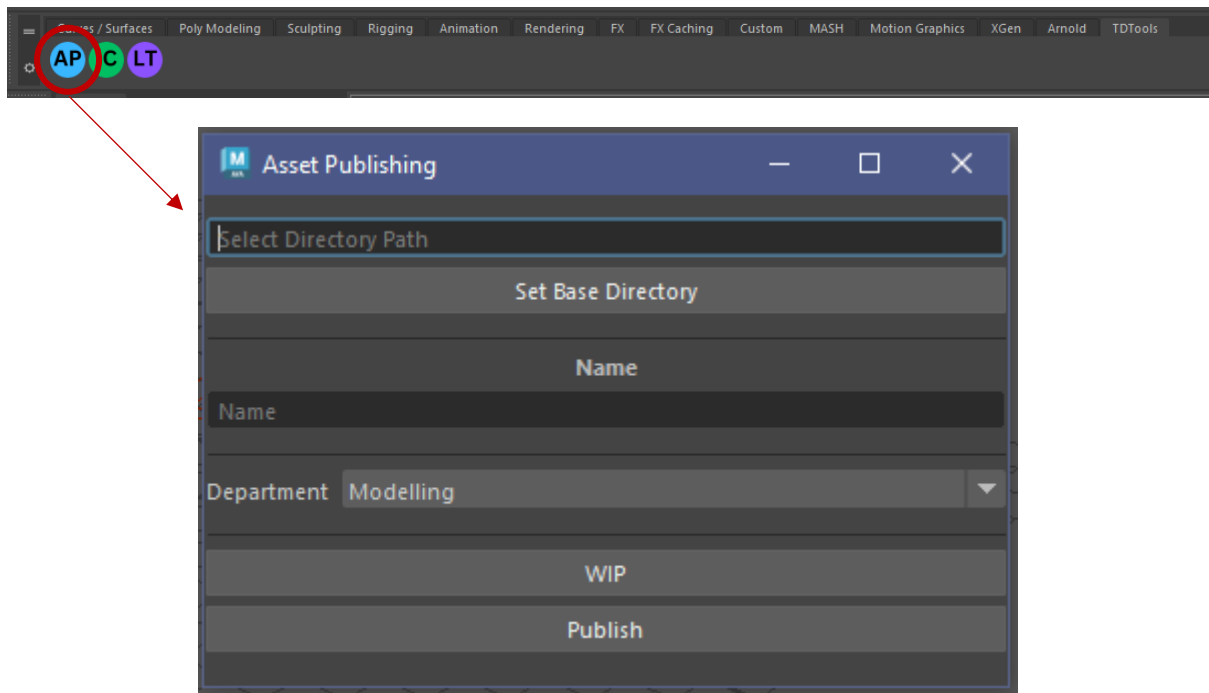


## Asset Publishing Tool - User Documentation

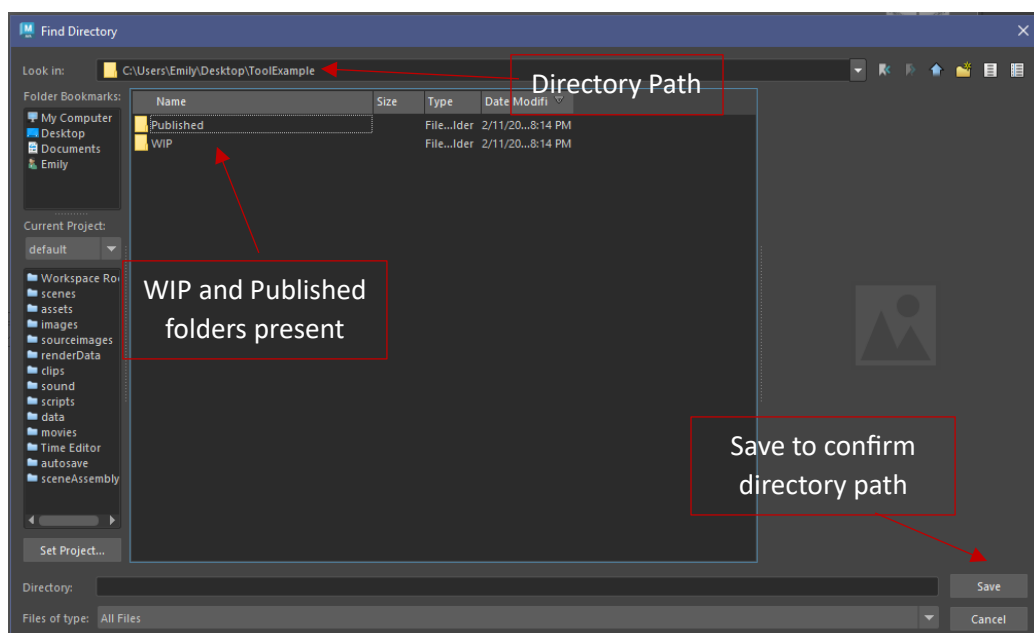
The Asset Publishing Tool allows users to save their scenes as work in progress files as well as publish assets in the scene (sets, set pieces, camera layout and animation cache data) to their relevant folders. The tool features version control to prevent file overriding, publishes the latest WIP file as well as department and project name specification.

1. Click on the 'AP' icon in the TDTools shelf to open the tool

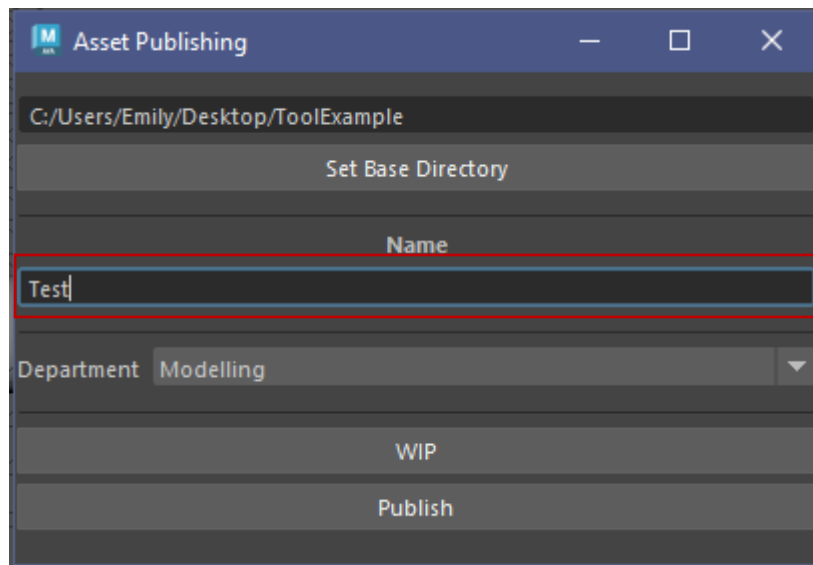


2. Click the 'Set Base Directory' and specify where files will be saved to. Once the desired folder is selected, press 'Save'

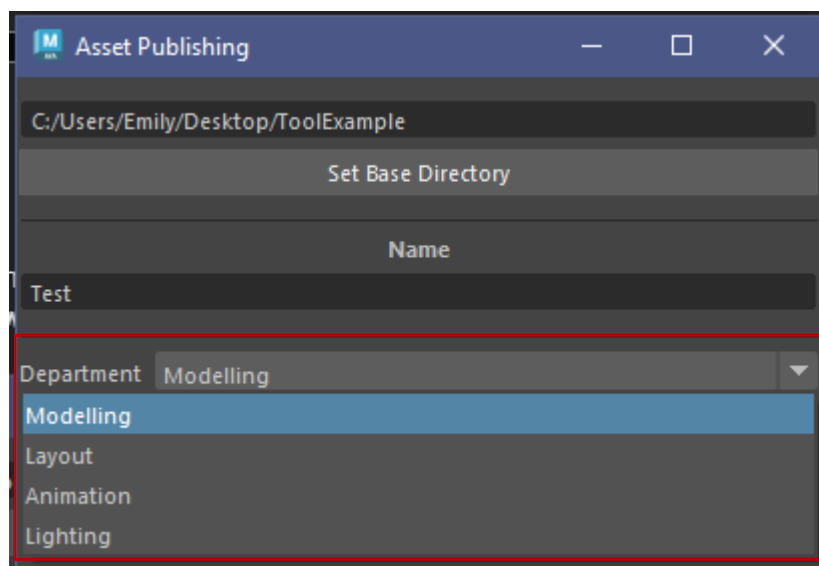
**Important:** The directory must have a WIP and Published folder in it for the tool to work



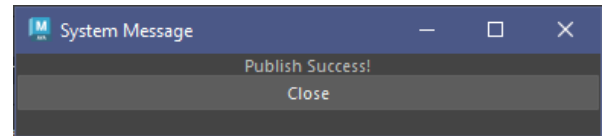
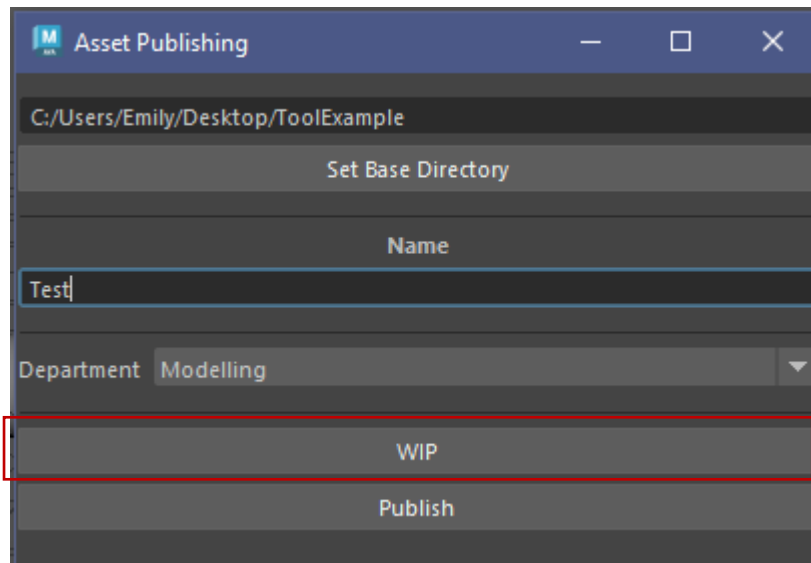
3. Give the file a name which matches your project's naming conventions. This will be used to sort both WIP and Published files



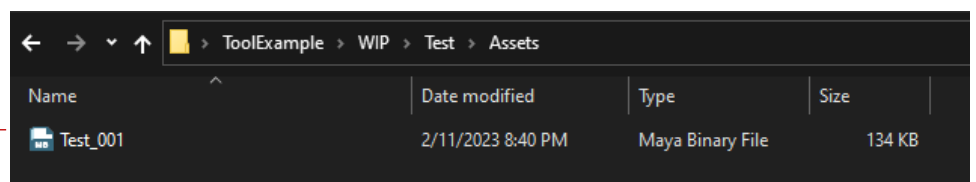
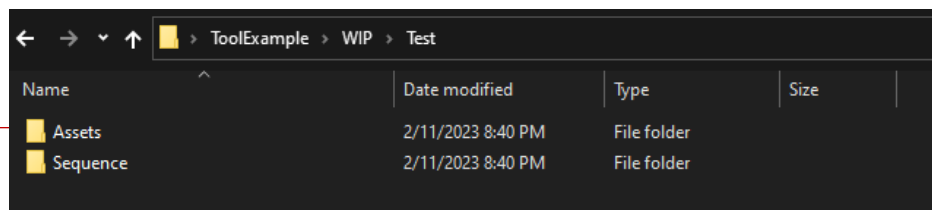
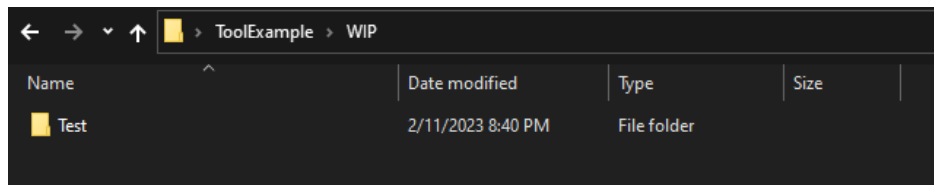
4. Drop down to specify what department you are working on. This will specify whether scenes will be saved to WIP/Assets (for modelling) or WIP/Sequence (for other departments). By default, 'Modelling' is selected.



5. Click on the 'WIP' button to save your scene to one of the directories specified above

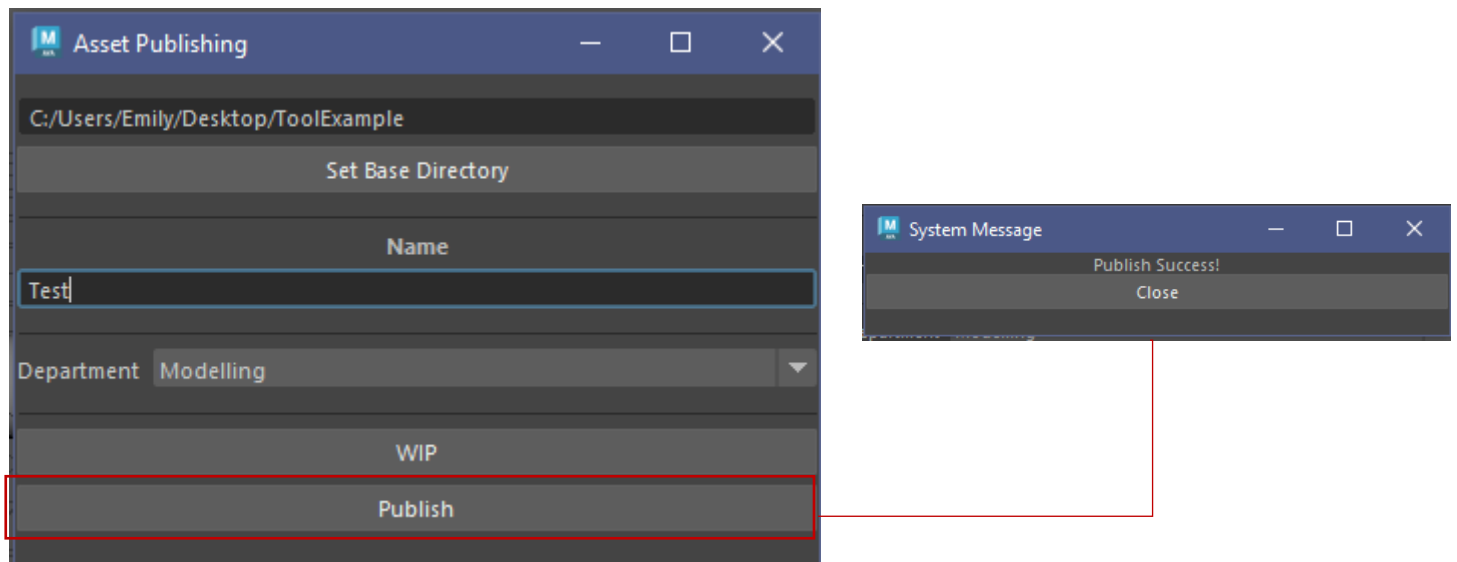


### Folder Layout – Modelling WIP Save Example

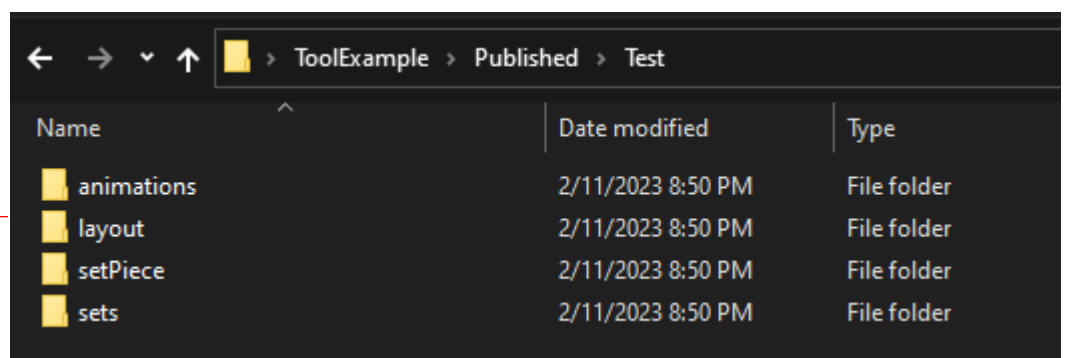
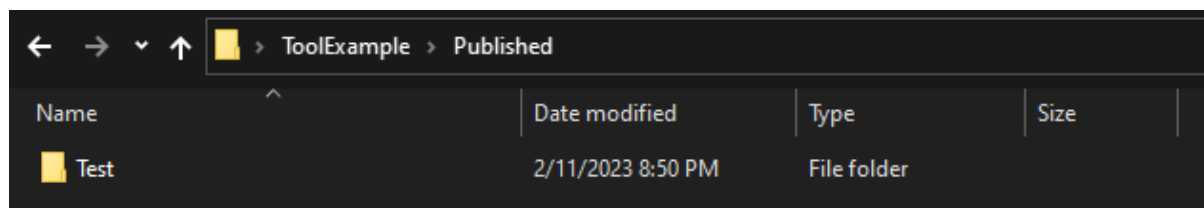


- Click on the 'Publish' button to publish the sets, set pieces, animations and camera layout from the latest WIP scene

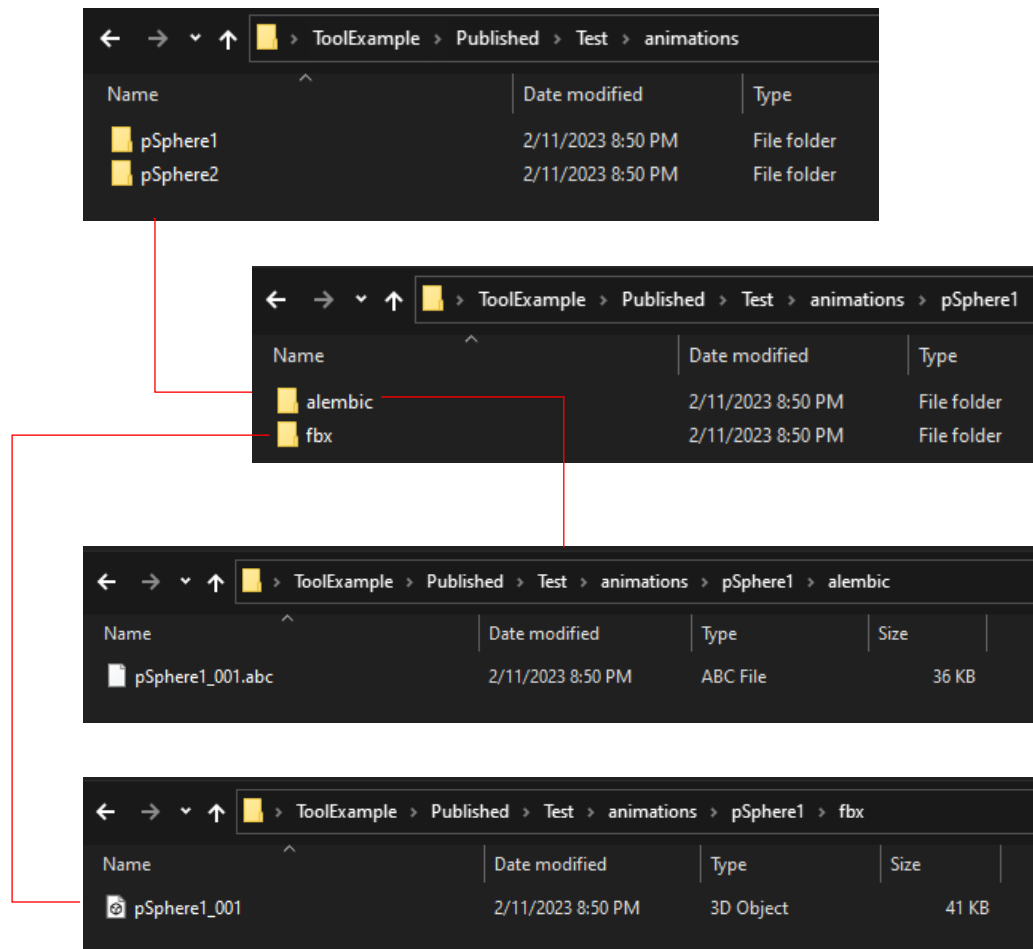
**Important:** The name entered must be the same as the WIP name



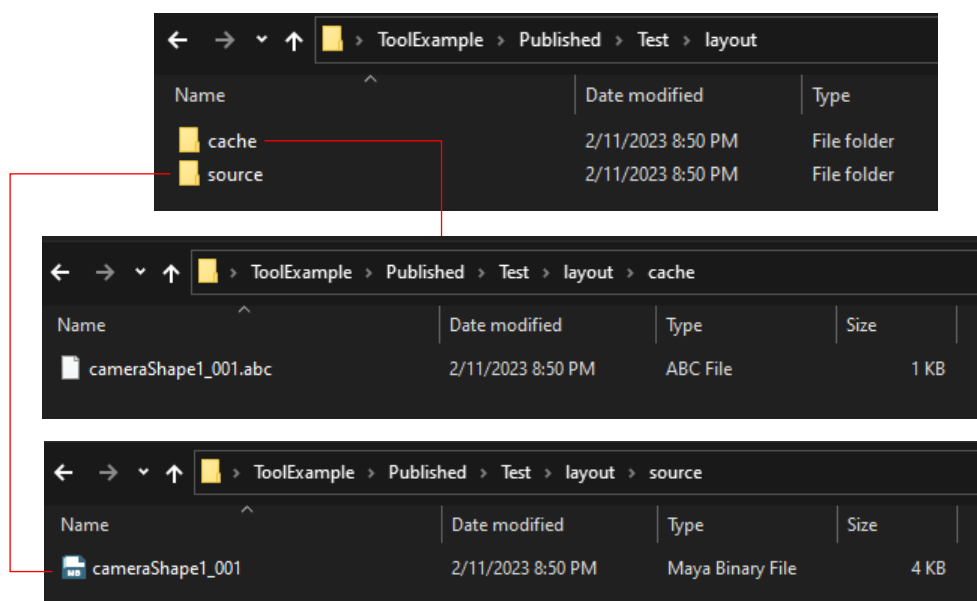
### Folder Layout: Modelling Publish Example



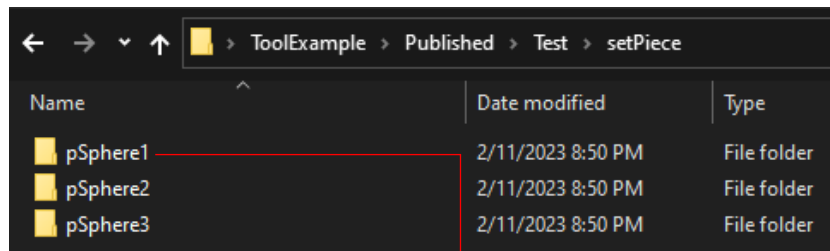
## Modelling Publish Example: Animations



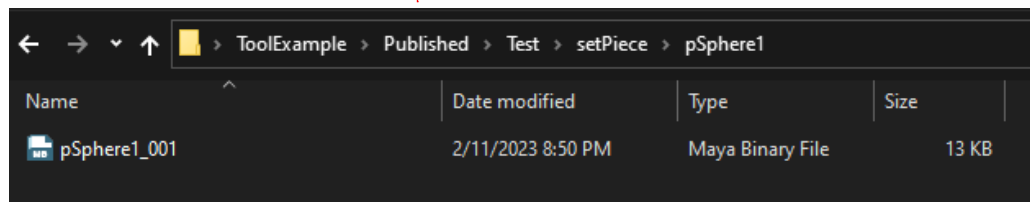
## Modelling Publish Example: Layout



## Modelling Publish Example: Set Piece

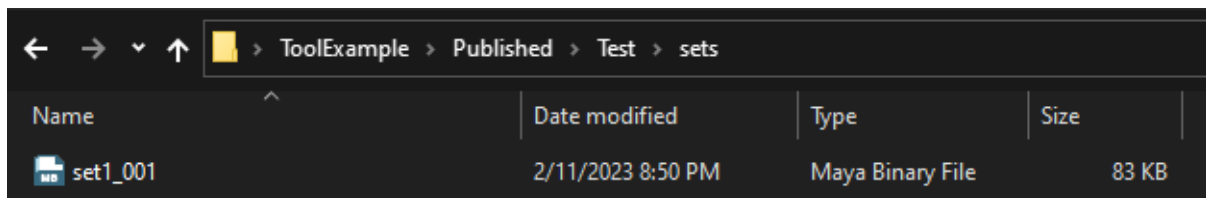


ToolExample > Published > Test > setPiece		
Name	Date modified	Type
pSphere1	2/11/2023 8:50 PM	File folder
pSphere2	2/11/2023 8:50 PM	File folder
pSphere3	2/11/2023 8:50 PM	File folder



ToolExample > Published > Test > setPiece > pSphere1			
Name	Date modified	Type	Size
pSphere1_001	2/11/2023 8:50 PM	Maya Binary File	13 KB

## Modelling Publish Example: Set



ToolExample > Published > Test > sets			
Name	Date modified	Type	Size
set1_001	2/11/2023 8:50 PM	Maya Binary File	83 KB