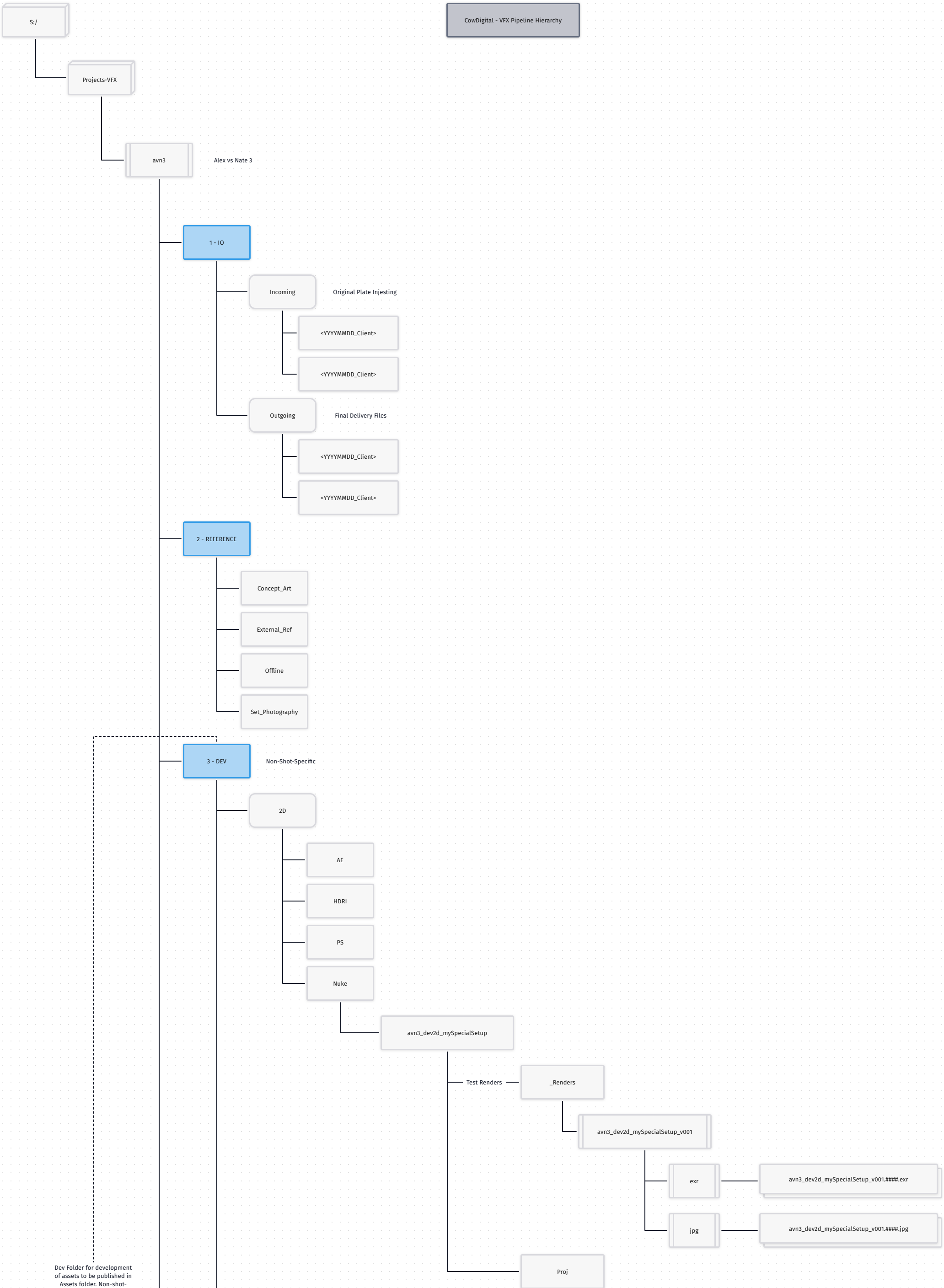
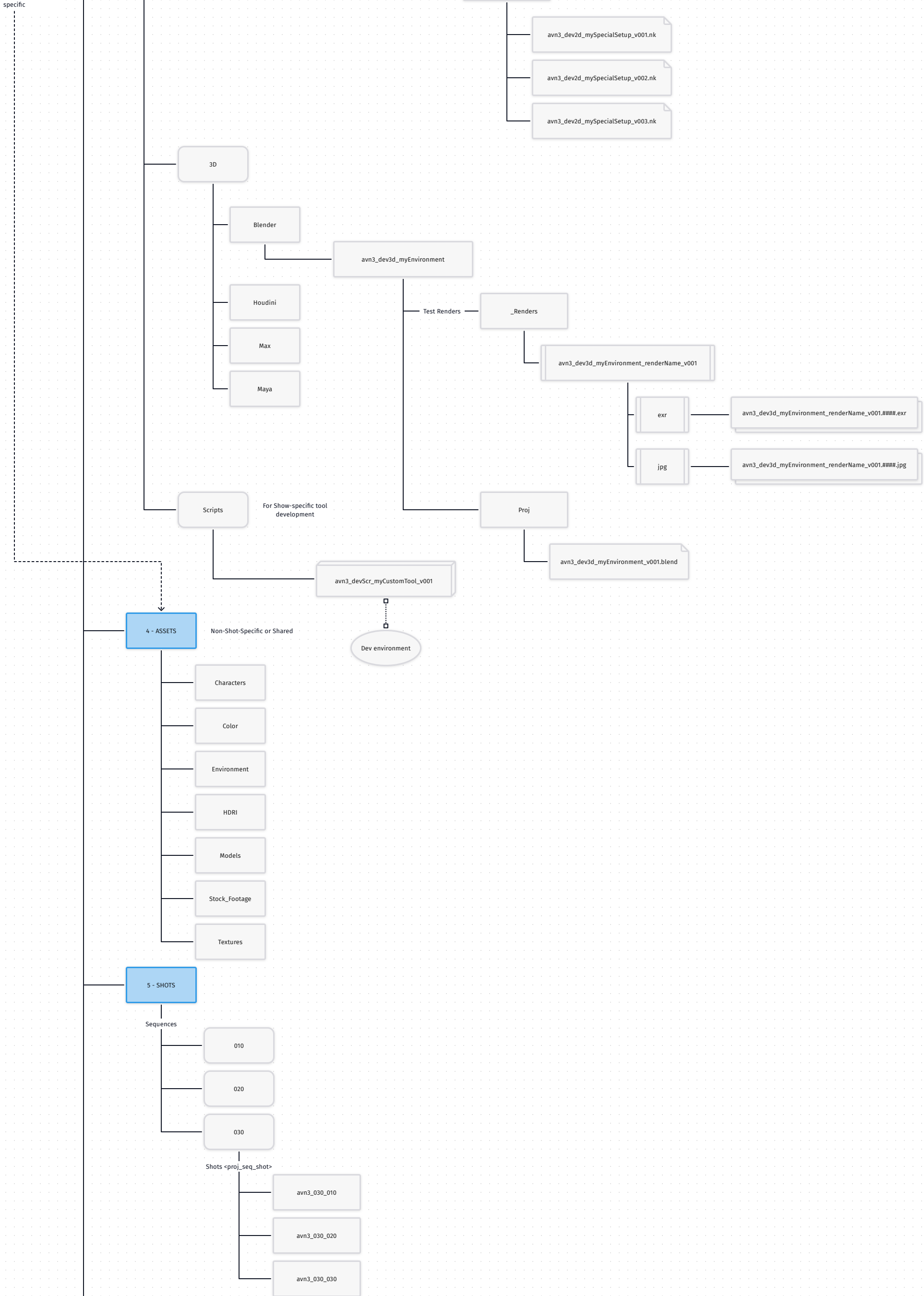
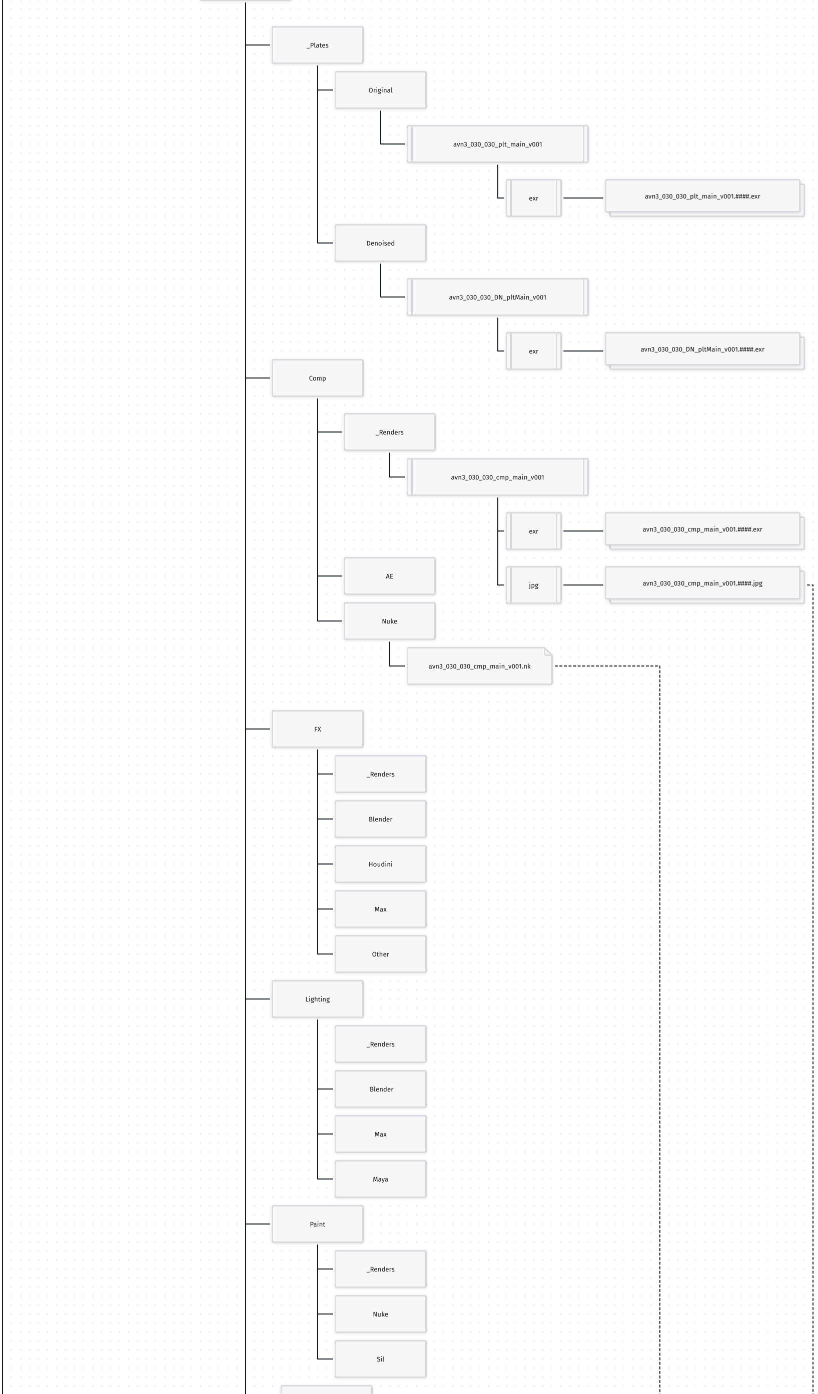
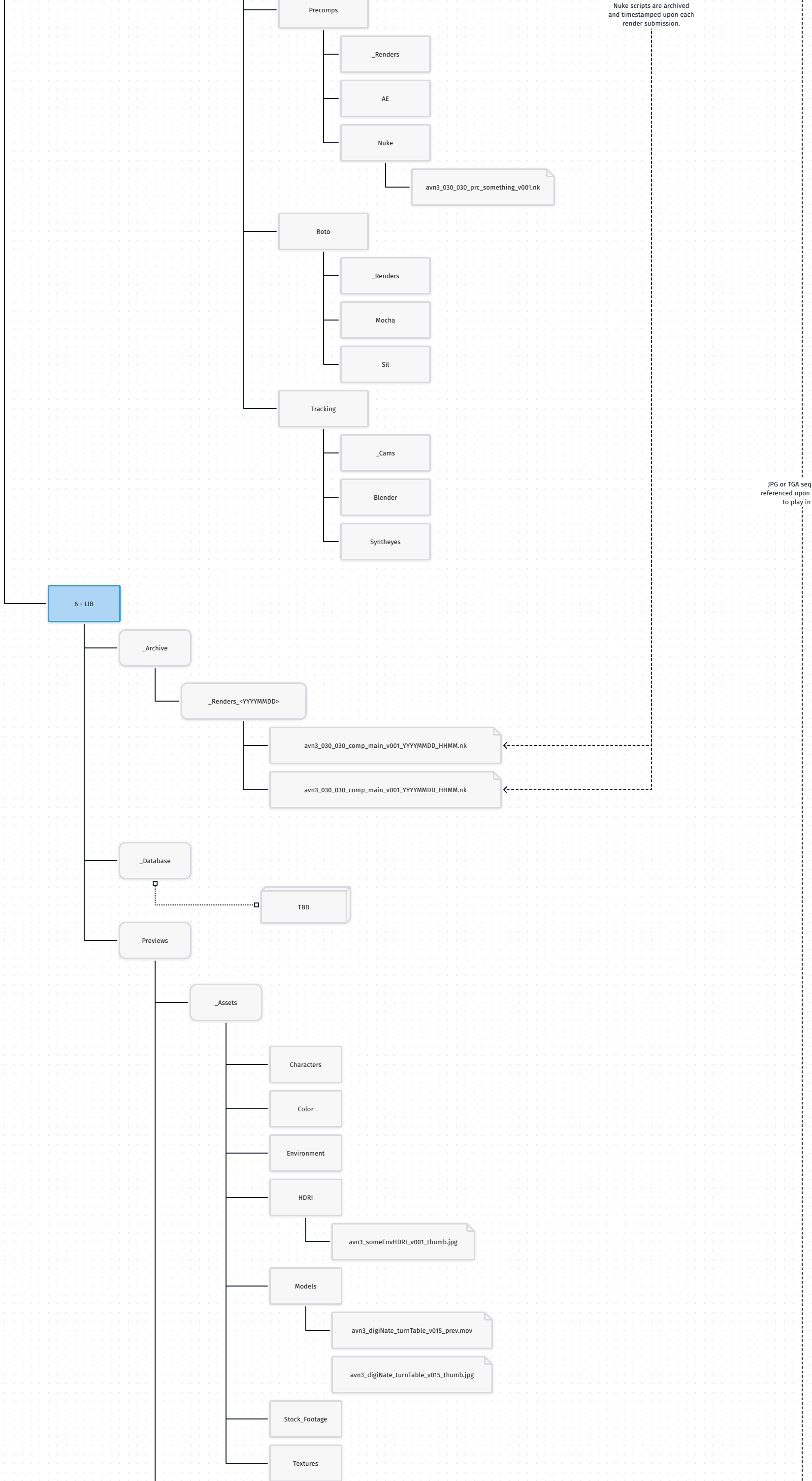
CowDigital - VFX Pipeline Hierarchy


S:/
Projects-VFX
avn3
Alex vs Nate 3
1 - IO
Incoming
Original Plate Injesting
<YYYYMMDD_Client>
<YYYYMMDD_Client>
Outgoing
Final Delivery Files
<YYYYMMDD_Client>
<YYYYMMDD_Client>
2 - REFERENCE
Concept_Art
External_Ref
Offline
Set_Photography
3 - DEV
Non-Shot-Specific
2D
AE
HDRI
PS
Nuke
avn3_dev2d_mySpecialSetup
Test Renders
_Renders
avn3_dev2d_mySpecialSetup_v001
exr
avn3_dev2d_mySpecialSetup_v001.####.exr
jpg
avn3_dev2d_mySpecialSetup_v001.####.jpg
Proj

Dev Folder for development of assets to be published in Assets folder. Non-shot-

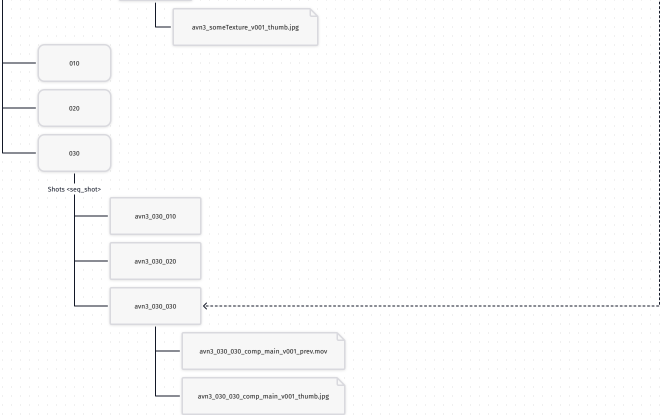

specific
avn3_dev2d_mySpecialSetup_v001.nk
avn3_dev2d_mySpecialSetup_v002.nk
avn3_dev2d_mySpecialSetup_v003.nk
3D
Blender
avn3_dev3d_myEnvironment
Houdini
Max
Maya
Test Renders
_Renders
avn3_dev3d_myEnvironment_renderName_v001
exr
avn3_dev3d_myEnvironment_renderName_v001.####.exr
jpg
avn3_dev3d_myEnvironment_renderName_v001.####.jpg
Scripts
For Show-specific tool development
Proj
avn3_dev3d_myEnvironment_v001.blend
avn3_devScr_myCustomTool_v001
Dev environment
4 - ASSETS
Non-Shot-Specific or Shared
Characters
Color
Environment
HDRI
Models
Stock_Footage
Textures
5 - SHOTS
Sequences
010
020
030
Shots <proj_seq_shot>
avn3_030_010
avn3_030_020
avn3_030_030


_Plates
Original
avn3_030_030_plt_main_v001
exr
avn3_030_030_plt_main_v001.####.exr
Denoised
avn3_030_030_DN_pltMain_v001
exr
avn3_030_030_DN_pltMain_v001.####.exr
Comp
_Renders
avn3_030_030_cmp_main_v001
exr
avn3_030_030_cmp_main_v001.####.exr
jpg
avn3_030_030_cmp_main_v001.####.jpg
AE
Nuke
avn3_030_030_cmp_main_v001.nk
FX
_Renders
Blender
Houdini
Max
Other
Lighting
_Renders
Blender
Max
Maya
Paint
_Renders
Nuke
Sil


Precomps
_Renders
AE
Nuke
avn3_030_030_prc_something_v001.nk
Roto
_Renders
Mocha
Sil
Tracking
_Cams
Blender
Syntheyes
6 - LIB
_Archive
Renders<YYYYMMDD>
avn3_030_030_comp_main_v001_YYYYMMDD_HHMM.nk
avn3_030_030_comp_main_v001_YYYYMMDD_HHMM.nk
_Database
TBD
Previews
_Assets
Characters
Color
Environment
HDRI
avn3_someEnvHDRI_v001_thumb.jpg
Models
avn3_digiNate_turnTable_v015_prev.mov
avn3_digiNate_turnTable_v015_thumb.jpg
Stock_Footage
Textures

Nuke scripts are archived
and timestamped upon each
render submission.

JPG or TGA sequence is
referenced upon publishing
to play in RV.


avn3_someTexture_v001_thumb.jpg
010
020
030
Shots <seq_shot>
avn3_030_010
avn3_030_020
avn3_030_030
avn3_030_030_comp_main_v001_prev.mov
avn3_030_030_comp_main_v001_thumb.jpg