



# **GOMA Naming Convention**

As of August 2014

# GOMA Naming Convention Overview

This will be the new naming convention that we'll be using. Please make sure to match the naming convention when naming your files for maximum workflow efficiency.

# Naming Convention - 3D Models

Make sure to follow this naming convention for 3D Models with underscores as spaces. For names of assets with two separate words, use an underscore.

- **PROJECT:** Abbreviations of project
  - **NAME:** Name of asset
    - **TYPE:** Asset Type (model, rig)
      - **VERSION:** Version Number
        - **INITIALS:** Your first and last name Initials

## Examples:

- CYN\_baseball\_model\_v03\_SP.ma
- CYN\_color\_cone\_rig\_v05\_NSA.ma

# Naming Convention - Textures

Make sure to follow this naming convention for texture maps with underscores as spaces. For names of assets with two separate words, use an underscore.

- **PROJECT:** Abbreviations of project
  - **NAME:** Name of asset
    - **TYPE:** Map Type (Diffuse [ DF ], Specular [ SP ], Normal [ NM ], etc.)

## Examples:

- CYN\_popper\_NM.tga
- CYN\_teddy\_bear\_SP.tga