CUSTOM PUBLISH WORKFLOW

MDL

tags
geo root
alembic cache
modeling geo
point cache

custom mdl publish
mb
alembic

RIG

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

custom rig publish
mb

SHD

tags (keep from modeling)

custom shd publish
mb
refs
standin/*ass
aiStandin

ANIM

tags (keep from modeling)

custom anim publish
high.abc
refs.abc

LAY

tags (keep from modeling)

custom anim publish
high.abc
refs.abc

LGT

mb
mb
mb
mb
mb
standin
standin
standin

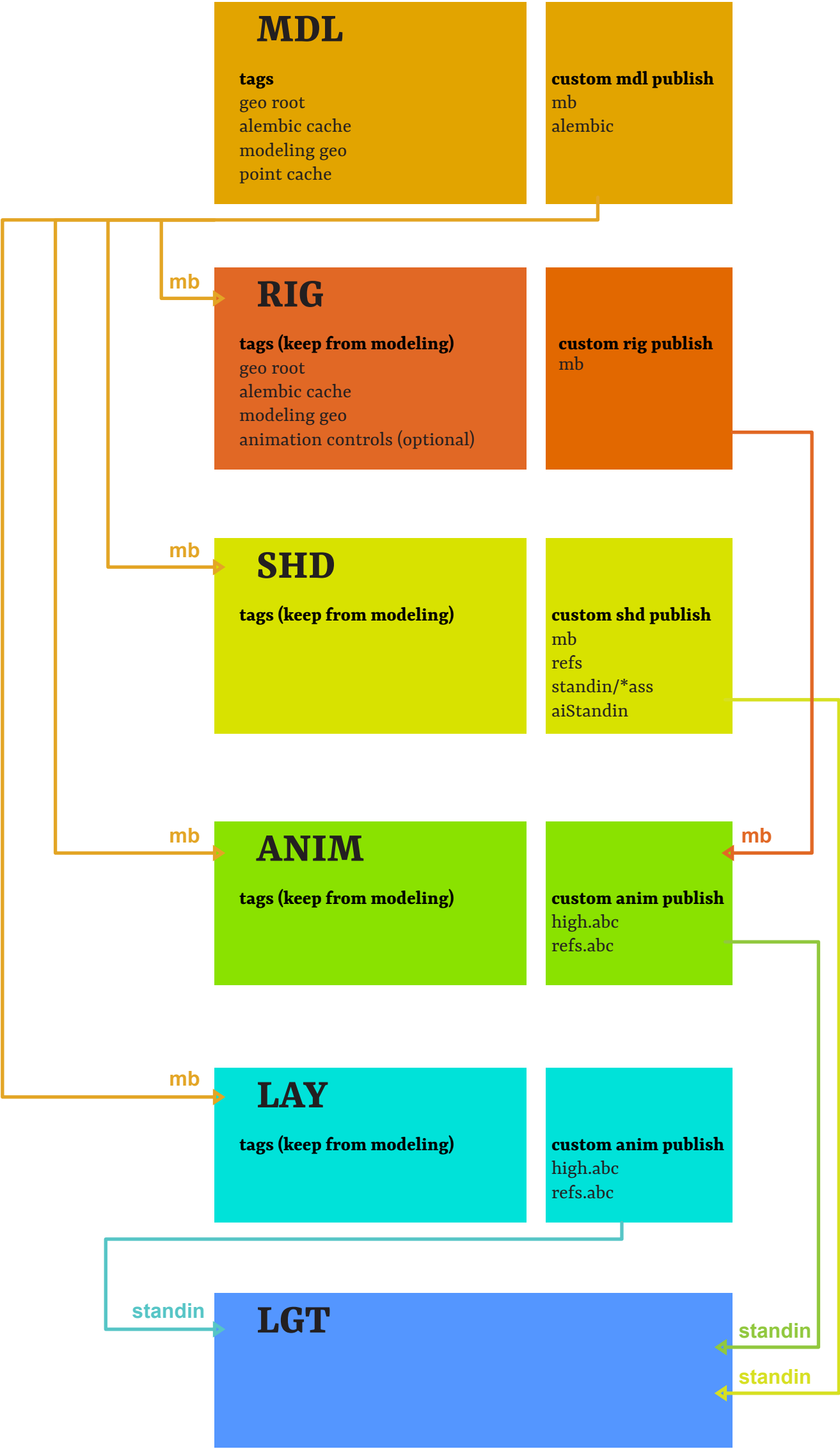## NOTES

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.