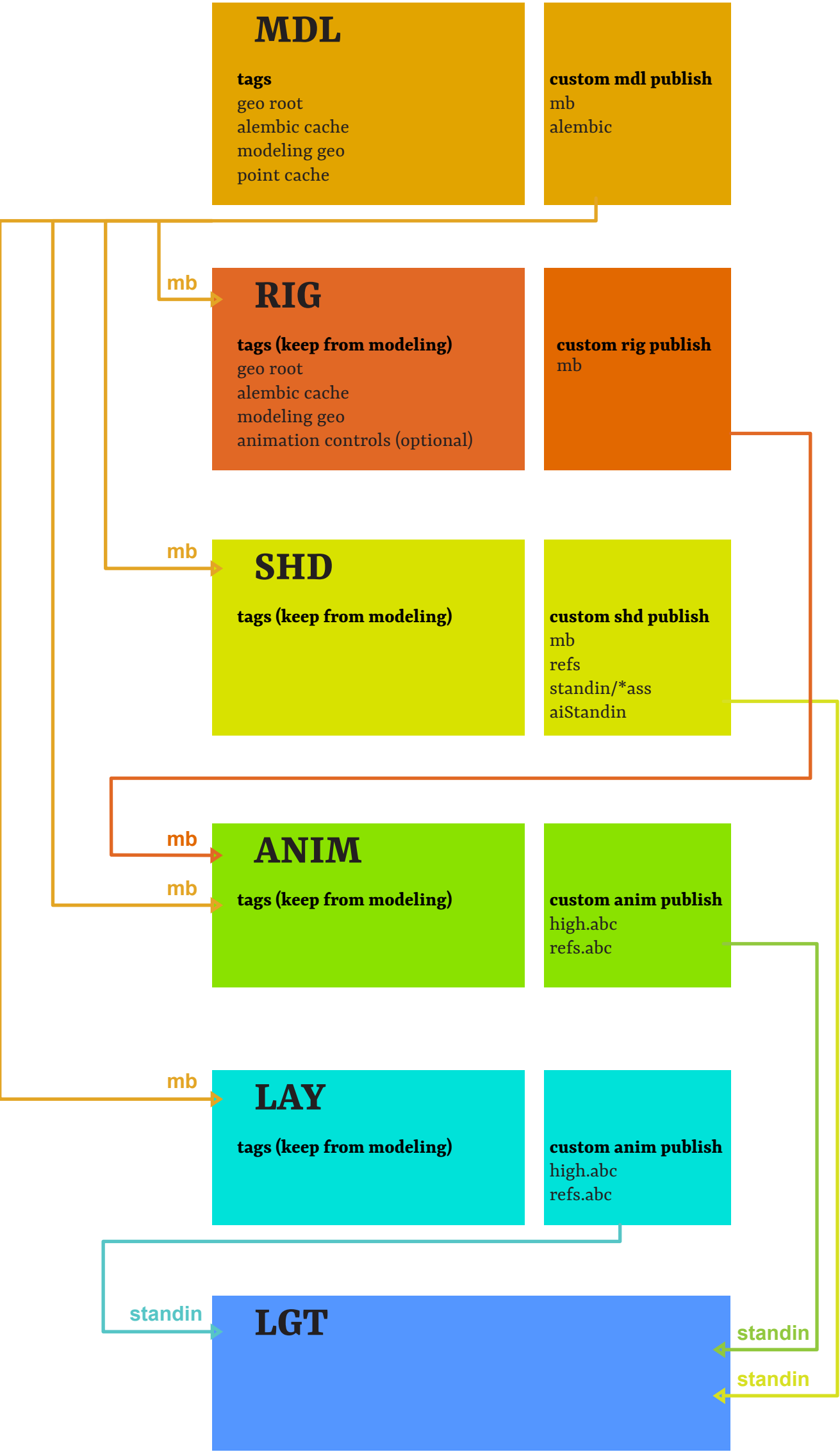


Custom publish workflow



Description

All models under one grp.

Reference mdl mb file and build rig.
Add tags.
Publishes a mb file nd resolves the reference.

Reference mb file and assign shaders.
Publishes mb and .refs file (stores the information what
shader connects to which object),
an aiStandin ass file of every first level hierarchy object
as well as an ma with all collected standins in one file.

Reference mb file.
Publishes alembics and .refs file.

Reference mb file.
Publishes alembics and .refs file.

Reference standins files.
OTimport to assign shader from shading publish.

Wishlist

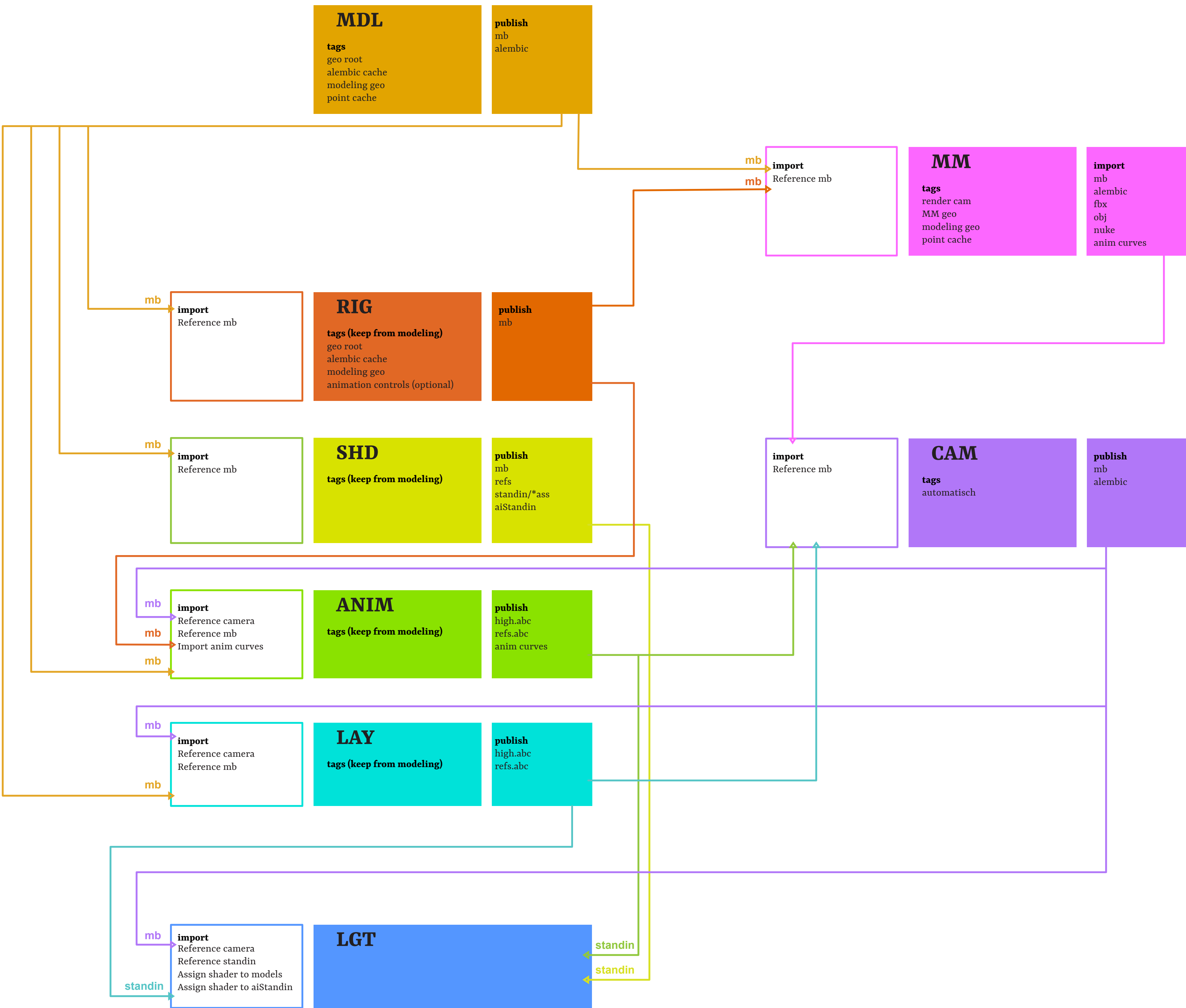
- ANIM**

Export anim curves as well.
Imports anim curves as well.
Publishes .high and refs during publish.
- LAY**

Handle MASH networks.
Integrate LOD system.
Publishes .high and refs during publish.
- LGT**

Assign shader to models files and aiStandins(alembic) automatically.

Combined publish workflow



Should do

- MM**

Publish MM camera and MM geo.
Publish animation curves of rotomation., which can be assigned on rigs later.
- CAM**

Gets cameras from MM, anim or layout.
- MDL**

Prepare models for export.
Resolves instances.
Publish a mb and an alembic file.
- RIG**

Publish a mb file and resolves the reference.
- SHD**

Publish Shaders.
Publish mb and .refs file, an aiStandin ass file of every first level hierarchy object as well as an ma with all collected standins in one file.
- ANIM**

Export anim curves as well during publish (option).
Imports anim curves as well, menu.
Publish .high and refs during publish.
Publish a standin file (high alembic) .
- LAY**

Assemble the scene with props, animated props, MM and cams.
Handle MASH networks.
Integrate LOD system.
Publish .high and refs during publish.
Publish a standin file (high alembic) .
- LGT**

Reference shaders to models files and aiStandins (Alembic) automatically.
UI to print out Informations like errors or success.