



GOMA File Structure

As of August 2014

GOMA File Structure Overview

This will be the new structure of how DIRTY GEO will be organizing files. Please make sure to follow this new structure to make finding files a breeze! The next slides will show you the new structure and how to work in it. This is an interactive slide to help you navigate through the new structure.

\PROJECTS\CRAYONS\3D

- FUMEFX
- MATCHMOVE
- MAYA
- REALFLOW

Our workflow begins here. Click on 'MAYA'!

\PROJECTS\CRAYONS\3D\MAYA

- assets
- autosave
- cache
- clips
- data
- images
- movies
- mud
- particles
- poseLib
- renderData
- scenes
- scripts
- sound
- sourceimages

We'll be using the default Maya structure to organize our files. Click on 'assets' or 'sourceimages' to see how files are organized.

CRAYONS\3D\MAYA\assets

- assets
- [characters](#)
- sets

You'll notice that there are now three separate folders in the 'assets' folder. This is where we categorize our models. Internally, all of the folders are the same. Click on 'characters' to see how each folder will be organized.

CRAYONS\3D\MAYA\sourceimages

- assets
- characters
- sets

You'll notice that there are now three separate folders in the 'sourceimages' folder. This is where we categorize our textures. Internally, all of the folders are the same. Click on 'characters' to see how each folder will be organized.

CRAYONS\3D\MAYA\assets\characters

- [baseball](#)
- cars
- color_cone
- hammer_pegs

This is where you create individual folders for **3D models**. Click on 'baseball' to see an example of how the structure looks on the inside.

CRAYONS\3D\MAYA\assets\characters\baseball

- model
- rig

In the character folder you will now see two folders labeled 'model' and 'rig.' Obviously we'll be working in the 'model' folder.

CRAYONS\3D\MAYA\sourceimages\characters

- [baseball](#)
- cars
- color_cone
- hammer_pegs

This is where you create individual folders for **textures**. Click on 'baseball' to see an example of how the structure looks on the inside.

CRAYONS\3D\MAYA\assets\characters\baseball\model

-[ma](#)

-mud

-obj

-ztl

In each character folder will be four separate folders to save your work in.

ma = MAYA

mud = MUDBOX

obj = MISC

ztl = ZBRUSH

Once inside each folder, they are all the same. Click on 'ma' to see how it looks inside.

CRAYONS\3D\MAYA\assets\characters\baseball\model\ma

- _archive
- *CRN_baseball_model_v05_SP.ma*

You'll notice a folder labeled '_archive'. The '_archive' folder is where you save your work-in-progress files. The latest files are to be saved OUTSIDE of the '_archive' folder, so anyone who looks in this character folder automatically knows which file is the latest. The previous folders (mud, obj, and ztl) all use this same structure.

CRAYONS\3D\MAYA\sourceimages\characters\baseball

- CRN_baseball_DF.tga
- CRN_baseball_NM.tga
- CRN_baseball_SP.tga

In this folder you'll find the texture maps applying to the character. Label textures to this file convention for efficient workflow.

DF = diffuse

NM = normal

SP = spec