

## content

The unreal content browser root directory

### assets

The Assets folder contains a library of individual objects for reuse in multiple environments. For instance this is where you will find the characters for your project or set dressing pieces. These folders are all either modular pieces to use anywhere in the project or full sets legal (cleaned up in a specific way) to ship to the VFX house on a large virtual production project when required.


### arch

Contains all building/architecture pieces. Each sub folder contains 1 group of assets such as fountain01 or the legal version of the set SciFiHallway6. Similar to what would be set construction drawings or locations

#### {category}

There are numerous folders inside the architecture folder for organization: setSpecific, walls, supports, ceilings, floors, doors, etc. per show requirements (try to keep as few broad categories as possible)

#### SM\_{assetSource/envName}\_{AssetName}

	SM_{assetSource}_{AssetName}	Any number of associated static meshes for the asset
	MI_{assetSource}_{AssetName}_{MaterialName}	Any number of associated material instances for the asset
	TX_{assetSource}_{AssetName}_{MaterialName}_{texture suffix}	Any number of associated textures for the asset
	ASB_{assetSource}_{AssetName}	An assembly of the imported files (optional)


### audio

Contains audio files for use on stage or in editorial. Structure TBD/up to the show

### backdrops

Contains meshes and materials for digital backdrops for sets. For example or SM\_bkcom\_newYork18thAve which might include several variations like time of day


#### MI\_{assetSource}\_{AssetName}

	MI_{assetSource}_{AssetName}_{MaterialName}	Any number of associated material instances for the asset
	TX_{assetSource}_{AssetName}_{MaterialName}_{texture suffix}	Any number of associated textures for the asset

### cameras

Contains 3d models for camera bodies, lenses and csv files with lens information for use with the cincamera storyboards


#### CAM\_{brand}\_{modelName}

	SM_{brand}_{modelName}_body	A mesh of the camera body with the origin at the nodal point
	SM_{brand}_{modelName}_lens-{lensName}	Any number of meshes for different camera lenses with the origin at the nodal point
	SM_{brand}_{camName}_acc-{accessoryName}	Any number of meshes of specific camera accessories, with the origin at the nodal point
	CAM_{brand}_{modelName}	A data table containing the camera/lens information (.CSV file)

### character

Contains 3d models of rigged characters, baked poses of those characters and any generic animation assets for the characters

#### SK\_{source}\_{characterName}

	SK_{source}_{characterName}	any number of skeletal meshes for the character. Add variation text after the characterName
	SKA_{source}_{characterName}_{animationName}	any number of generic animation assets for the character such as poses/walk cycles. Not for sequences
	SKP_{source}_{characterName}_{physicsAssetVar}	any number of associated physics assets for the character
	SKS_{source}_{characterName}	a custom skeleton if required. If not using a custom skeleton try to use the fewest # of skeletons possible
	ABP_{source}_{characterName}_{blueprintName}	any number of animation blueprints for the character (several poses and mocap inputs use these)
	SM_{source}_{characterName}_{pose}	any number of static meshes of the character in predetermined poses
	MI_{source}_{characterName}_{materialName}	any number of materials associated with this character
	TX_{source}_{characterName}_{materialName}_{tex suffix}	any number of unique textures associated with this character
	AC_{source}_{characterName}_{compositeName}	any number of animation composite assets
	AM_{source}_{characterName}_{montageName}	any number of animation montage assets
	BS_{source}_{characterName}_{blendSpaceName}	any number of blend space assets
	MT_{source}_{characterName}_{morphTargetName}	any number of morph target assets
	PS_{source}_{characterName}_{poseName}	any number of pose assets

### common

generic skeletons and animations for use with multiple characters. Especially useful as a library for background characters



see contents of other character folder above

### decals

Contains place-able 2d projected images called decals. Useful for adding detail such as signage/grime to a scene without extra modelling or texturing.

#### {category}

There are numerous folders inside the decals folder for organization: fingerprints, footsteps, imperfections, leaking, naturalDebris, buildingFacade, scratches, smear, streetDetails, tape, etc. per show

#### DMI\_{source}\_{decalName}



DMI_{source}_{decalName}	the decal material itself. Drag this into the scene to apply the decal
TX_{source}_{decalName}_{textureSuffix}	any number of unique textures associated with the decal

content

## assets (cont.)

### dressing

objects, usually man-made that add detail to a set and are not part of the greens category. Similar to the idea of traditional set decoration. If a dressing piece is rigged for animation, that variant would go into the props folder

**{category}** There are numerous folders inside the dressing folder for organization: furniture, practicals, debris, papers, etc. per show (try to keep as few broad categories as possible)

**SM\_{source}\_{meshName}**



BP_{sourceName}_{importName}{-variation}	Any blueprint assemblies of the imported files, such as cabinets with doors that open
ASB_{sourceName}_{importName}	An assembly of the imported files (optional)
SM_{source}_{modelName}	any number of associated meshes
ML_{source}_{modelName}_{matName}	any number of associated material instances
TX_{source}_{modelName}_{matName}_{textureSuffix}	any number of unique associated textures

### effects

Special effects for the project such as fire. Usually in the form of particle effects

**{category}** There are numerous folders inside the effects folder for organization: dust, fire, smoke, fog, explosions, etc. per show (try to keep as few broad categories as possible)

**SM\_{source}\_{effectName}**



BP_{sourceName}_{effectName}{-variation}	any number of blueprints that make use of this effect
PFX_{source}_{effectName}	any number of particle effects and variations
ML_{source}_{effectName}_{matName}	any number of materials required by the effect
TX_{source}_{effectName}_{matName}_{textureSuffix}	any number of unique textures required by the effect

### gaffGrip

general film equipment for use behind the scenes. Does not include lighting fixtures, see lights for those specifics

**{category}** applebox, tripod, crane, dolly, telehandler, scaffold, cstand, ladder, fabric (bluescreens/rp/greenscreen/blacks etc), power, etc. per show (try to keep as few broad categories as possible)

**SM\_{source/brand}\_{name} or SK\_{source/brand}\_{name}**



BP_{sourceName}_{importName}{-variation}	Any blueprint assemblies of the imported files, such as cabinets with doors that open
ASB_{sourceName}_{importName}	An assembly of the imported files (optional)
SM_{source}_{modelName}	any number of associated meshes
SK_{source}_{modelName} and any SKA, SKP, SKS, etc.	any number of rigged meshes/skeletons/physics assets/animations
ML_{source}_{modelName}_{matName}	any number of associated material instances
TX_{source}_{modelName}_{matName}_{textureSuffix}	any number of unique associated textures

### greens

plants, rocks and any other natural or artificial natural dressing for a set

**{category}** plants, grass, trees, flowers, rocks, etc per show (try to keep as few broad categories as possible)

**SM\_{source}\_{name}**



FT_{source}_{name}	any number of UE Foliage type objects related to the green
LG_{source}_{name}	any number of landscape grass type objects related to the green
SM_{source}_{name}	any number of static meshes related to the green
ML_{source}_{name}	any number of material instances related to the green
TX_{source}_{name}_{textureSuffix}	any number of unique textures associated with the green

### lights

film lighting fixtures with associated blueprints, gobos/cookies/light functions, and prebuilt lighting scenarios

**{category}** wash, spot, moving, practical

**SM\_{brand/source}\_{name}**



LGT_{source}_{name}	the blueprint of the light, this is what you place into the scene
SM_{source}_{name}	any number of static meshes related to the light
ML_{source}_{name}	any number of material instances related to the light
TX_{source}_{name}_{textureSuffix}	any number of unique textures associated with the light
IES_{source}_{name}_{iesName}	any number of IES files associated with the light

### gobo

Gobos, often called cookies or (in UE) light functions. They adjust the intensity of a light based off a texture and are useful for dappled light/moving clouds etc.

**LF\_{source}\_{name}**



LF_{source}_{name}	the material instance(s) that create the lighting effect
TX_{source}_{name}	any unique textures required by the light function








### lightscene

prebuilt lighting scenarios like outdoor day, indoor night, cave etc. to copy and use as a starting point for the lighting in a scene

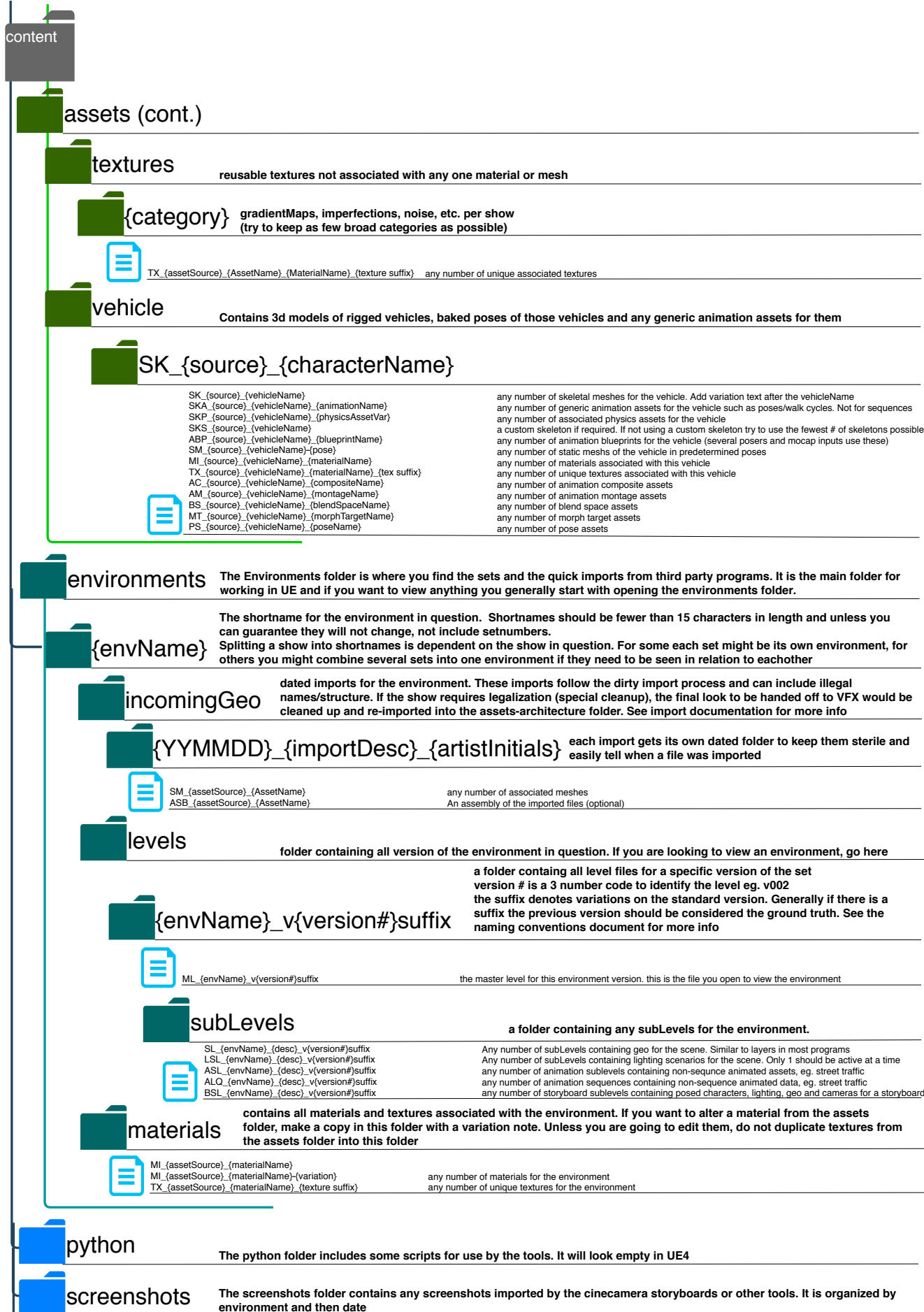


LSL_{scenarioName}	any number of prebuilt lighting scenarios structured as singular levels
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\*Any time you see {text}, the included text should be written in camelCase with no spaces or special characters outside of the dash -

content									
assets (cont.)									
materials	<p>materials to apply to any object in a scene. Many are designed to be tiling and use PBR shading</p> <p><b>abstract, bark, carpet, ceramic, concreteAsphalt, fabric, fence, ground, iceSnow, lava, leather, metal, naturalDebris, paintPlaster, paper, pavingFloor, plastic, prebuitFacade, refinedStone, rockStoneSand, roofing, rope, skin, technologySciFi, tile, wallBrickStone, wallpaper, wicker, wood</b> (try to keep as few broad categories as possible)</p>								
{category}									
MI_{source}_{surfaceName}									
	<table border="0"> <tr> <td>MI_{assetSource}_{surfaceName}</td> <td>the core material instance</td> </tr> <tr> <td>MI_{assetSource}_{surfaceName}-(variation)</td> <td>a variation on the core material instance</td> </tr> <tr> <td>TX_{assetSource}_{surfaceName}_{texture suffix}</td> <td>any unique textures required for the material instances</td> </tr> </table>	MI_{assetSource}_{surfaceName}	the core material instance	MI_{assetSource}_{surfaceName}-(variation)	a variation on the core material instance	TX_{assetSource}_{surfaceName}_{texture suffix}	any unique textures required for the material instances		
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misc	things that don't fit anywhere else. TBD per show, reference the other folders for how to set this folder up								
post	contains post process materials, LUTS, and any other assets useful for post process effects such as color grading								
PPM	post process materials								
PPMI_{source}_{name}									
	<table border="0"> <tr> <td>PPMI_{source}_{name}</td> <td>the material instance(s) of the post process material</td> </tr> <tr> <td>TX_{source}_{name}</td> <td>any unique textures required by the post process material(s)</td> </tr> </table>	PPMI_{source}_{name}	the material instance(s) of the post process material	TX_{source}_{name}	any unique textures required by the post process material(s)				
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TX_{source}_{name}	any unique textures required by the post process material(s)								
LUT	contains any Look Up Tables to use with post process volumes								
	<table border="0"> <tr> <td>LUT_{source}_{lutName}</td> <td>any number of look up tables</td> </tr> </table>	LUT_{source}_{lutName}	any number of look up tables						
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props	rigged objects that can be interacted with by a character								
{category}	Categories are per show, you might organize your props by location, scene, type of prop or some other metric (try to keep as few broad categories as possible)								
SK_{source}_{propName}									
	see character folder for the types of assets that can exist in this folder. Replace {characterName} with {propName}								
skies	360 images to be used as a surrounding for your environment. Used with a skysphere or sky blueprint								
MI_{source}_{skyName}									
	<table border="0"> <tr> <td>MI_{source}_{skyName}</td> <td>the material instance you will apply to the skySphere</td> </tr> <tr> <td>MI_{source}_{skyName}-shadow</td> <td>a special material to use with sky spheres blueprints that allows them to cast shadows</td> </tr> <tr> <td>TX_{source}_{skyName}_{textureType}</td> <td>any unique textures for the sky</td> </tr> <tr> <td>TC_{source}_{skyname}</td> <td>any texture cube (HDRI) images associated with the sky</td> </tr> </table>	MI_{source}_{skyName}	the material instance you will apply to the skySphere	MI_{source}_{skyName}-shadow	a special material to use with sky spheres blueprints that allows them to cast shadows	TX_{source}_{skyName}_{textureType}	any unique textures for the sky	TC_{source}_{skyname}	any texture cube (HDRI) images associated with the sky
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stages	3d models of the physical stage buildings to show if your set and cameras will fit inside								
{lotName}	the stages folder contains a list of lots such as fox, warner, etc								
SM_{lotName}_{stageName}									
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terrain	large natural features to add to a scene								
{category}	cliff, mountain, water, etc. per show (try to keep as few broad categories as possible)								
SM_{source}_{meshName}									
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