

Naming Conventions

All art files should use ``snake_case``: all lower case letters, with underscores to separate words.

Exceptions:

* It's okay to leave reference images with their default name, just keep them in the ``reference`` folder next to the asset.

All content within a `.blend` file should be named correctly.

Please **name EVERYTHING** in your outliner DO NOT leave things as "cube.001/cube.002" when naming in your outliner, use the conventions **asset_name_suffix** with one of the following suffixes. (e.g. fire_extinguisher_sm)

In .Blend Files:

"_sm" - static mesh

"_sk" - skeletal mesh

"_mat" - material

"_basecolor" - base color texture

"_normal" - normal map texture

"_ao" - ambient occlusion texture (mesh map)

"_curvature" - curvature texture (mesh map)

"_orm" - channel-packed texture containing Ambient Occlusion, Roughness, and Metallic maps

Blender Output Maps:

"_albedo.png"

"_normal.png"

"_orm.png"

Blender File export:

".gltf"

".bin"

All artwork for the game (characters/ materials/ props/ etc) will be submitted as `.blend` files to the GIT repo

[BAD EXAMPLES]: cube.001 / New Material Ball / 111.blend

Name file and place in the appropriate directory

Name

All art files should use `snake_case` all lower case letters, with underscores to separate words. absolutely no spaces in file names, this can break tools and pipelines.

Multi-part assets should be named with the primary part appearing in the name first e.g. dog_main, dog_collar, dog_shoes 'dog' is the descriptive part here so it comes first so that all parts are sorted together in the file system.

Directory

All art production files will be created inside of the `pounce-art` repository. The output of these files will be exported into the `pounce-game` repository. The file paths for these files will match 1:1 between the two repositories. See the [game folder structure](#) page for more info.

All art assets should go inside of the `art_assets` folder within each repository.

Your prop should be categorized into the appropriate sub-folder based on its type:

- props
- environments
- characters

Within this sub folder, you should create a folder named after the specific asset. All files for creating that asset should be saved in that folder. If you have reference images, make a `reference` folder inside of that asset's folder. In most cases, it should be one asset per .blend file. It's okay to create multiple assets within the same .blend file if they are logically grouped and it makes sense to make them together all at the same time e.g. a bunch of rocks, or a fence post + fence scaffolding.

```
BUGJam
└─ pounce
   └─ pounce-art
      └─ art_assets
         ├── characters
         │   └─ example_character
         │       ├── example_character.blend
         │       └─ reference
         │           └─ reference.pur
```

```

|   └─ reference_image.png
├─ environments
|   └─ example_environment
|   └─ example_environment.blend
├─ props
|   └─ example_prop
|       └─ example_prop.blend

```

Examples

A reflective mirror object that's used as a puzzle element in the game would go here:

`BUGJam/pounce/pounce-art/art_assets/props/mirror/mirror.blend`

The Tanuki character that the player will play as would go here:

`BUGJam/pounce/pounce-art/art_assets/characters/tanuki/tanuki.blend`

In Blender Mesh	tanuki_sk
In Blender Material	tanuki_mat
Blender Textures	tanuki_basecolor.png
	tanuki_normal.png
	tanuki_ao.png
	tanuki_curvature.png
	tanuki_orm.png
Blender Output Textures	tanuki_albedo.png
	tanuki_normal.png
	tanuki_orm.png

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