Terminology

Terms used by the Assetlib Shaper documentation:

- **Asset**: file with .bin extension produced by SceneComposer.
- **Asset Report**: file with .xml extension attached to an asset, having the same name as the asset file; also produced by SceneComposer.
- **Partitioning (or Shaping)**: process in which an asset is broken down into several assets, each containing a part of the original asset, based on a set of rules.
- **Asset Partition (or Partition)**: asset resulting from a partitioning process, containing a part of the original asset used in the process.
- **Asset Library**: specific part of asset content; library of objects of the same type or purpose.
- **Asset Library Entry (or Asset Entry)**: specific object in the asset content.
- **Partitioning Configuration (or Configuration)**: .xml file containing the set of rules to be used in the partitioning process.
- **Master Partition**: partition that implicitly includes all the Asset Entries that are not referred by rules; each Partitioning Configuration defines exactly one Master Partition.
- **Asset Partition Updating**: process of updating the partitions of an original asset to the content of a new asset, which is an evolution of the original asset.

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