In all the following examples, the **materials scope name is configured to be "mtl".** Thus, the default location to create new materials in should be in a scope called "mtl". However, there are a few situations where it is not entirely obvious, what the expected behavior should be. Assuming the user creates a new material in one of the situations shown below. What scope should be used or created to hold the new material?
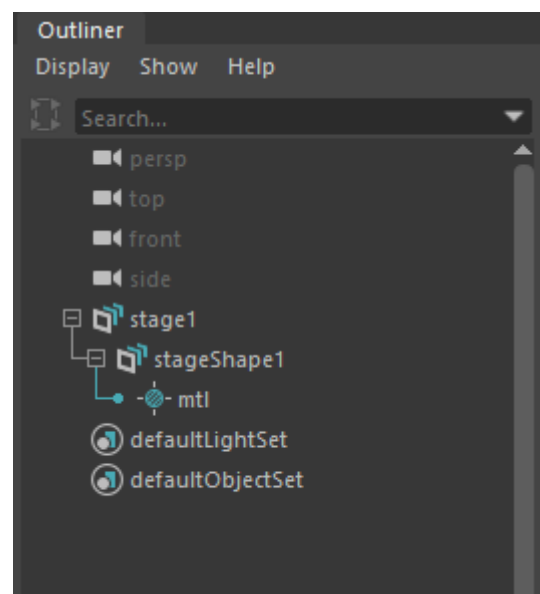
1. Empty Stage

a) ✗ Create "looks"
b) ✓ Create "mtl"
c) ✗ Create "bingbong"
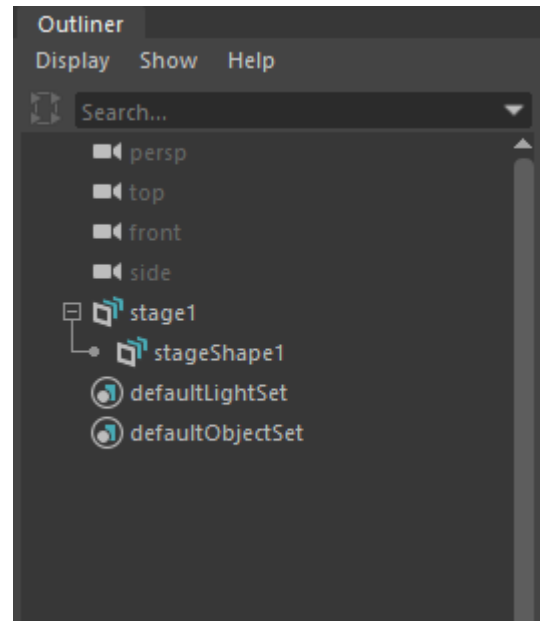
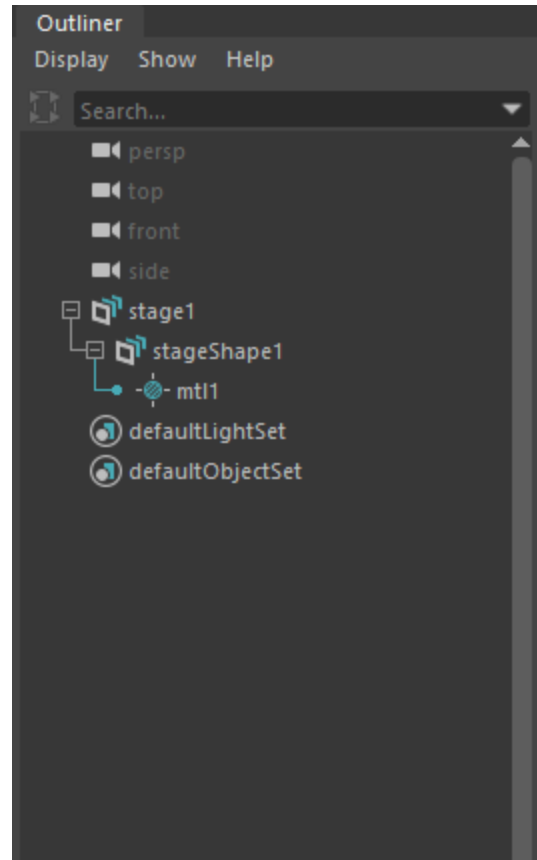## 2. "mtl" exists
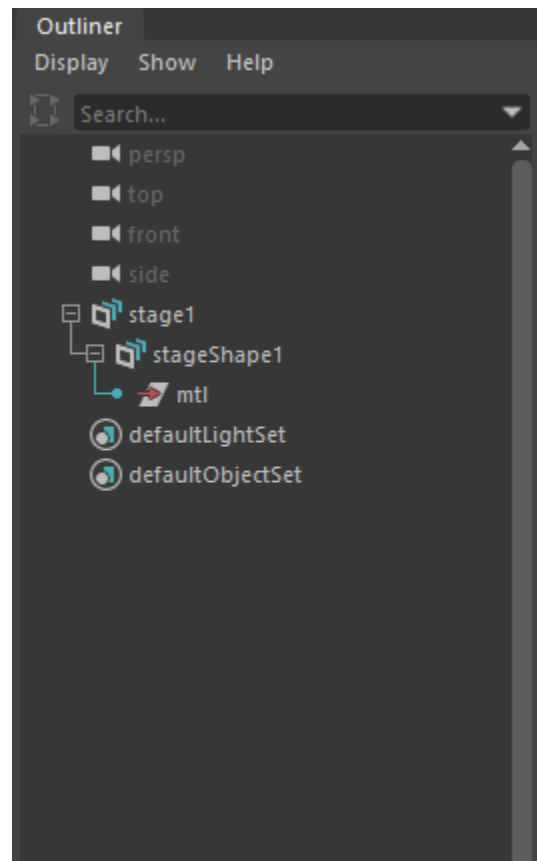
a) ✓ Use "mtl"
b) ✗ Create "mtl1"
c) ✗ Create "looks"

3. "mtl1" exists

a) ✗ Use "mtl1"
b) ✓ Create "mtl"
c) ✗ Create "looks"

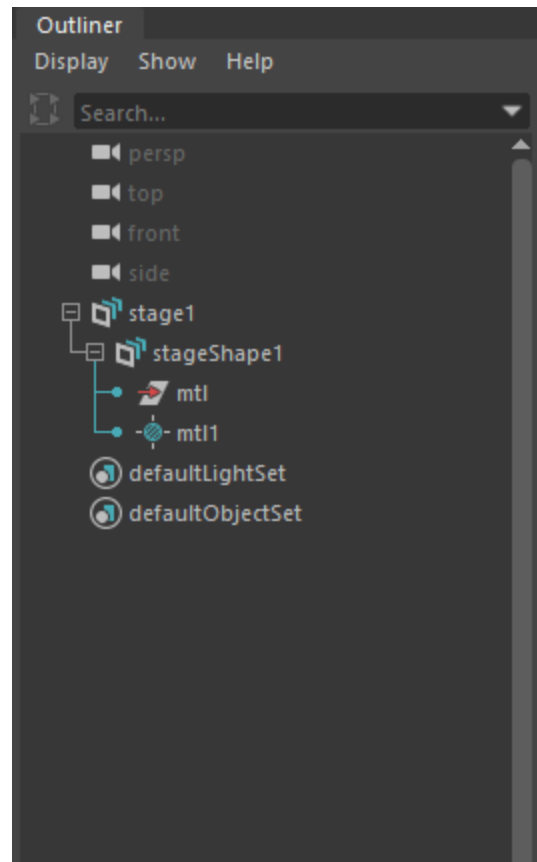## 4. "mtl" unavailable

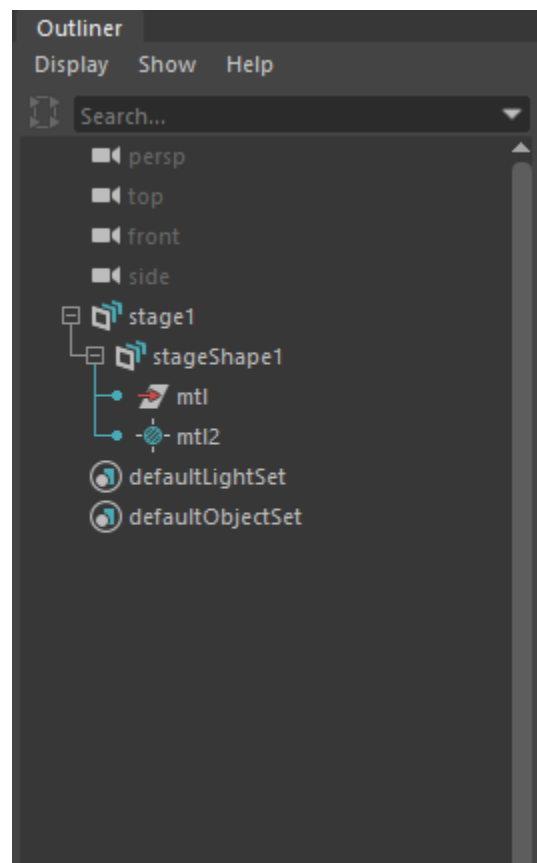a) ✓ Create "mtl1"
b) ✗ Create "mtl2"
c) ✗ Create "looks"

5. "mtl" unavailable, "mtl1" exists

a) ✓ Use "mtl1"
b) ✗ Create "mtl2"
c) ✗ Create "looks"

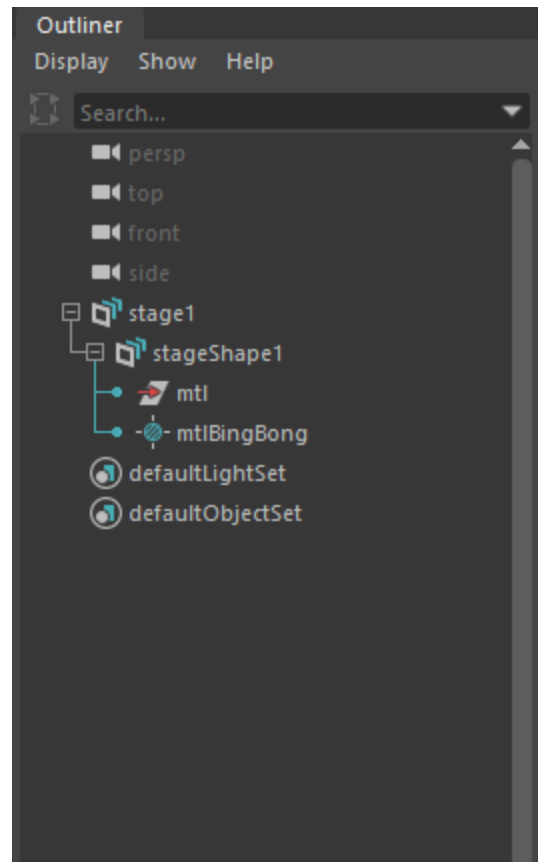## 6. "mtl" unavailable, "mtl2" exists
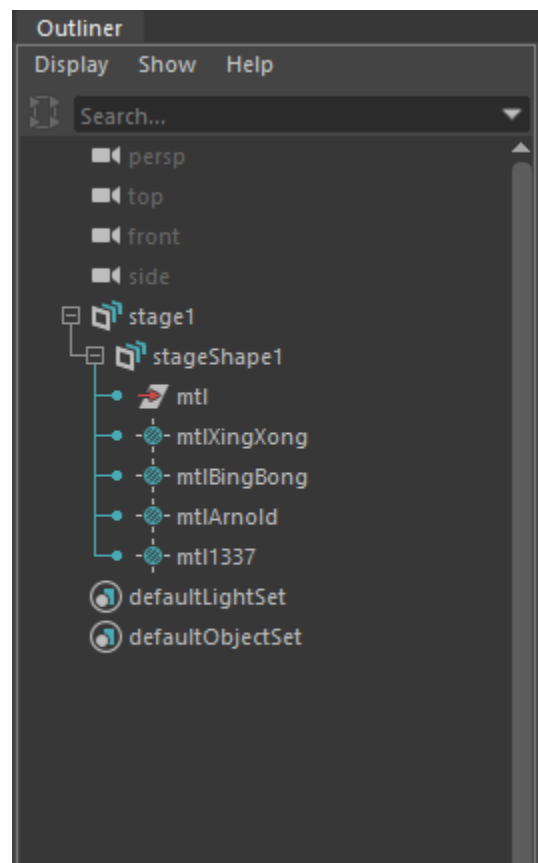
a) ✓ Create "mtl1"
b) ✗ Use "mtl2"
c) ✗ Create "looks"

7. "mtl" unavailable, "mtlBingBong" exists

a) ✖ Use "mtlBingBong"
b) ✓ Create "mtl1"
c) ✖ Create "mtl2"
d) ✖ Create "looks"

8. "mtl" unavailable, multiple scopes exist

a) ✖ Use any of the existing scopes
b) ✖ Use "mtlBingBong"
c) ✖ Use "mtlXingXong"
d) ✖ Use "mtlArnold"
e) ✖ Use "mtl1337"
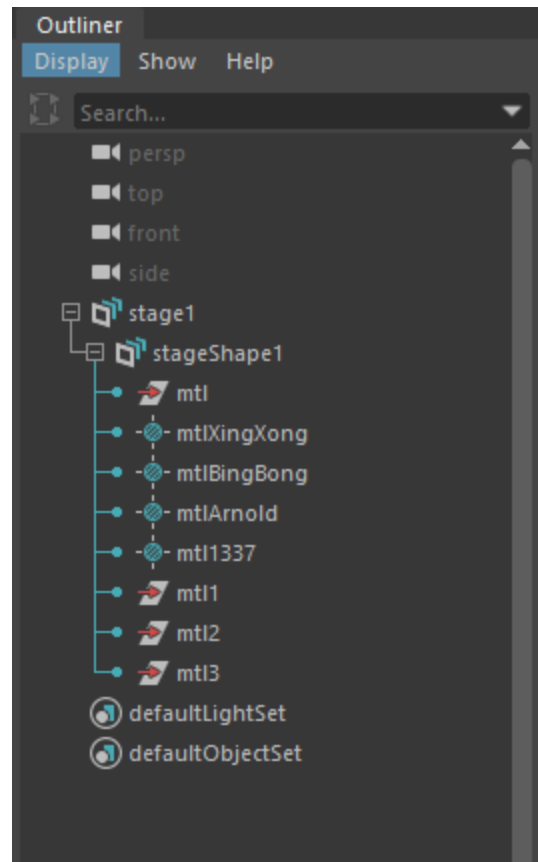f) ✓ Create "mtl1"
g) ✖ Create "mtl2"
h) ✖ Create "looks"

9. multiple unavailable, multiple scopes exist

a) ✗ Use any of the existing scopes
b) ✗ Use "mtlBingBong"
c) ✗ Use "mtlXingXong"
d) ✗ Use "mtlArnold"
e) ✗ Use "mtl1337"
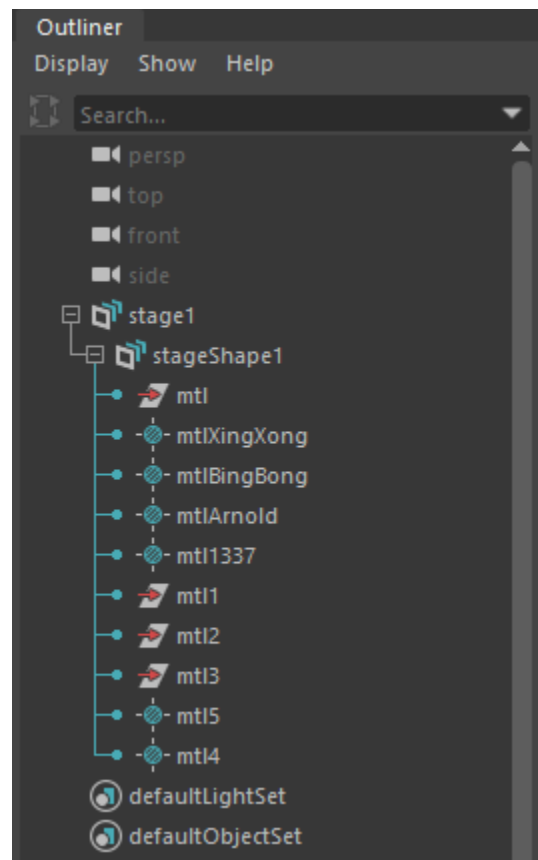f) ✓ Create "mtl4"
g) ✗ Create "mtl5"
h) ✗ Create "looks"
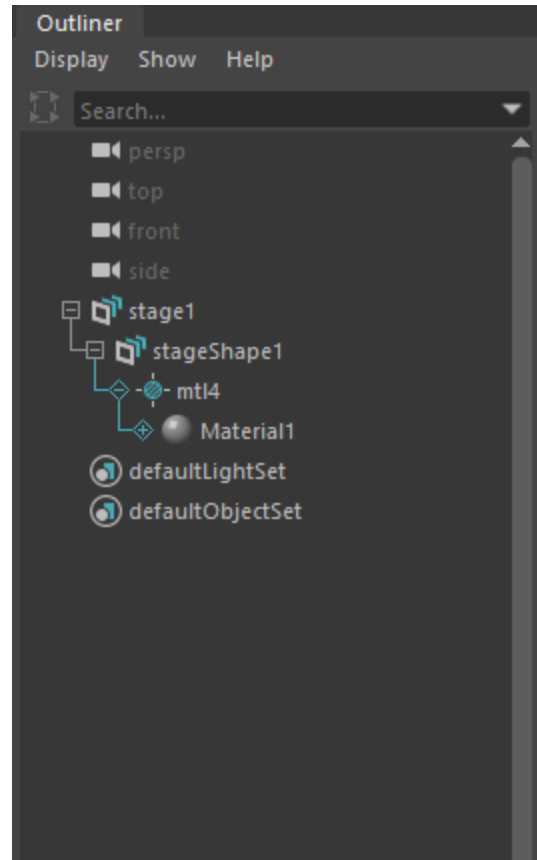

10. multiple unavailable, multiple scopes exist

a) ✗ Use any of the existing scopes
b) ✗ Use "mtlBingBong"
c) ✗ Use "mtlXingXong"
d) ✗ Use "mtlArnold"
e) ✗ Use "mtl1337"
f) ✓ Use "mtl4"
g) ✗ Use "mtl5"
h) ✗ Create "looks"

11. "mtl" renamed

A material got created in a scope called "mtl". Afterwards the scope was renamed to "mtl4". Now a new material gets created.
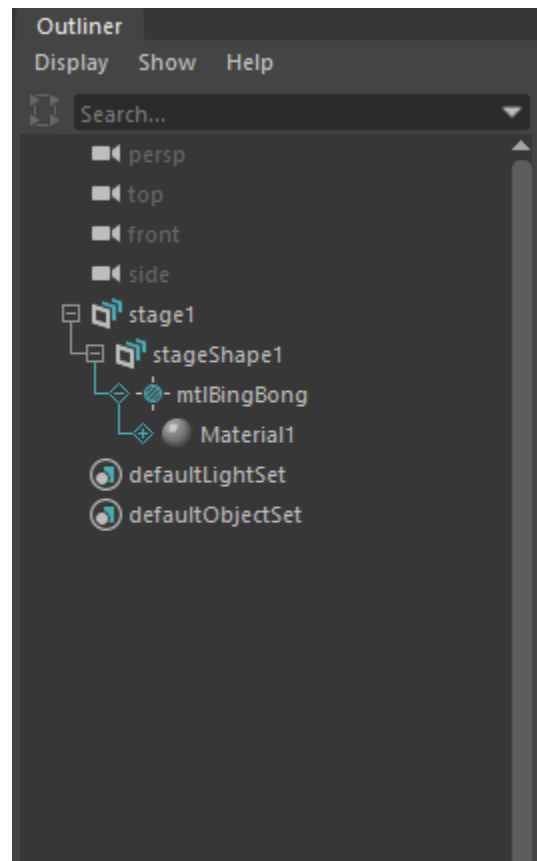
a) ✖ Use "mtl4"
b) ✔ Create "mtl"
c) ✖ Create "looks"

12. "mtl" renamed

A material got created in a scope called "mtl". Afterwards the scope was renamed to "mtlBingBong". Now a new material gets created.

a) ✖ Use "mtlBingBong"
b) ✔ Create "mtl"
c) ✖ Create "looks"

Other aspects:

- We only look for or create the materials scope at the root level of the USD stage. We do not search for or crate materials scopes deeper down in the hierarchy.
- The Story LOOKDEVX-954 will allow users to create new materials in non-rooted mtl scopes.