Pipeline requirements:

1. Pad out textures to match desired sizes.
2. Generate high quality default mips. In some cases, manually creating mips may be necessary (example: auto-generated mips for blueprint image suck no matter how good the filtering), so importing of files with mips already present must be supported.
3. Outputting all results into the Content folder. We need to come up with some pattern here of how we want to lay things out.
4. Input should come from an Assets folder.
5. Need to define some of the formats, such as level.