

FILECOMBINE

A shared starting point for CG / VFX projects, files and versions.

LESS FILE HUNTING. MORE PRODUCTION.

Create the project structure. Open the right scene.
Save a version. Bring the render into compositing.

CLIENT > PROJECT > SHOT / ASSET > VERSION > WORK

ONE PROJECT. A CONSISTENT WAY TO WORK.

The proposed value: reduce repetitive file handling across production.

01 / STRUCTURE

START CONSISTENTLY

Create folders and scene names from a shared convention. Make each project easier to navigate and hand over.

02 / ACCESS

FIND THE RIGHT FILE

Choose a client, project, shot or asset, and version from a common launch window.

03 / HANDOFF

CONNECT THE STAGES

Select a 3D render version, load it into a composition, then update the input when needed.

Expected benefits to validate: less searching, fewer manual paths, fewer version-selection errors.

FROM PROJECT SETUP TO DELIVERY

A common folder structure connects the launcher and in-application plugins.

01

SET UP

Client + project
Folder structure

02

SELECT

Shot / asset
Scene version

03

WORK

Open scene
Save new version

04

HAND OFF

Render > comp
Edit > delivery

SHARED CONTEXT = CLIENT + PROJECT + SHOT / ASSET + VERSION

Editing and delivery appear in the folder structure. The editor workflow is not yet detailed.

A FILE SYSTEM THAT REFLECTS PRODUCTION

The map contains 3D and compositing examples. This is their consolidated structure.

Client / Project /

010 input

020 preproduction

030 resources

040 work

assets / cgi / raw render / comp

050 edit

090 delivery

RESOURCES

Models, textures, HDRI, references and footage.

VERSIONED SCENES

Client + project + shot + version + file type.

Folder spelling is normalized here. The final naming standard still needs to be agreed.

OPEN. CREATE. SAVE A VERSION.

Houdini is the most detailed 3D workflow in the source map.

01 / LAUNCH

CHOOSE A SCENE

Default to the latest user-saved scene version, with earlier versions available. Create a new scene when needed.

No scene: selection fields are inactive. No render: the render button is inactive. Cinema 4D is listed in the folder structure; its workflow is not detailed.

02 / PREPARE

SET THE CONTEXT

Set \$JOB, create working folders and prepare a Stage layout for camera, geometry, materials and light.

03 / WORK

SAVE & NAVIGATE

Open resources and project folders from a plugin. Save the current file or create a new version.

BRING THE 3D RESULT INTO THE COMP.

The map describes Fusion scenes (.comp) and OpenEXR renders (.exr).

01 SELECT A VERSION

Choose a 3D result in the render-loading window.

02 LOAD THE RENDER

Create a loader pointing to the selected render data.

03 REPLACE THE INPUT

Replace previously loaded shot data with the selected version.

OpenEXR pass splitting requires a plugin. Detecting new layers during an update is marked as a low-priority extension in the map.

WHAT IS DEFINED. WHAT REMAINS OPEN.

Separate the detailed file workflow from the broader product ambition.

DETAILED IN THE MAP

Project folder creation

Scene selection and creation

Version selection and saving

Houdini-to-Fusion render handoff

STILL TO BE DEFINED

Producer and editor workflows

Permissions and concurrent work

Tasks, schedules and approvals

Reference boards: a future idea

The map includes “ready / tested” labels. Implementation and test results have not been verified.

PROVE THE CORE ON ONE REAL SHOT.

A suggested validation scope for discussion with partners.

01 / SCOPE

BUILD THE CORE

Project setup, shot selection, scene opening and version saving. Start with the Houdini-to-Fusion connection.

02 / TRIAL

RUN THE HANDOFF

Create a scene, render it, load the result into a composition, then replace it with a revised render.

03 / EVIDENCE

MEASURE THE VALUE

Track time spent locating files, manual steps and version-selection errors. Compare with the current workflow.

PARTNER DECISION: choose the pilot project, participants and success criteria.

AGREE THE RULES BEFORE EXPANDING.

Two decisions to resolve before validating the workflow.

01 WHAT COUNTS AS “LATEST”?

Latest for one user, one shot or the whole team? The map does not yet define a single version-selection policy.

02 WHICH SHOT DOES THIS RENDER BELONG TO?

The map allows opening the newest render even from a different shot. Proposed rule: use the current shot and flag any mismatch explicitly.

CONTENT: idea/meind map.excalidraw.md (text elements). DESIGN: Magnific-Workflow_001.pdf.
Benefits and pilot scope are proposals. Product readiness, budget and timeline are not assessed.