Combined publish workflow

Should do

MDL
tags
geo root
alembic cache
modeling geo
point cache

publish
mb
alembic

import
Reference mb

MM
tags
render cam
MM geo
modeling geo
point cache

import
mb
alembic
fbx
obj
nuke
anim curves

RIG
tags (keep from modeling)
geo root
alembic cache
modeling geo
animation controls (optional)

publish
mb

import
Reference mb

SHD
tags (keep from modeling)

publish
mb
refs
standin/*ass
aiStandin

import
Reference mb

import
Reference mb

CAM
tags
automatisch

publish
mb
alembic

import
Reference camera
Reference mb
Import anim curves

ANIM
tags (keep from modeling)

publish
high.abc
refs.abc
anim curves

import
Reference camera
Reference mb

LAY
tags (keep from modeling)

publish
high.abc
refs.abc

import
Reference camera
Reference standin
Assign shader to models
Assign shader to aiStandin

LGT

mb
standin
standin
standin
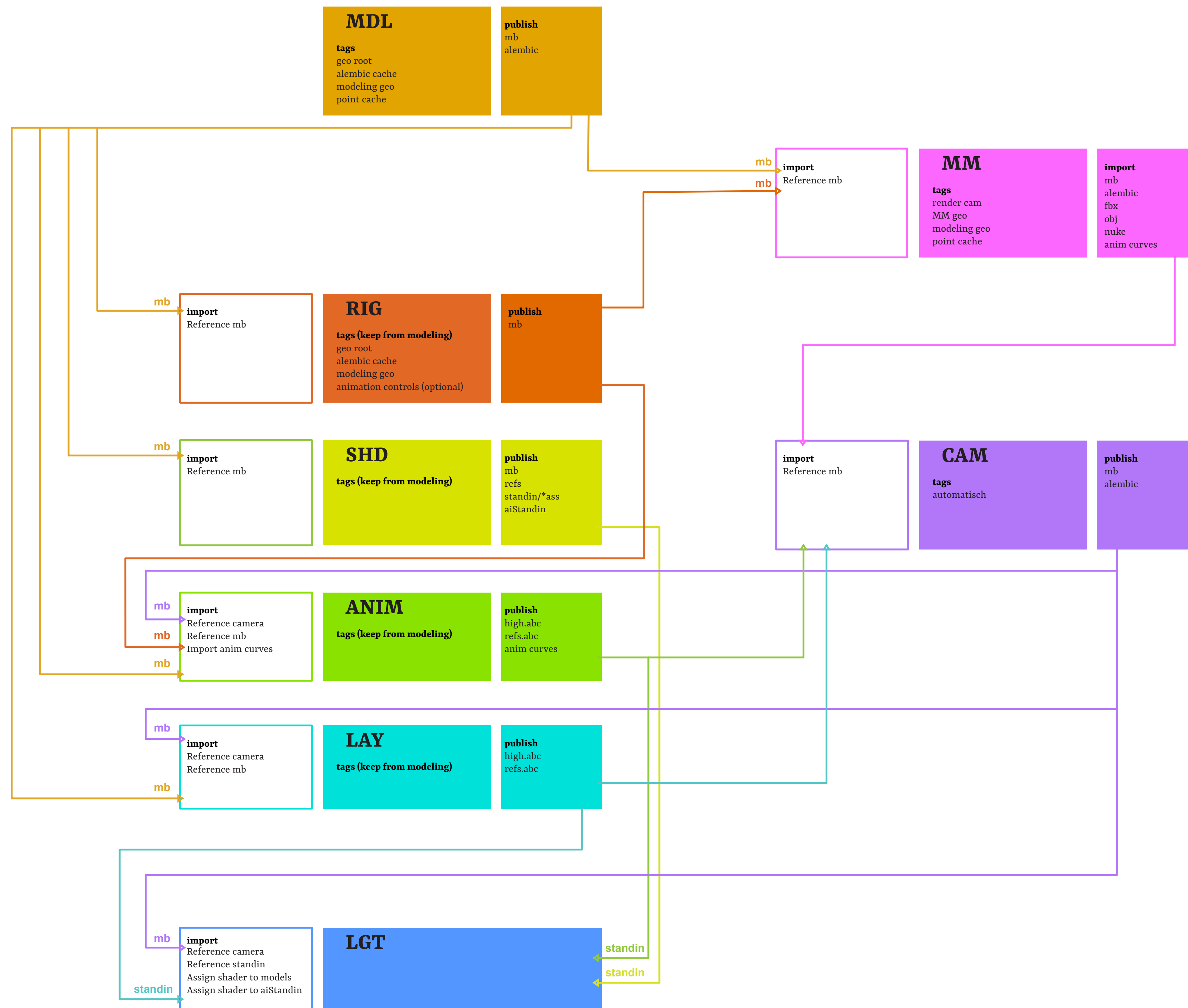
MM
Publish MM camera and MM geo.
Publish animation curves of rotomation., which can be assigned on rigs later.

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.