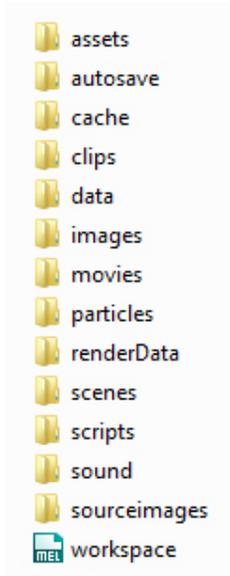


Setting up your project structure

Project Structure – This is something you will setup or connect for every project that you work on!! The project folders are used to keep projects organized and are vital to a clean work environment and integration into common workflow pipelines. By setting this up Maya will automatically know which folders to draw content from and save content to, therefore you will do this as the beginning of any work session (whether you're at home or at school)!!



Creating the Project structure from scratch:

- File → Project Window:
 - Current Project: Hit the 'New' button
 - Name the current project
 - Location: navigate to where you want to save your project
 - Leave all other folders alone
 - Hit 'Accept' (at the bottom)

Setting your project structure from one that already exists:

- File → Set Project... :
 - Navigate to your project folder, double click on it (so that you see the folders within it)
 - Hit 'Set'

Folders within the Structure:

- **scenes:** will contain your .mb/.ma files (your maya scene files)
- **data:** will contain any reference images you use
- **sourceimages:** will contain image files used for texturing
- **images:** will contain your rendered images
- **movies:** will contain your rendered playblasts

Try it: Let's create our first project structure and create some simple geometry!