

PBR texture naming convention

A readable filename should identify the asset, material, semantic, and revision without opening the image.

`asset_material_semantic_precision_size_target_version.ext`

REQUIRED	asset + material + semantic + version
CONDITIONAL	precision, size, variant, normal convention, and target
SEPARATOR	Use one separator consistently; underscore is readable and script-friendly
VERSION	Use fixed-width revision tokens such as v003
PACKED MAPS	Write the channel order or a defined preset token such as ORM or MaskMap
CANONICAL SOURCE	Keep source names target-neutral unless the pixel data is target-specific

Semantic tokens / 1

BC	Base color cliff_granite_BC_2K_v003.png	Color / sRGB
NGL	Normal OpenGL Y+ cliff_granite_NGL_2K_v003.png	Data / linear
NDX	Normal DirectX Y- cliff_granite_NDX_2K_v003.png	Data / linear
R	Roughness cliff_granite_R_2K_v003.png	Data / linear
S	Smoothness cliff_granite_S_2K_UnityURP_v003.png	Data / linear
M	Metallic cliff_granite_M_2K_v003.png	Data / linear

Semantic tokens / 2

AO	Ambient occlusion cliff_granite_AO_2K_v003.png	Data / linear
H	Height cliff_granite_H_16b_2K_v003.png	Data / linear
E	Emission panel_warning_E_2K_v003.png	Usually color / sRGB
O	Opacity leaf_oak_O_1K_v003.png	Coverage / linear
ORM	glTF or Godot pack cliff_granite ORM_2K_glTF_v003.png	R=AO G=R B=M
MASKMAP	Unity HDRP pack panel_paint_MaskMap_2K_HDRP_v003.png	R=M G=AO B=Detail A=S

Avoid ambiguous tokens: diffuse for a metallic-roughness base color, packed without a channel order, normal without a Y convention when variants coexist, and final_final2 for revision history.