Custom publish workflow

MDL custom mdl publish tags geo root alembic alembic cache modeling geo point cache mb RIG tags (keep from modeling) custom rig publish geo root alembic cache modeling geo animation controls (optional) **SHD** custom shd publish tags (keep from modeling) refs standin/*ass aiStandin mb **ANIM** mb tags (keep from modeling) custom anim publish high.abc refs.abc LAY custom anim publish tags (keep from modeling) high.abc refs.abc standin **LGT** standin standin

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.

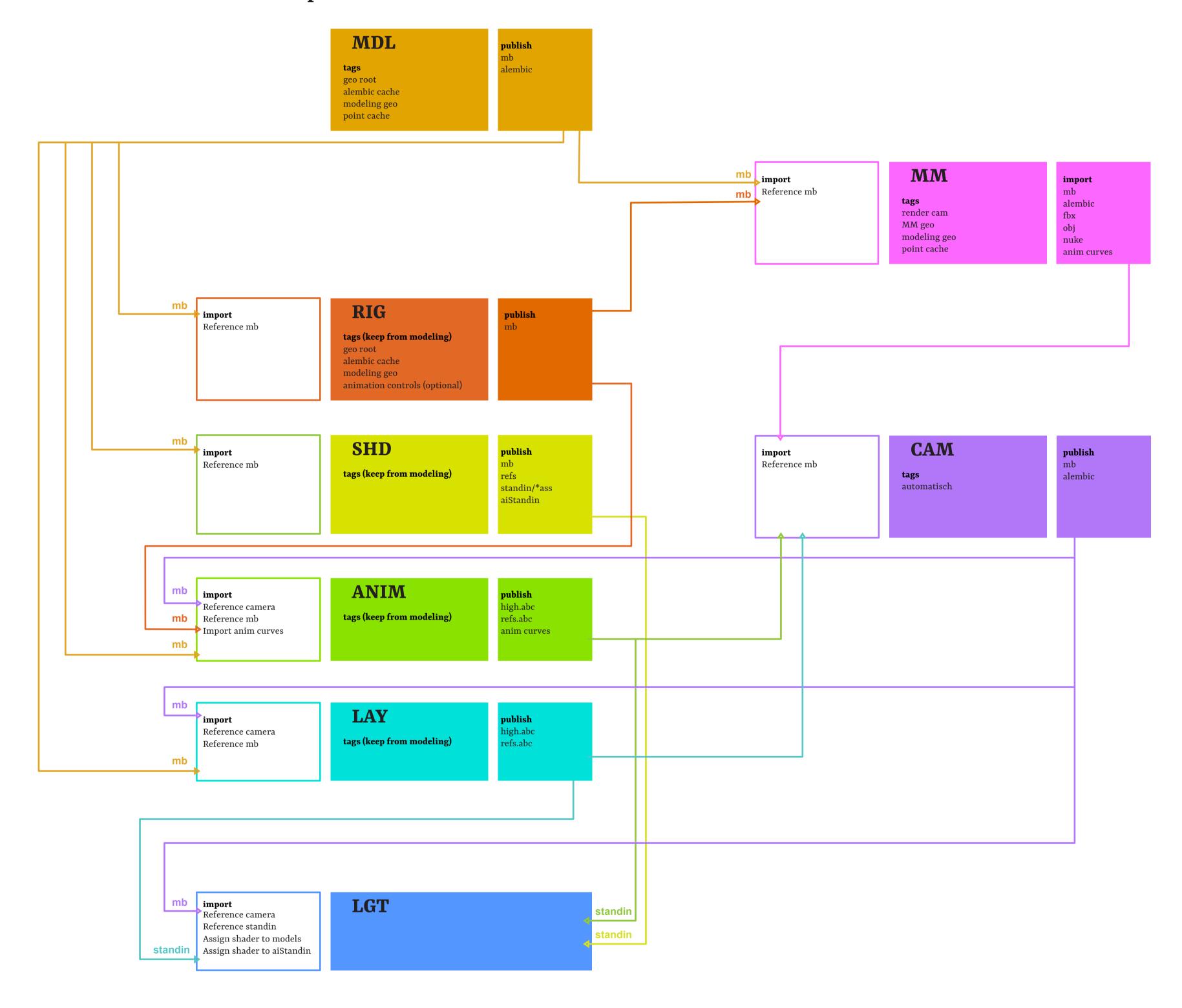
LAY

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 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

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.