg iteraties van je bestand, zodat je steeds een versie terug kan gaan, moest er iets mislopen.

Models

Export files (FBX, OBJ) hebben steeds zelfde versienummer als work file (Blender, Maya).
Afkortingen:

- Character: CH
- Prop: P
- Foilage: F

Template: [Project_SceneNumber_Modeltype-ModelName_FileVersion.Extension](#)

Example: [Silver_000_CH-Nora_v001.blend](#)

Texture Maps

Export files (PNG, JPG) hebben steeds zelfde versienummer als work files (Substance, Photoshop)
Afkortingen:

- Diffuse: DIFF
- Ambient Occlusion: AO
- Glossiness: G
- Normal: N
- Roughness: R
- Subsurface Scattering: SSS
- Metallic: M

Template: Project_SceneNumber_TextureName_FileVersion_TextureType.Extension

Example: Silver_010_NoraHair_v001_DIFF.PNG

Scenes

The count of scenes starts from 010, models with the scene number 000 are not restricted to one scene.

Template: Project_SceneNumber-Description_FileVersion.Extension

Example: Silver_010-MudWorld_v001.blend

In 3D Software

Max 5 letters voor afkortingen

Afkortingen:

- Group: GRP
- Mesh: MESH
- Curve: CURVE
- Joint: JNT
- Light: LIGHT
- Camera: CAM
- Locator: LOC
- Controller: CTRL
- Low Poly: LP
- High Poly: HP

Template: Type_Name_PolyType

Example: GRP_Nora_LP

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