

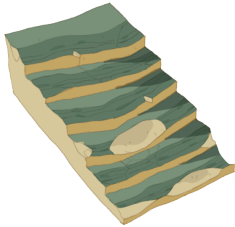
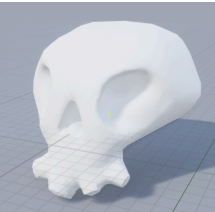
Asset Commit Guide - AWY

What is the asset for? We have the following Folders for you to use...

Back for a refresh and need some **quick links**? Here you go:

- [Creating a test Level](#)
- [Importing Assets](#)
- [File Naming Conventions](#)
- [Folder Naming Conventions](#)

Otherwise, please read below.

Destructibles 	This is a folder for any mesh which will get turned into a destructible asset. Have you made something that should shatter when hit? Put it in here. Do you think you have made a destructible mesh? Click here
Environment 	This is for any solid environment piece, if you have made a piece of geo for a level, look here! Do you think you have made an environment mesh? Click here
FX 	Meshes used for the FX. Has Colin requested something for one of his wacky creations? Probably belongs in here Do you think you have made a FX mesh? Click here
Interactables	This is where you should put anything that a character, player or enemy, can interact with, touch, pick up or effect.

	Examples are Loot, food, projectiles etc. Do you think you have made an interactable mesh? Click here
UI 	Probably only going to be used by Colin, any UI relevant mesh will go in here! Do you think you have made a UI mesh? Click here
Utility 	This is a Utility folder. Currently it stores all of the old outdated assets from the Andy-era.

Creating Test Level to view assets

In general, we should be careful about not making too many spare levels. But it is totally understandable we need areas to review the art assets.

If none of the levels in [Content > Levels > Utility > Art] suit your needs then make a level by consulting with Ryan and by reviewing this document in advance

[Level Files & Naming - AWY](#) .

Levels like L_Art_AssetReview have already been created as a space for general asset placement and review.

Importing Assets

Correct naming

Keep Meshes, Textures, Materials and Material instances together.

If you have a master material that is intended to be used across the project then keep it in the Content/Materials folder.

Folder Naming Conventions

Folders should be in camel case.

Correct	Incorrect
FolderName	folder name

When creating folders, it is best practice to use plural form.

Correct	Incorrect
Pots	Pot

We should be grouping assets of the same type, and not separating them into individual folders.

Correct	Incorrect
Graveyard	Tomb1

Asset Naming Conventions

The following naming conventions are proposed for the project.

First ask yourself, Is your asset related to a specific zone?

- IF YES [click here](#)
- IF NO [click here](#)

Naming convention for zone specific assets

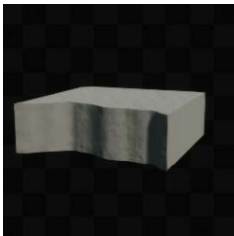
[AssetTypePrefix]_[ZonePrefix]_[AssetName]_[Descriptor]_[OptionalVariant]
SM_GR_Floor_Default

Naming convention for non-zone specific assets

[AssetTypePrefix]_[AssetName]_[Descriptor]_[OptionalVariant]
SM_Floor_Default

We should step away from using non-descriptive descriptors like letters.

The descriptor should contain important information about the asset. The standard version should always be labelled as Default01 (not A). Any variant after which should receive a name that makes designers understand what makes it different from the default.

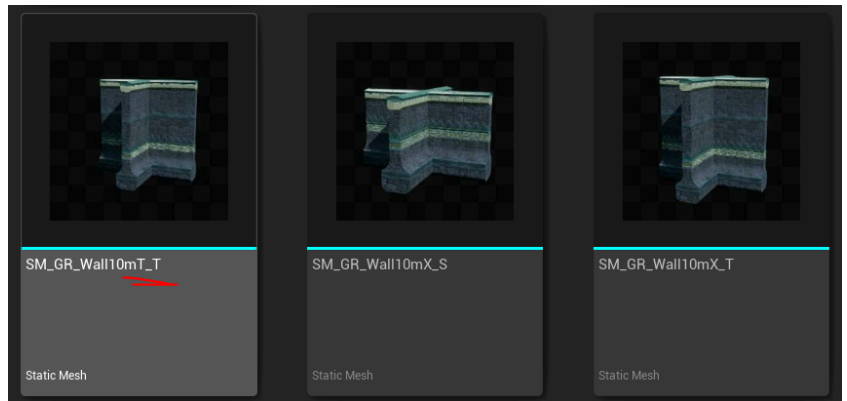
Asset Name	Asset image
SM_GR_Floor_Default01	
SM_GR_Floor_Broken01	
SM_GR_Floor_Broken02	
SM_GR_Floor_Broken02_Top	

Right now the project has a problem with confusing naming conventions that we need to avoid. Here is an example of some NG names and reasons why we should avoid such names.

For example with these walls, using T for both the shape descriptor and the heigh descriptor ends up with a confusing non-specific name.

A better naming convention could be

SM_GR_Wall10m_Tshape_Large



In this example, the SM_DefenseBase asset was created based off of the concept art posted below.

The name SM_DefenseBase doesn't allow for much clean and consistent naming for all six assets.

A better set of names would be:

A: SM_Barricade_Default01

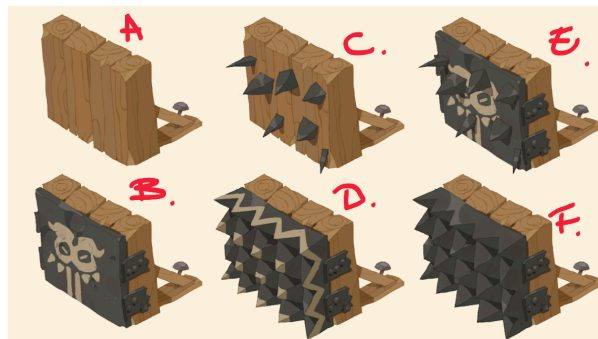
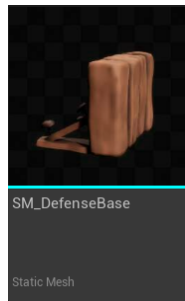
B: SM_Barricade_Fortified01

C: SM_Barricade_Spikes01

D: SM_Barricade_Spikes02

E: SM_Barricade_Spikes03

F: SM_Barricade_Spikes04



Destructibles

[Content > Geo > Destructibles > ...]

The folder is dedicated to destructibles' source meshes. **THIS IS NOT WHERE BPs GO!**

Have you made a mesh that will be turned into a destructible? This is the place for you. The folder contains the following subfolders. If you think your asset belongs in one of these sections, please place it in the file path **highlighted in yellow**.

- **Barrels** - This is for all kinds of destructible barrel source meshes
[Content > Geo > Destructible > Barrels] and be sure to [name files appropriately](#).
- **Boxes** - This is for all kinds of destructible box source meshes
[Content > Geo > Destructible > Boxes] and be sure to [name files appropriately](#).
- **Fences** - This is for all kinds of destructible fence source meshes
[Content > Geo > Destructible > Fence] and be sure to [name files appropriately](#).
- **Plugs** - This is for all kinds of destructible fence source meshes
[Content > Geo > Destructible > Plugs] and be sure to [name files appropriately](#).
- **Pots** - This is for all kinds of destructible pot source meshes
[Content > Geo > Destructible > Pots] and be sure to [name files appropriately](#).
- **Spikewalls** - This is for all kinds of destructible Spikewall source meshes
[Content > Geo > Destructible > SpikeWalls] and be sure to [name files appropriately](#).
- **Tents** - This is for all kinds of destructible Tent source meshes
[Content > Geo > Destructible > Tents] and be sure to [name files appropriately](#).
- **Torches** - This is for all kinds of destructible torch source meshes
[Content > Geo > Destructible > Torches] and be sure to [name files appropriately](#).
- **Towers** - This is for all kinds of destructible tower source meshes
[Content > Geo > Destructible > Towers] and be sure to [name files appropriately](#).

If you have created an asset that does not seem to fit into one of the above folders then:

1. Ensure it needs to actually be in Destructibles

If you have done that and still think a new folder is needed, then [create a new one according to the guidelines](#).

Your assets belongs in: **[Content > Destructibles > (NewFolder)]** and be sure to [name files appropriately](#).

Environment

NOTE: This is going to be the most trafficked folder in our project. Let's take care to keep it clean.

[Content > Geo > Environment > ...]

At a top level, this folder has two types of folders. There are Zone folders and Content folders.

Zone folders are folders which contain subdirectories related to specific zones. For example, this could be **[Content > Geo > Environment> OuterGardens]** and this is where we would start to store any assets related to OuterGardens.

Content folders are for environment assets which are not related to any particular zone, but will instead be used across the project in general. For example, this could be **[Content > Geo > Environment> Waterfalls]**.

Have you created a **zone specific** asset? [Click Here.](#)

Have you created content that can be used across the **entire project**? [Click Here](#)

Zone Folders

[Content > Geo > Environment > [ZoneName] > ...]

So far there are three zone folders

- **OuterGardens**
This is for OuterGarden assets.
- **CataCaves**
This is a shared space for both the catacombs and caves areas as they share the same art assets.
- **DeadTown**
This is a shared space for both the catacombs and caves areas as they share the same art assets.
- **Hub**
For Lookdown assets

- **Other folders have yet to be created...**

Have you hit the stage where we need the next folder? Speak to Ryan or Colin!

If you have created **OuterGarden** assets then [click here.](#)

If you have created **CataCave** assets then [click here.](#)

If you have created **DeadTown** assets then [click here.](#)

If you have created **Lookdown** assets then [click here.](#)

OuterGardens

[Content > Geo > Environment > OuterGardens > ...]

This is where all assets for OuterGarden live.

The folder contains the following subfolders. If you think your asset belongs in one of these sections, please place it in the file path **highlighted in yellow.**

- **Bannisters** - This is for guards, railings and other side deco pieces
[Content > Geo > Environment > OuterGardens > Bannisters] and be sure to [name files appropriately.](#)
- **DecoPots** - This is for pots and pottery-like objects used as non-destructible deco
[Content > Geo > Environment > OuterGardens > DecoPots] and be sure to [name files appropriately.](#)
- **Floors** - Any and all flooring pieces for within OuterGardens
[Content > Geo > Environment > OuterGardens > Floors] and be sure to [name files appropriately.](#)
- **Stairs** - Any and all stair pieces for within OuterGardens
[Content > Geo > Environment > OuterGardens > Stairs] and be sure to [name files appropriately.](#)
- **Towers** - Any and all tower pieces related to OuterGardens and its Vistas
[Content > Geo > Environment > OuterGardens > Towers] and be sure to [name files appropriately.](#)

- **Walls** - Any and all wall pieces for OuterGardens
[Content > Geo > Environment > OuterGardens > Walls] and be sure to [name files appropriately.](#)
- **WaterWorks** - This is for any water related asset, fountains, water grates, fountain deco etc.
[Content > Geo > Environment > OuterGardens > WaterWorks] and be sure to [name files appropriately.](#)

If you have created an asset that does not seem to fit into one of the above folders then:

1. Ensure it needs to actually be in OuterGardens
2. Ensure it really can't live with the others.. does it really need a one-off folder?

If you have done that and still think a new folder is needed, then [create a new one according to the guidelines.](#)

Your assets belongs in: [Content > Geo > Environment > OuterGardens > (NewFolder)] and be sure to [name files appropriately.](#)

CataCaves

[Content > Geo > Environment > CataCaves > ...]

This is where all assets for The catacombs and caves live.

This folder will developed based off the needs for the assets but at a minimum, the following folders should be created (this doc will actively change if needs be). If you think your asset belongs in one of these sections, please place it in the file path **highlighted in yellow.**

- **Floors** - Any and all flooring pieces for within OuterGardens
[Content > Geo > Environment > CataCaves> Floors] and be sure to [name files appropriately.](#)
- **Stairs** - Any and all stair pieces for within OuterGardens
[Content > Geo > Environment > CataCaves> Stairs] and be sure to [name files appropriately.](#)
- **Walls** - Any and all wall pieces for OuterGardens
[Content > Geo > Environment > CataCaves> Walls] and be sure to [name files appropriately.](#)

- **Rocks** - Any and all rock pieces
[Content > Geo > Environment > CataCaves> Rocks] and be sure to [name files appropriately.](#)

If you have created an asset that does not seem to fit into one of the above folders then:

1. Ensure it needs to actually be in CataCaves

If a new folder needs to be created then try and think of a logical grouping.

i.e. if you have just made a Coffin asset, DO NOT create a folder like *Coffin1*. Instead, a folder like [Content > Geo > Environment > CataCaves > Graveyard] may be more appropriate as it can account for any other catacomb assets we could possibly need.

If a new folder is necessary, then [create a new one according to the guidelines.](#)

Your assets belongs in: [Content > Geo > Environment > CataCaves> (NewFolder)] and be sure to [name files appropriately.](#)

DeadTown

[Content > Geo > Environment > DeadTown> ...]

This is where all assets for OuterGarden live.

The folder contains the following subfolders. If you think your asset belongs in one of these sections, please place it in the file path **highlighted in yellow.**

- **Floors** - Any and all flooring pieces for within DeadTown
[Content > Geo > Environment > Floors > Floors] and be sure to [name files appropriately.](#)
- **Stairs** - Any and all stair pieces for within DeadTown
[Content > Geo > Environment > Stairs > Stairs] and be sure to [name files appropriately.](#)
- **Walls** - Any and all wall pieces for DeadTown
[Content > Geo > Environment > DeadTown > Walls] and be sure to [name files appropriately.](#)
- **Doors**- Any door for DeadTown
[Content > Geo > Environment > DeadTown > Doors] and be sure to [name files](#)

[appropriately.](#)

If you have created an asset that does not seem to fit into one of the above folders then:

3. Ensure it needs to actually be in OuterGardens
4. Ensure it really can't live with the others.. does it really need a one-off folder?

If you have done that and still think a new folder is needed, then [create a new one according to the guidelines.](#)

Your assets belongs in: **[Content > Geo > Environment > DeadTown > (NewFolder)]** and be sure to [name files appropriately.](#)

Hub

[Content > Geo > Environment > Hub > ...]

This is where all assets for Lookdown live.

This level is a fully bespoke level which is more focused towards the artists than the designers, but just incase designers want to borrow assets from here to use in other levels, it is good to keep it organised. If you think your asset belongs in one of these sections, please place it in the file path **highlighted in yellow.**

- **Beams** - For all the beams and loose pieces of wood
[Content > Geo > Environment > Hub> Beams] and be sure to [name files appropriately.](#)
- **Clumps** - This folder is for standard meshes which have been 'clumped' into blueprints
[Content > Geo > Environment > Hub> Clumps] and be sure to [name files appropriately.](#)
- **Fences** - This folder is for all of the fences that are used in Lookdown
[Content > Geo > Environment > Hub> Fences] and be sure to [name files appropriately.](#)
- **Props** - This folder is for all of the small props and pieces which decorate Lookdown
[Content > Geo > Environment > Hub> Props] and be sure to [name files appropriately.](#)
- **Signs** - This folder is for all signs and flags that decorate Lookdown
[Content > Geo > Environment > Hub> Signs] and be sure to [name files appropriately.](#)

- **Smith** - This folder is for the props and assets related to the smithy
[Content > Geo > Environment > Hub> Smithy] and be sure to [name files appropriately.](#)

Content Folders

[Content > Geo > Environment > ...]

Non-zone related content folders exist to store assets which will be used in a variety of levels and situations.

Yes, assets from OuterGardens could occasionally be shared into other biomes, but these folders are for things like the Skyboxes or assets like the Waterfall that don't originate from a single place.

Right now, we have:

- **Foliage** - For all the shared foliage between levels
- **Vista** - For all the content related to skyboxes, vistas etc
- **Waterfalls** - The waterfalls of the Awaysis

If you have created a **common floor asset** (unrelated to a specific zone) click [here](#).

If you have created **Foliage** then [click here.](#)

If you have created something for a **Vista** then [click here.](#)

If you have created a **Waterfall** mesh then [click here.](#)

Foliage

As awaysis has a main focus on fauna, this folder has been created to curate it all. If you think your asset belongs in one of these sections, please place it in the file path **highlighted in yellow.**

- **Clumps** - For all grouped 'clumps' created out of single meshes.
[Content > Geo > Environment > Foliage > Clumps] and be sure to [name files appropriately.](#)

- **Grass** - For all larger grass pieces.
[Content > Geo > Environment > Foliage > Grass] and be sure to [name files appropriately.](#)
- **Moss** - For any and all moss assets we will be seeing in the project
[Content > Geo > Environment > Foliage > Moss] and be sure to [name files appropriately.](#)
- **Plants** - For any and all plant assets we will be seeing in the project
[Content > Geo > Environment > Foliage > Plants] and be sure to [name files appropriately.](#)
- **Utility** - Used for storing the old SITS assets that are being referenced in current files but are not supposed to be used directly
[Content > Geo > Environment > Foliage > Utility] and be sure to [name files appropriately.](#)

Vista

Place Vista assets in this location. Primarily for Colin's skyboxes etc. If you think your asset belongs in one of these sections, please place it in the file path **highlighted in yellow.**

[Content > Geo > Environment > Vista] and be sure to [name files appropriately.](#)

Waterfalls

Place waterfall assets in this location, Primarily for Colin's waterfalls. If you think your asset belongs in one of these sections, please place it in the file path **highlighted in yellow.**

[Content > Geo > Environment > Waterfalls] and be sure to [name files appropriately.](#)

FX

[Content > Geo > FX > ...]

This is Colin's safe place for FX related assets. If he has asked you to make a FX asset it belongs in here, but you should clarify with him about where it should be placed.

If deemed ok, you can place the asset in [Content > Geo > FX]. If you think your asset belongs in one of these sections, please place it in the file path **highlighted in yellow.** and be sure to [name files appropriately.](#)

Interactables

[Content > Geo > Interactables> ...]

In the project, we have a variety of things that characters can interact with from loot items like coins or gems to large scale props like puzzles or the wardrobe in lockdown etc.

If the model you have created will likely have a UI prompt associated with it, then it goes here.

The folder contains the following subfolders. If you think your asset belongs in one of these sections, please place it in the file path **highlighted in yellow**.

- **Closet** - This is for Closet prop in lockdown and any assets associated with it
[Content > Geo > Interactables > Closet] and be sure to [name files appropriately](#).
- **Food** - This is for food props that can be found in the game and consumed
[Content > Geo > Interactables > Food] and be sure to [name files appropriately](#).
- **Furnaces** - This is for the fire furnaces related to fire puzzles
[Content > Geo > Interactables > Furnaces] and be sure to [name files appropriately](#).
- **Loot** - This is for any loot item the player can get. It would make sense to subdivide this folder into types, like coins, gems etc.
[Content > Geo > Interactables > Loot] and be sure to [name files appropriately](#).
- **Projectiles** - This is for any projectiles the characters throw out, like boulders or potatoes
[Content > Geo > Interactables > Furnaces] and be sure to [name files appropriately](#).
- **Projectiles** - This is for the hero group statue or any assets related to it
[Content > Geo > Interactables > Statue] and be sure to [name files appropriately](#).
- **Wartable** - This is for the Wartable or any assets related to it
[Content > Geo > Interactables > Wartable] and be sure to [name files appropriately](#).

If you have created an asset that does not seem to fit into one of the above folders then:

1. Ensure it needs to actually be in Interactables
2. Ensure it really can't live with the others.. does it really need a one-off folder?

If you have done that and still think a new folder is needed, then [create a new one according to the guidelines](#).

Your assets belongs in: **[Content > Geo > Interactables > (NewFolder)]** and be sure to [name files appropriately](#).

UI

[Content > Geo > UI > ...]

This is Colin's safe place for UI related assets. If he has asked you to make a 3D UI asset it belongs in here, but you should clarify with him about where it should be placed.

If deemed ok, you can place the asset in **[Content > Geo > UI]** and be sure to [name files appropriately](#).