I want to create the main logic of the software I am creating to automate the process of retouching photoshop files for a furniture company called Besolux. I will provide you with all the things I have already done and how the current situation is, considering that context, I want you to create a structure of the hierarchy of the scripts as well as the creation of the folder structure.

Things I have done:

Installation

**File structure:**

* The structure of the files can vary a bit and the software has to adapt to all exceptions without braking. There will be two main structures where we can find a pattern to follow to accurately know the naming structure of the file:

1. BRAND + PRODUCT + FABRIC TYPE + LEGS + FAMILY + CAMERA VIEW

Example 1: MIC(BRAND)\_3S(PRODUCT)\_51(FABRIC TYPE)\_F1(LEGS)\_MILEY(FAMILY)-1(CAMERA VIEW)

Result: MIC\_3S\_51\_F1\_MILEY-1

1. BRAND + PRODUCT + SIZE + FABRIC TYPE + FAMILY + CAMERA VIEW

Example 1: MIC(BRAND)\_PIL(PRODUCT)\_30x20x10(SIZE)\_51(FABRIC TYPE)\_MILEY(FAMILY)-1(CAMERA VIEW)

Result: MIC\_PIL\_30x20x10\_51\_MILEY-1

Example 2: MIC(BRAND)\_PIL(PRODUCT)\_40x40(SIZE)\_51(FABRIC TYPE)\_MILEY(FAMILY)-1(CAMERA VIEW)

Result: MIC\_PIL\_40x40\_51\_MILEY-1

Example 3: MIC(BRAND)\_CAR(PRODUCT)\_S(SIZE)\_105(FABRIC TYPE)\_MILEY(FAMILY)-1(CAMERA VIEW)

Result: MIC\_CAR\_S\_105\_MILEY-1

Extraction of the key information from the filenames; PSD filename complete structure examples:

o Brand = MIC\_

o Product = 3S\_

o Fabric type/family = 51\_

o Style of Legs = F1\_

o Family = NURIA

o Camera View = -1

o File type = .psd

Full example = MIC\_3S\_51\_F1\_NURIA-1.psd

I divided the project into three main steps,

Step 0 (Preparation):

* User must choose the folder you want to work with.
* The software finds all the .psd files inside the selected folder and selects one .psd file of each fabric type/family to be edited. (The editing process will be made in step 2 and further explained, however, just for context: The manual editing made in the selected file will be copied and pasted to all the .psd files with the same fabric type/family, therefore, just editing one file and applying the changes to the others). Users should be able to change the selected .psd main file of the family, a default will be chosen by the software.

Step 1:

* Creation of the colors; The main functionality of Step 1 is the creation of color templates; this can be done through running preset color actions. These are saved in “besolux\_colors” action set with different “{fabric\_name}+{color\_id}” (Example: “bluvel22”) actions inside that when run they create the colors. As the software previously checks and filters through the fabric type/family the software will only show the colors (color\_actions) available with a checkbox. Checkboxes will be unchecked by default. Then, the software should run the actions based on the position that the action was checked (The running position is important, therefore, first checked action will be run first, second, second and so on…). This positioning will be shown by a real-time display showing the order of execution changing due to user checking and unchecking boxes.
* User can call the execution of the actions with a button below the checkboxes to run with the saved order all the actions.
* Should be nice to make a dictionary file with all the colors.

// When the execution of all the colors has been completed, we will pass to step 2.

Step 2:

* After all colors have been applied to the main file, the user will be prompted to manually edit all the colors to further adjust the colors correctly. (Do your magic and manually adjust all the colors after the adjustments, please, click the “Continue” button). After manual adjustment, user will click “Continue” button, this button will go to Step 1 if there is any more main .psd files (They are the main files where color adjustments will be made to after apply to all .psd files with the same family) to be edited. Therefore, choosing the specific colors for that one and manually editing the colors. When all main files have been edited, therefore, if there are no more files to be edited, after clicking “Continue” on step 2 the software will advance to step 3. Before, the software will display a message of “You successfully completed all the tasks, relax, go for a coffee and let me do the tough work for you!”

// These last two steps will do a loop as well as step 1 and 2.

Step 3:

* Step 3 will automatically open each main .psd edited file one by one and run “copyedits” action inside “BesoLUXediting” action set. This will copy all edited files from each main .psd file from each fabric type/family into each .psd file inside the folder with the same fabric type/family.
* The step 3 will leave the main .psd file open and will advance to step 4.

Step 4:

* Step 4 will bulk export all the .psd files with the same fabric type/family inside the same folder of the already open main .psd file.
* When finished exporting all the .psd files of a fabric type/family, it will go back to step 3 and do it with the next main .psd file until it finishes all the fabric type/families of the folder that user has manually edited earlier.

Notes:

* Each step will be listened to know where