



Shotgun Integrations

Covering Topics:

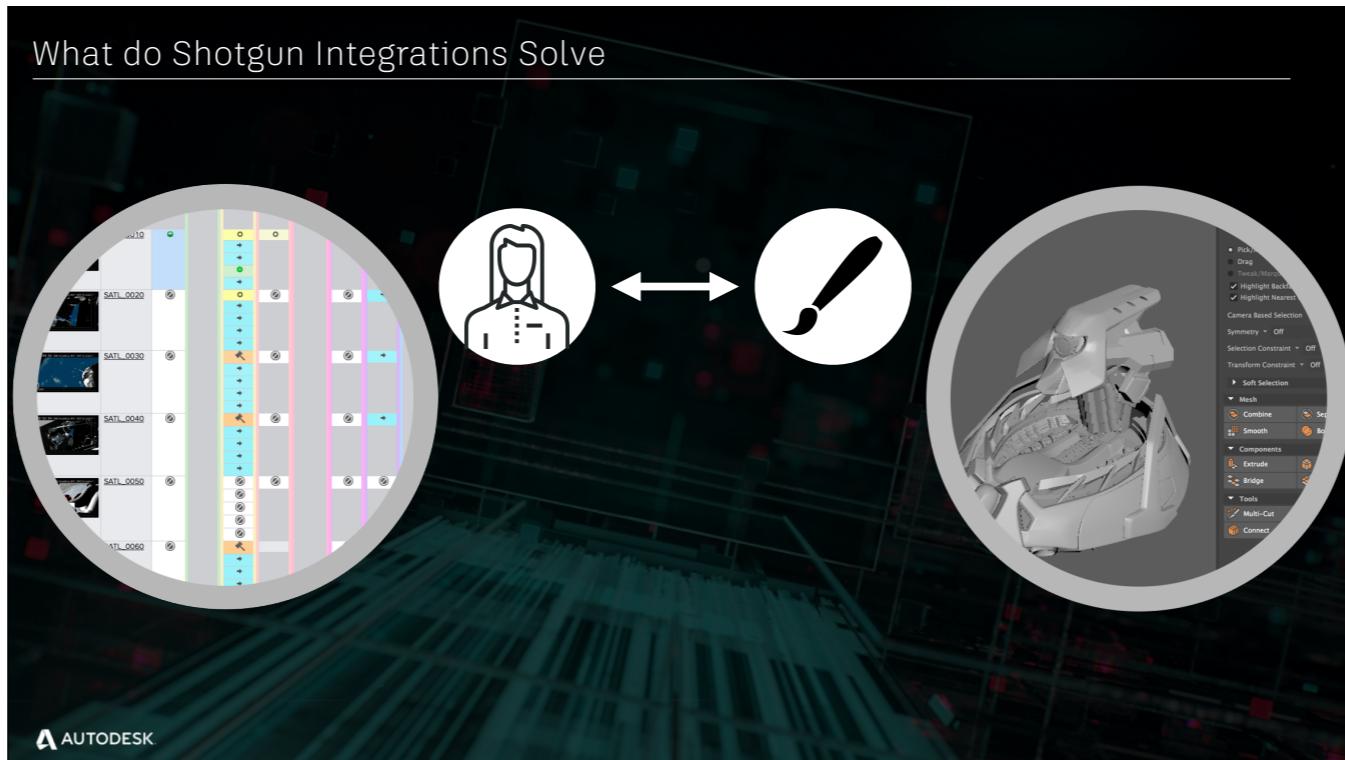
- How do the Shotgun integrations help
- Demo of the Integrations
- Summarise the pro and cons of the various offerings.



This first talk is aimed those who aren't familiar with our integrations or haven't used them in a while
And we'll mainly focus on what the user will experience.

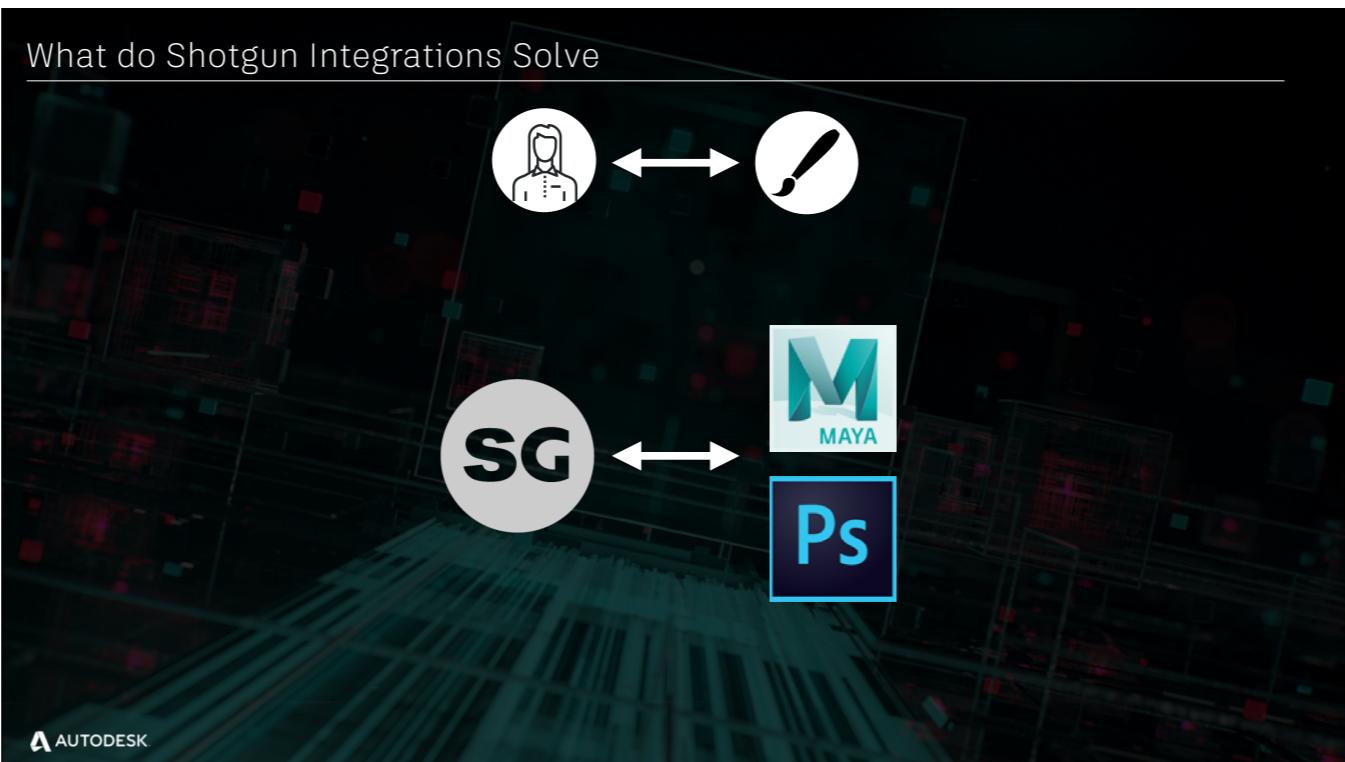
What workflow challenges the integrators can help you solve.
I will demonstrate an example workflow using the integrations.
By the end of it you will hopefully have an idea of what they are and how they can help you.

What do Shotgun Integrations Solve



- Producers/supervisors manage the production in Shotgun, keeping track on the progress of Shots and Assets, making sure everything is ticking along.
- However Shotgun Is not where the artists hangout.
- Artist's world is in the DCC, Maya, Photoshop, Nuke etc.
- Helps connect your artists with the producers/supervisors with in DCC Shotgun Interfaces

What do Shotgun Integrations Solve

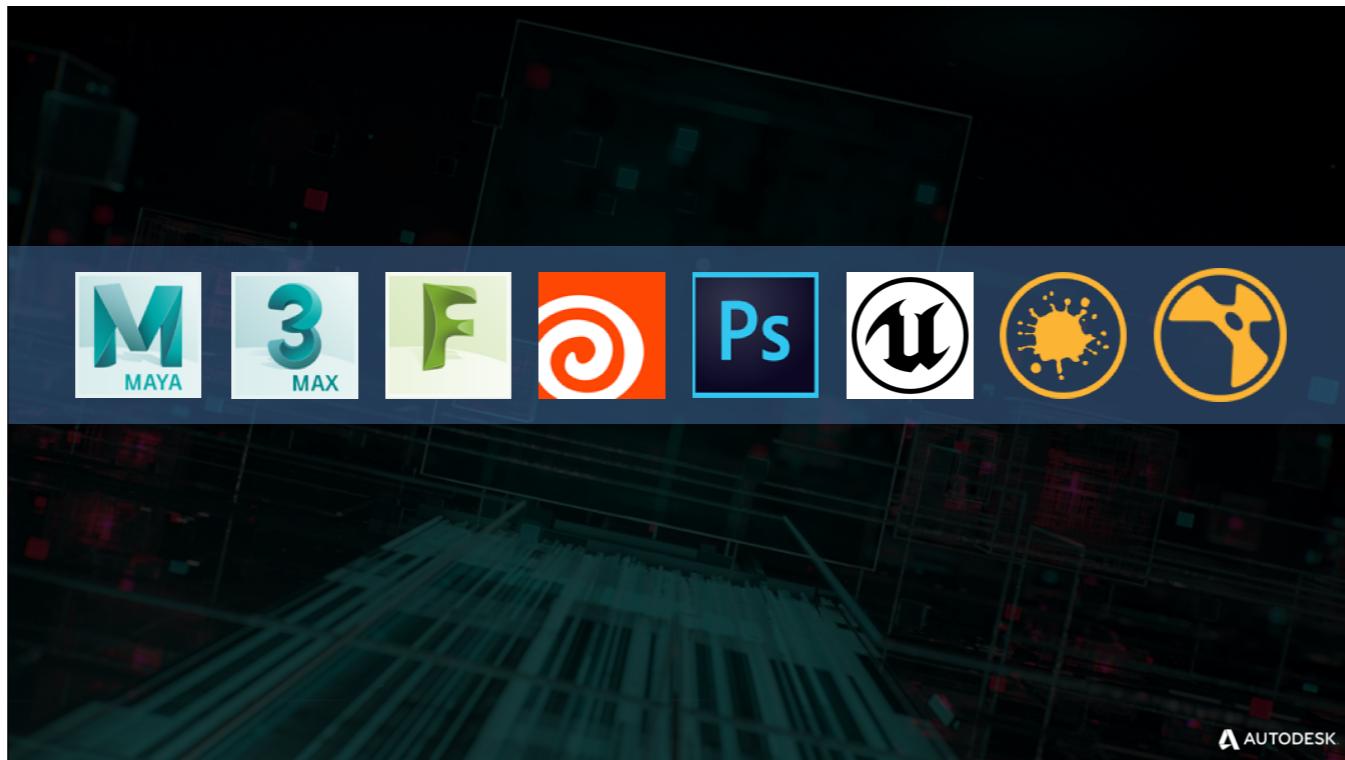


Which allow information and updates to flow from Shotgun to your DCC's and back again

What do Shotgun Integrations Solve



- Introduces more Consistency into the workflow by:
 - Helping organize your file system
 - name files in a consistent way
 - TDs can integrate actions and tools which means that operations will be consistent every time

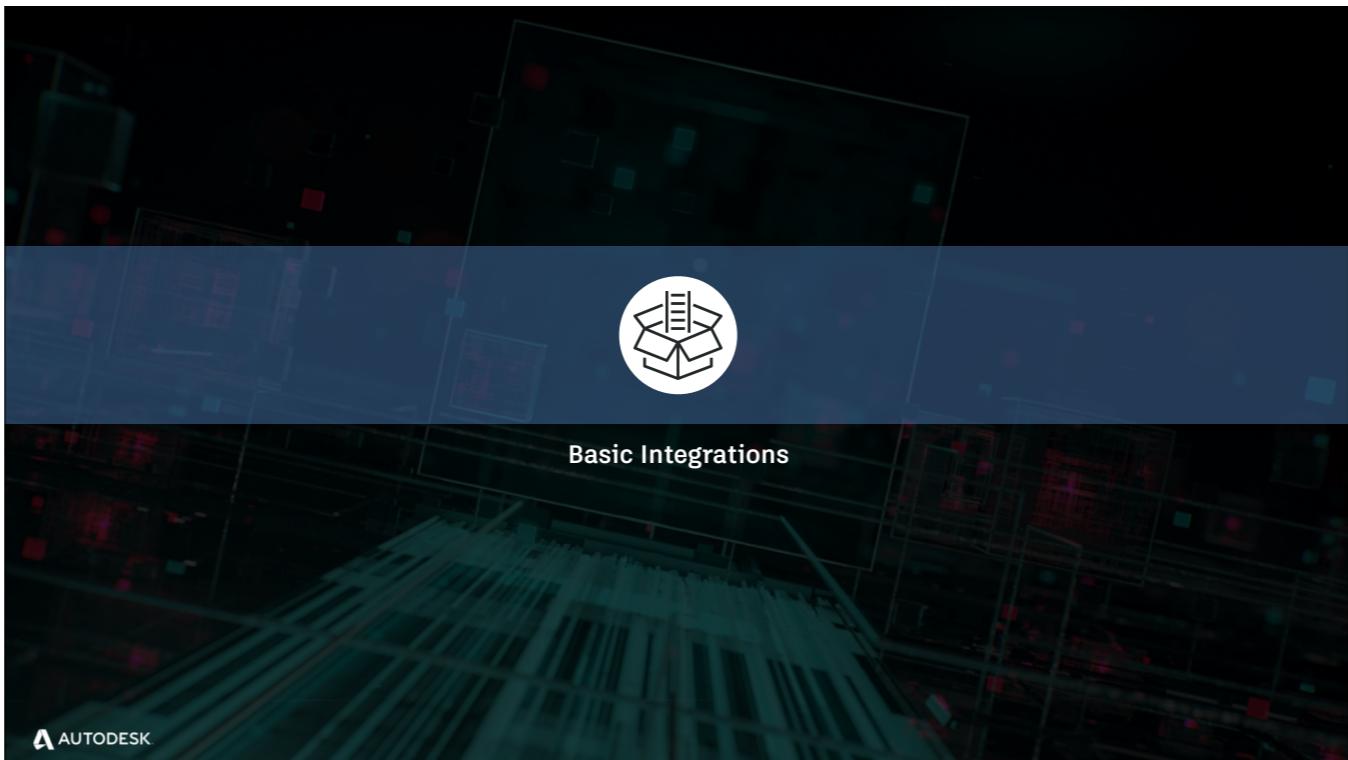


Software

Here are some of the integrations:

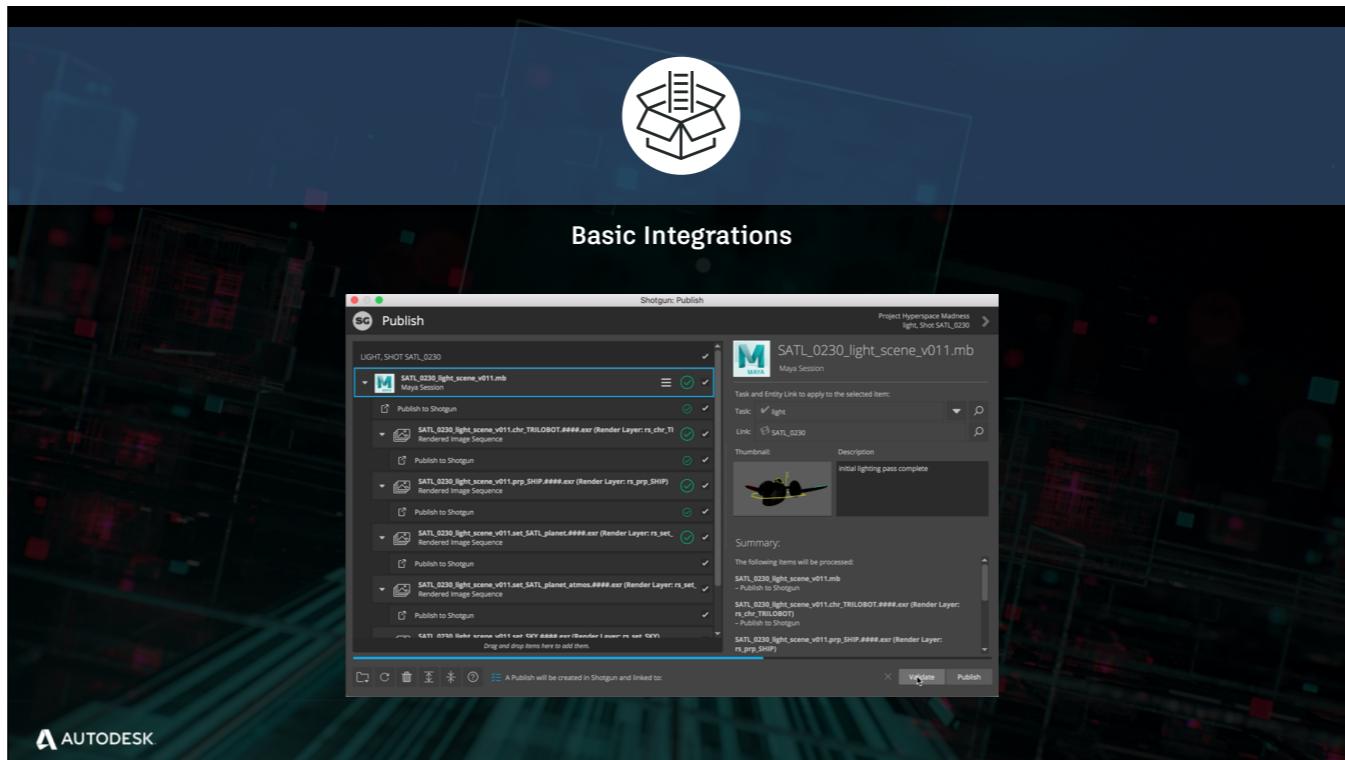
Maya
3dsmax
Flame
Houdini
Nuke
Photoshopcc
Mari
Unreal

There are community written integrations as well
Integration can also be seen as a framework for developers. Custom integration can be written.



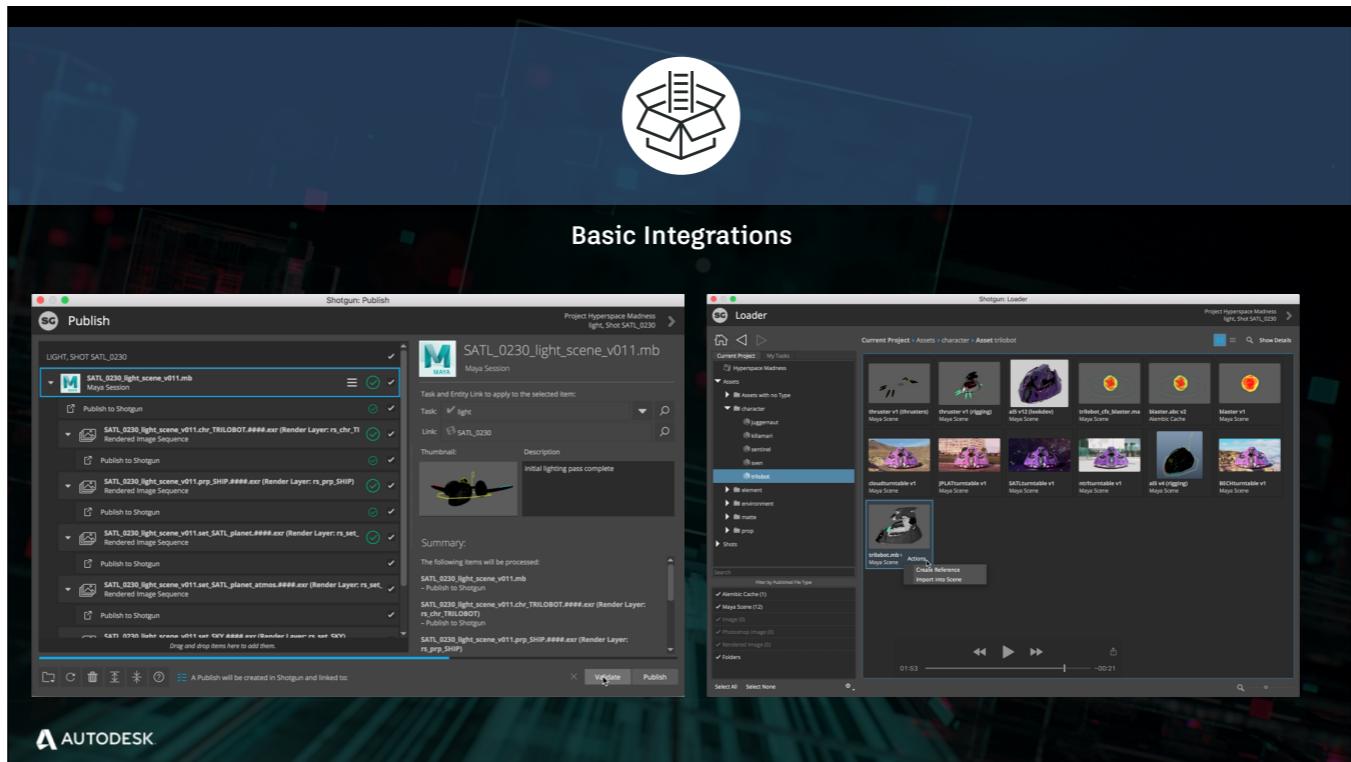
Basic

- The best place to start is with our basic integrations
- As the name might suggest there are advanced integrations but we'll cover them later
- Quick and easy to set up
- Contain the fundamentals for connecting your Software and Artists with the Shotgun Data



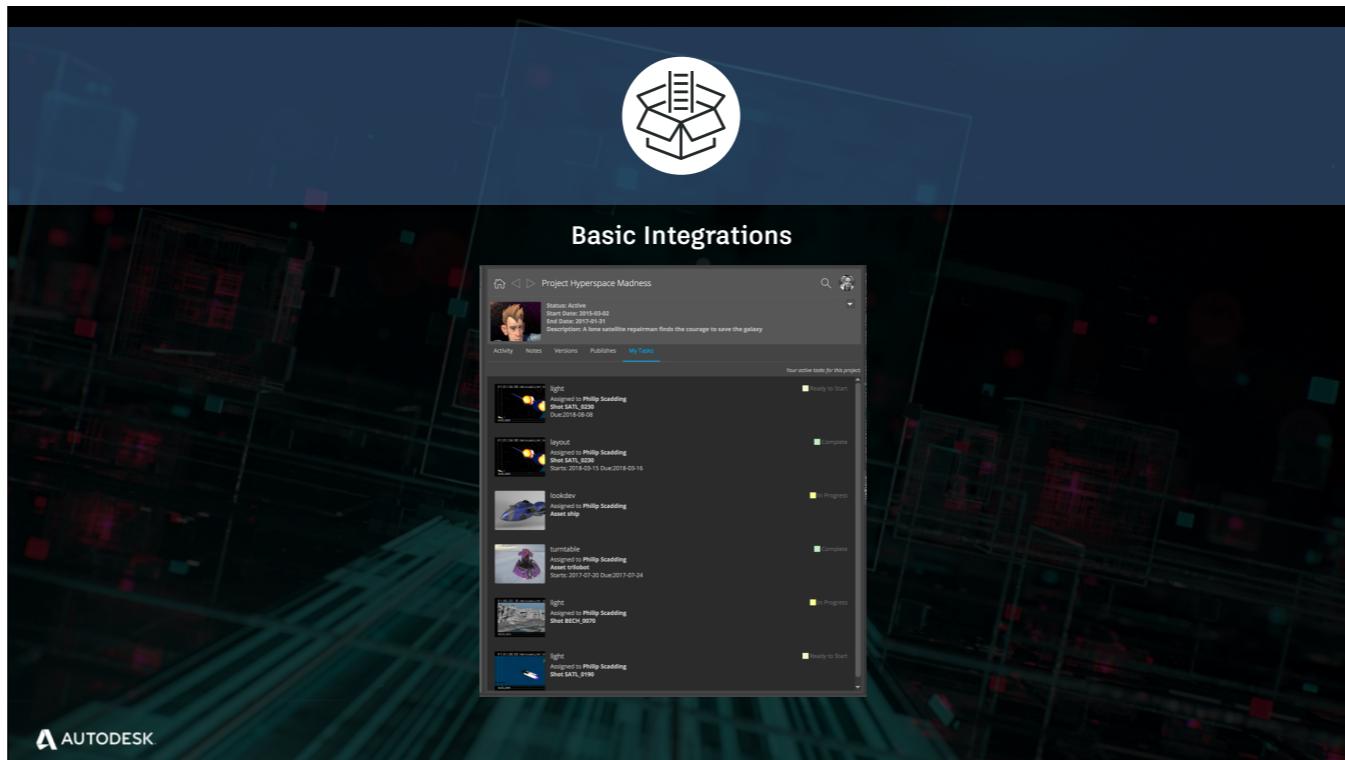
Basic

- And by fundamentals I mean things like publishing.
- Publishing a way of the artist saying they are done with a certain piece of work and want to make available for others to see and use.
- Publishing allows the supervisors to keep track of the files that are being produced by the artists



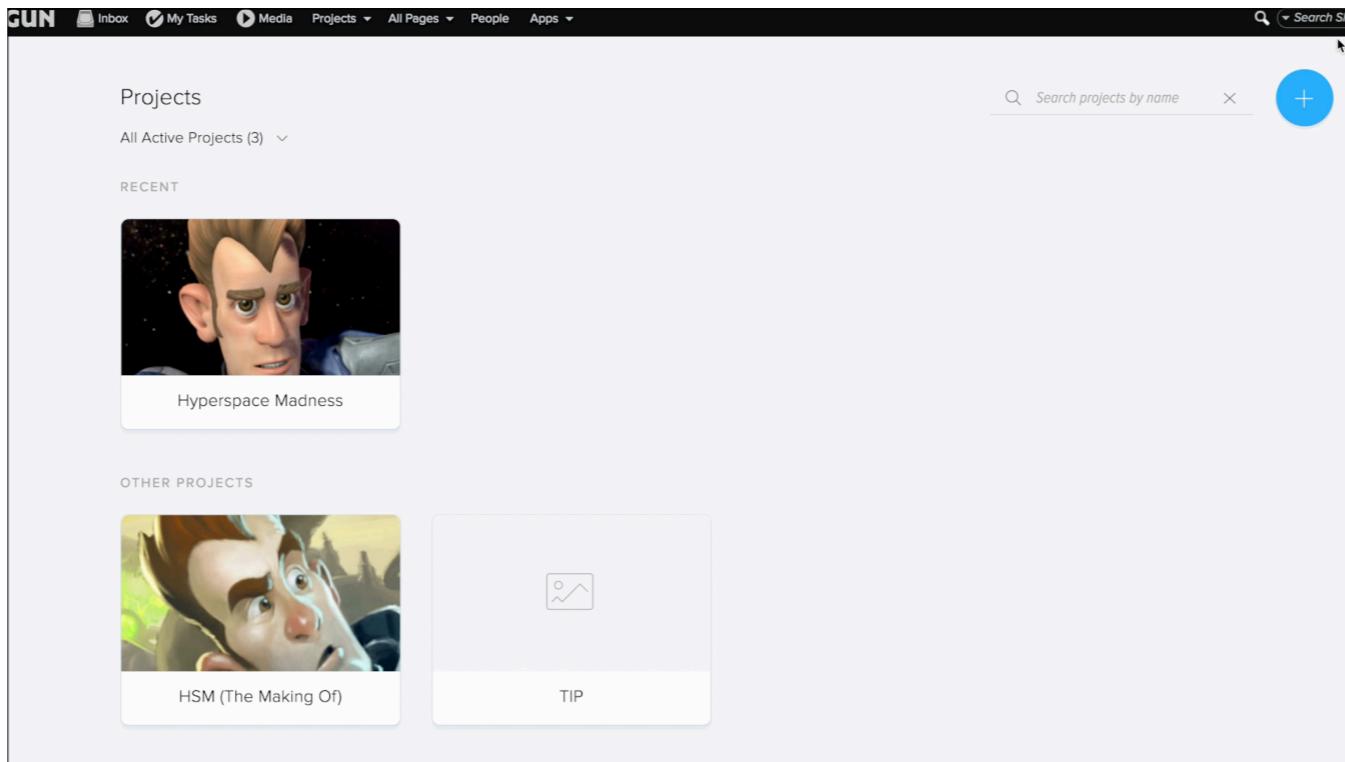
Basic

- More than that it allows artists to share work with other artists, through the use of the loader.
- Published Files can then be loaded into different scenes, helping with handover of files between different tasks.



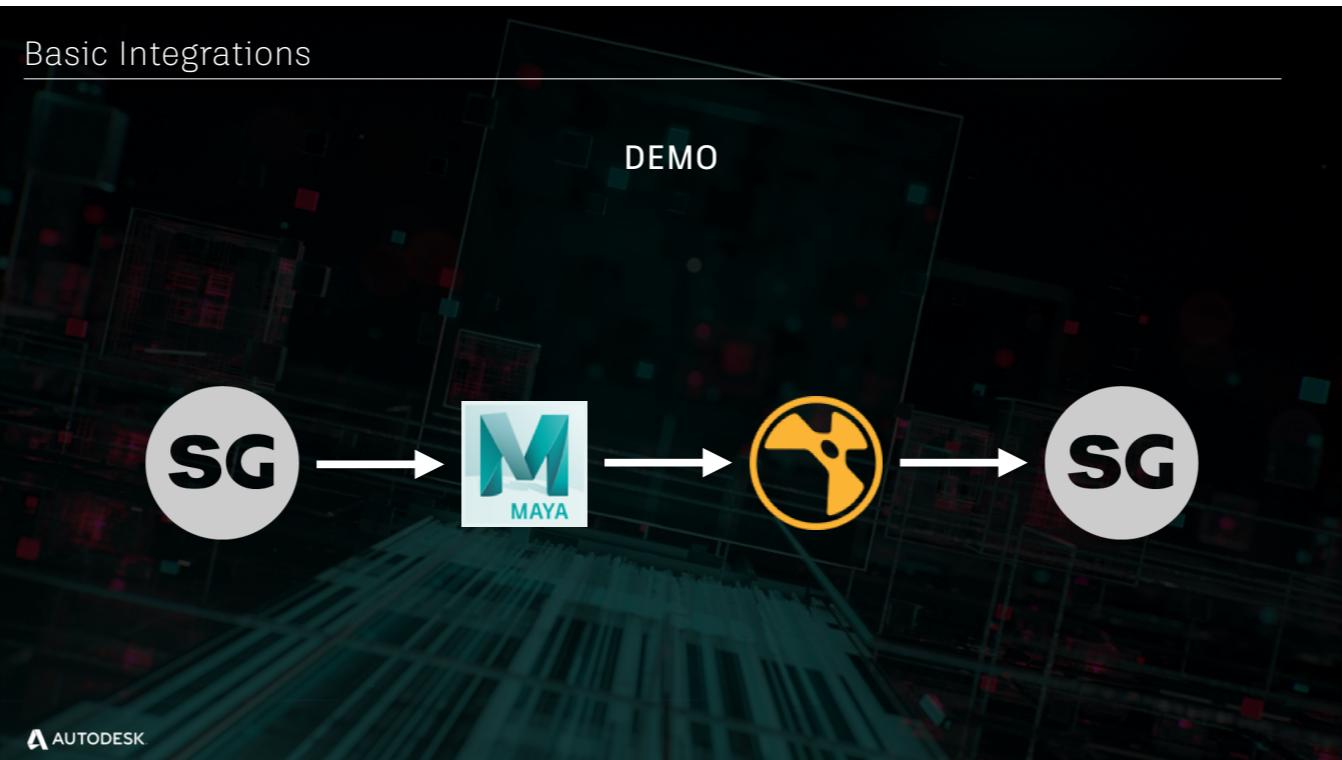
Basic

- Another example of what we would consider the fundamentals are the ability for the artists to see the important information from within the DCC
- The panel allows artists to see what tasks they should be working on and get all the details from Shotgun that they need to complete the work.
- We'll give a demo of this process shortly, but first I'd like to show how easy it is to get up and running with the basic integrations

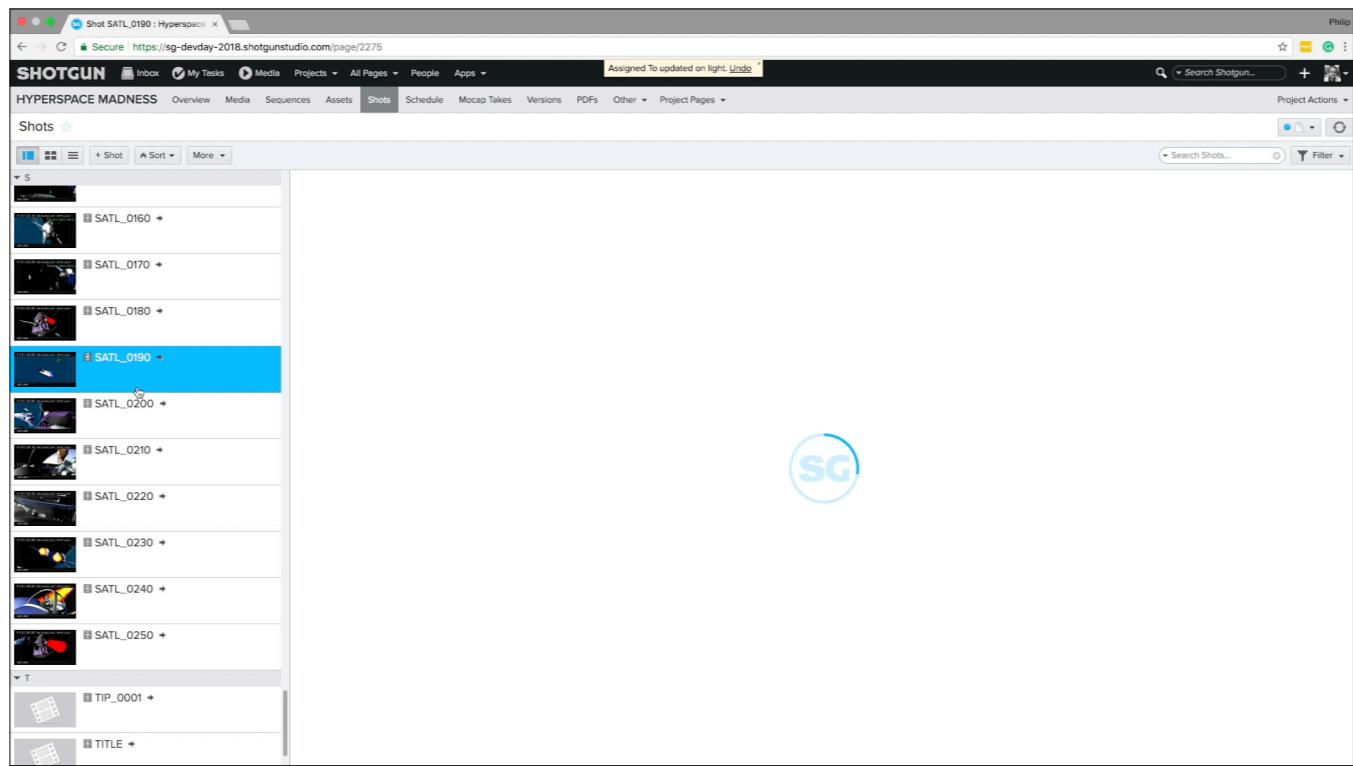


So what does it take to setup the basic integrations, well the good news is not very much.
And the best way to show this is through a quick video demo.

Basic Integrations



- Start with Supervisor Assigning Artist work In Shotgun
- Maya artist putting together a Shot, with some rendered images and publish them
- Nuke artist loading those renders and sending to review.
- Then viewing the media back in Shotgun.



Supervisor assigns the artist and leaves a note that the artist will then pick up from within their DCC.

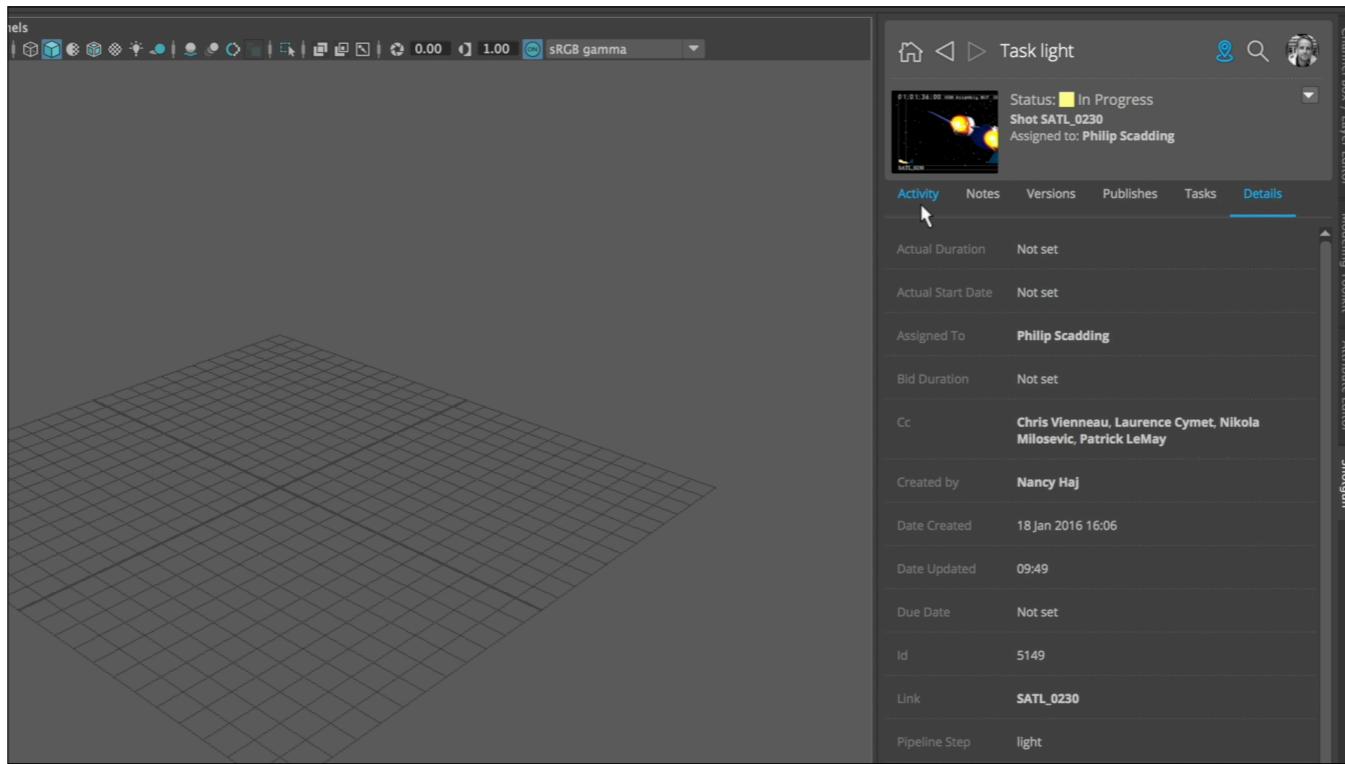


Maya Basic

Launch From Desktop, mention that it is also possible to launch from Shotgun through the use of action menu items
They don't choose their task at this stage.

Setting work area lets the rest of the apps know the context in which you will be working.

{Once we've set it to in progress} Now in this demo the artist is going to build up the shot and produce some renders, and to do this we want to load in some Assets.
Loading and building scene

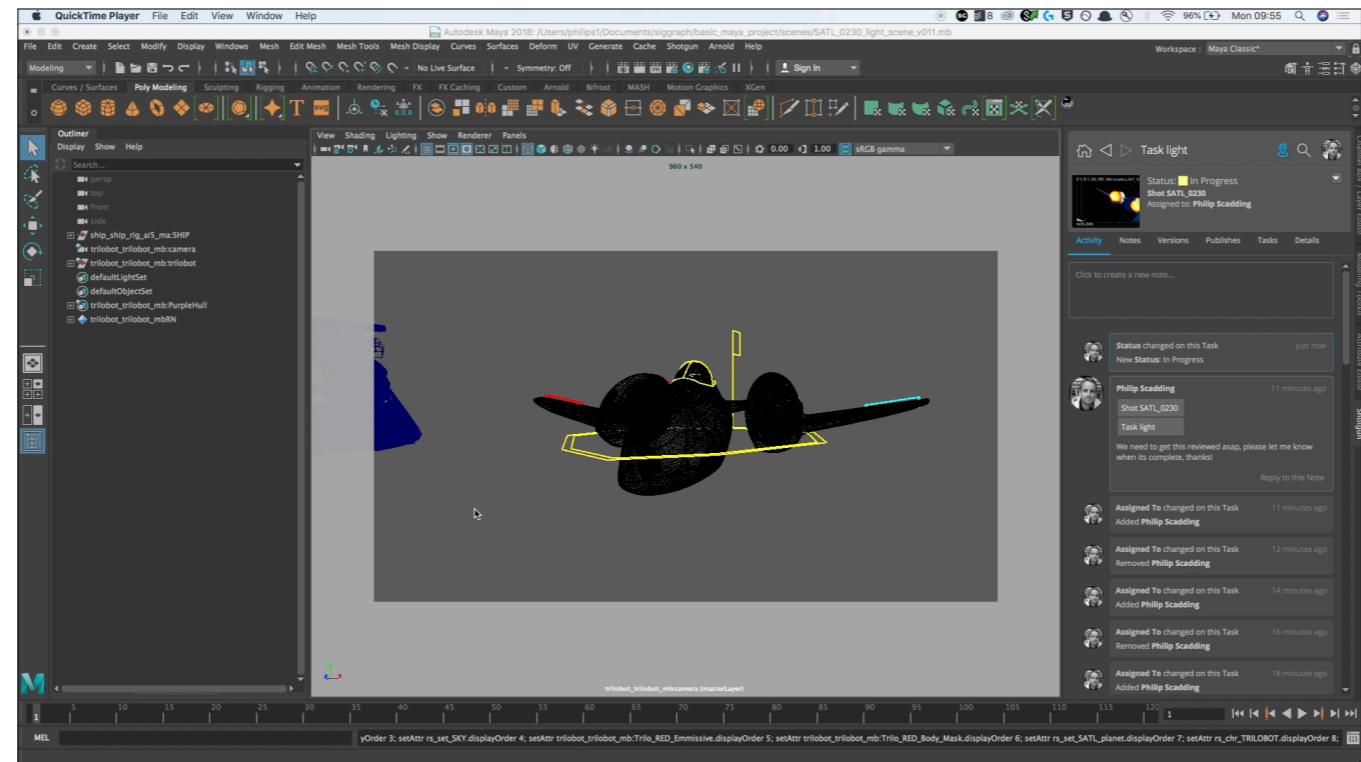


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Publishing

- So we've now loaded in all our assets, created a camera and have produced some renders for each layer in the scene.
- In short we've completed our work for our task and are ready to publish it.
- Publish app has scanned the scene and found all the items for publishing.
- Publishes in place, doesn't move the files



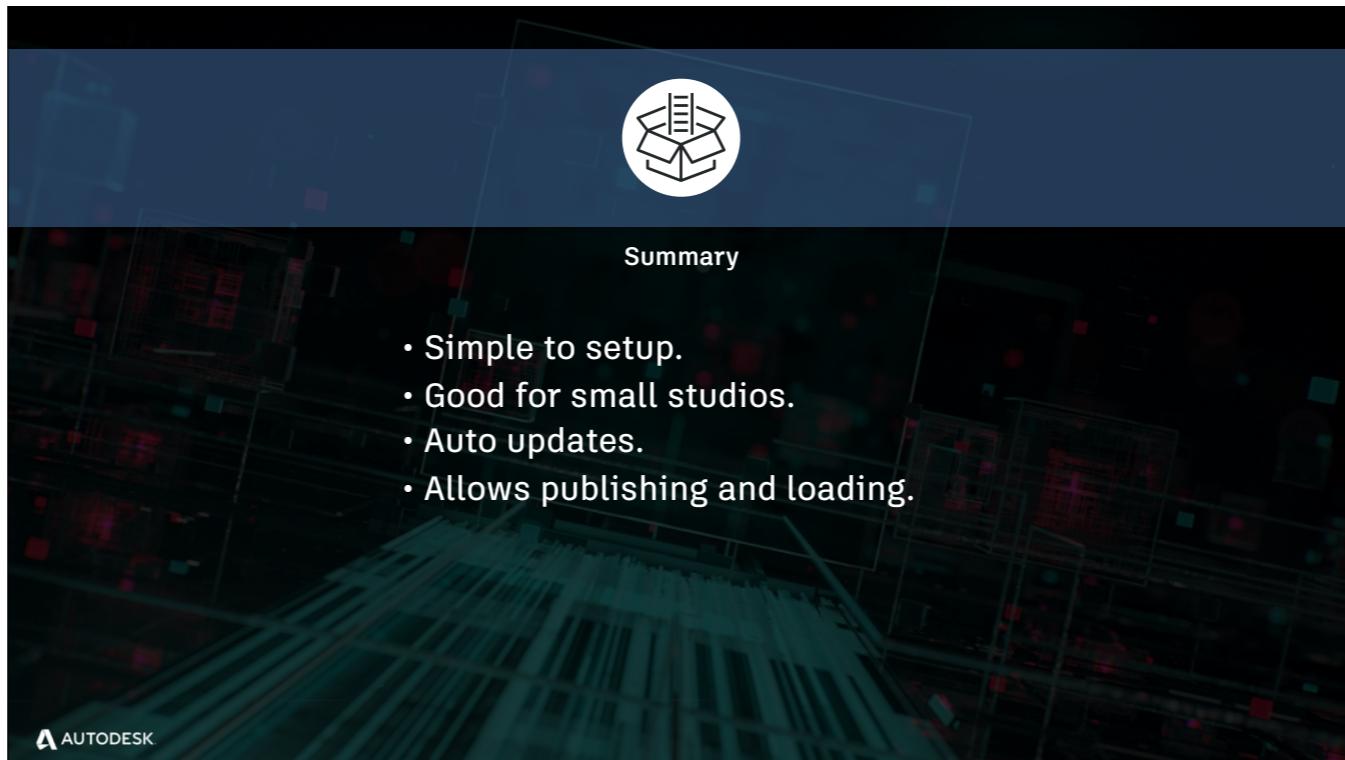
Now its the Nuke artists turn

Once again they start with desktop and launch Nuke

Reinforces that the workflow is basically the same across DCCs

When loader starts it jumps to the current entity

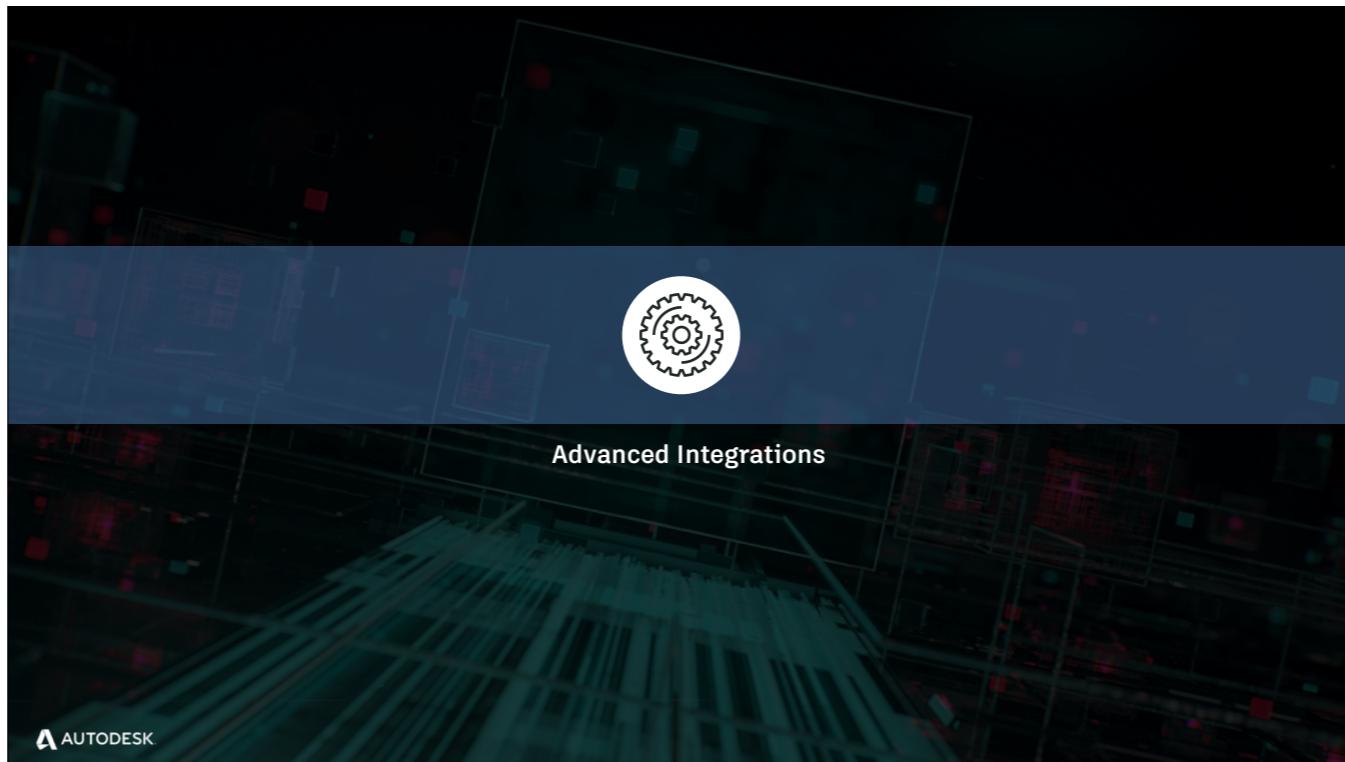
Loader app shows publishes



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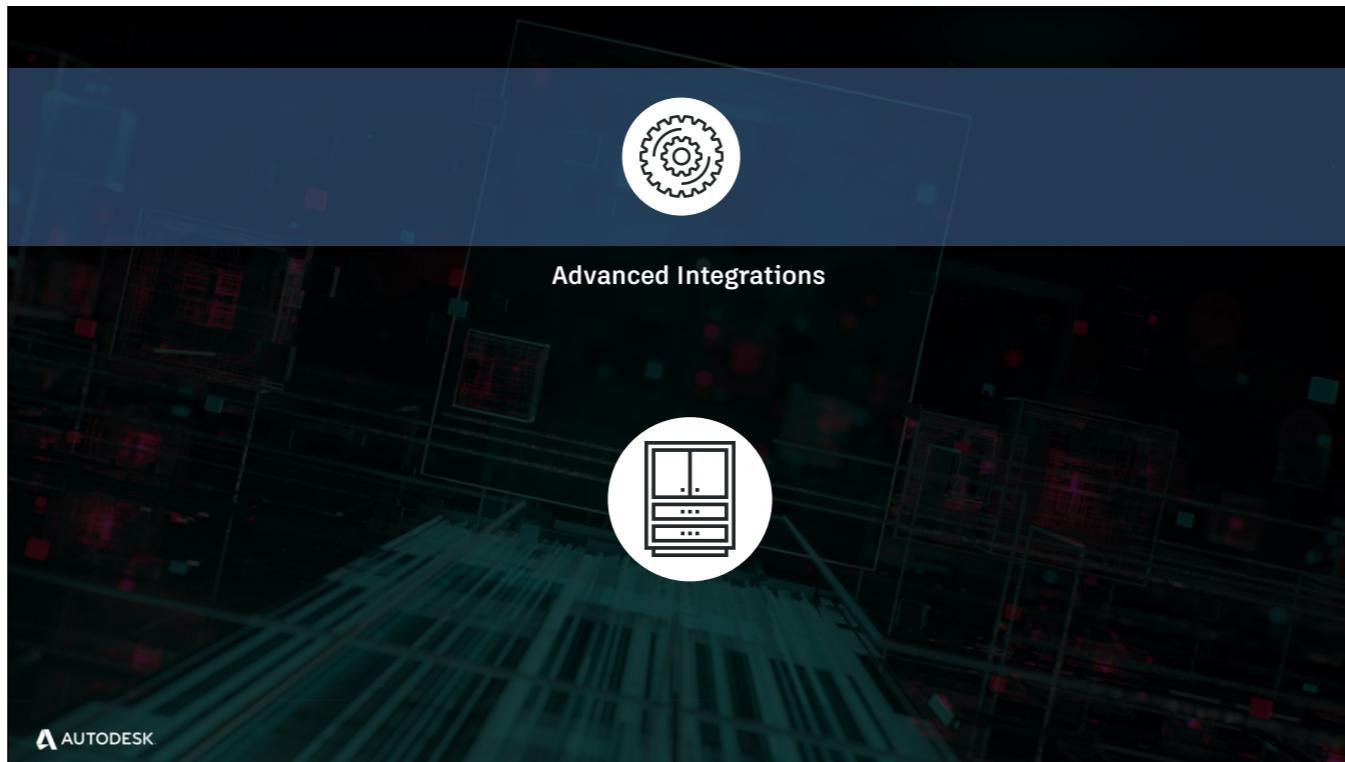
Basic

- Basic for small studios with limited or no dev resources.
- Or for studios that don't want file and folder management but do have dev resources and would like to customize it or add apps and integrations.
- Auto updates
- Allows publishing, loading and send to review.
- Great place to start.



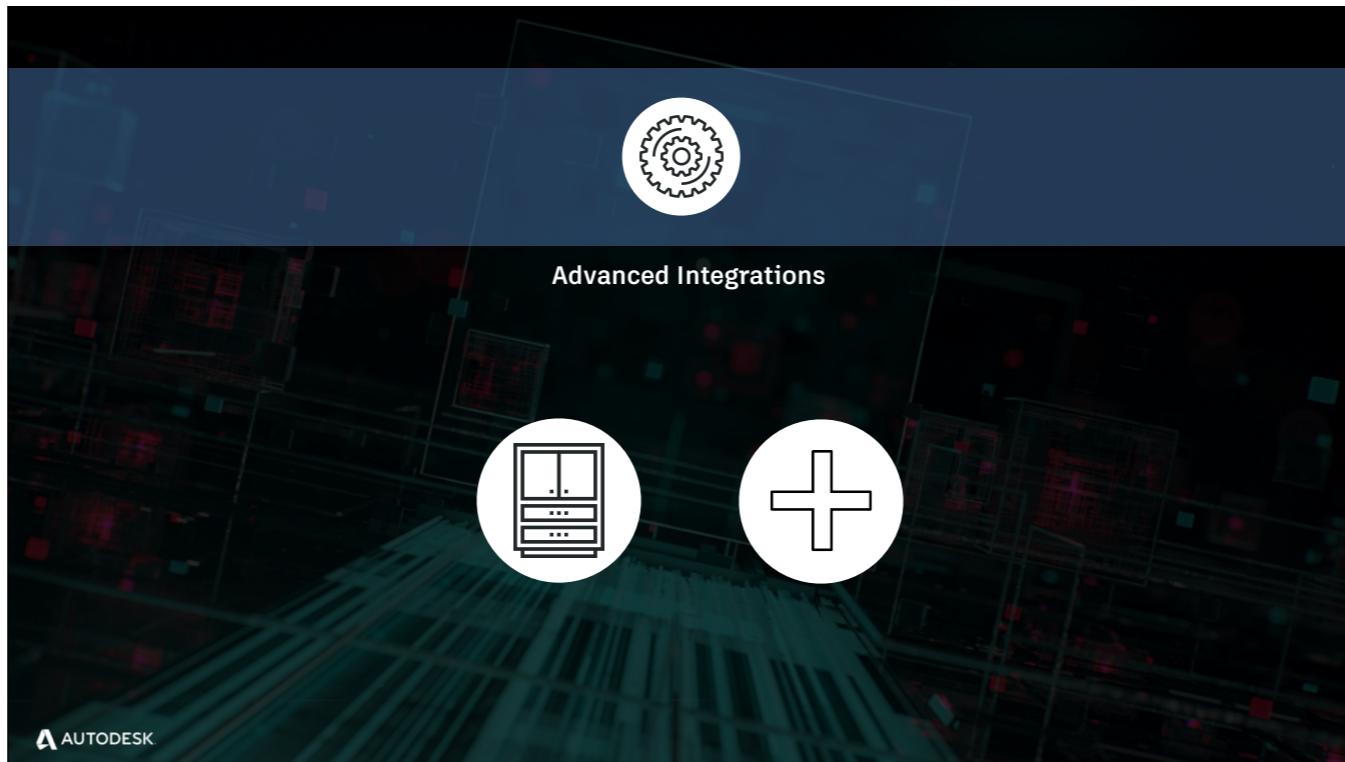
- Advanced

- Basic is a good place to start but then some studios may find they require more of it and that's where basic acts as a stepping stone into advanced integrations, which is all the basic stuff + extra on top.
- That Includes file and folder organisation
- Contains more apps, such as file save and open, or nuke writenode.
- For studios that ideally have dev resources
- Configurable (pipelines different)
 - extendable -we don't know your needs - we can provide you with a useful starting point but then when you need to customize, you can break it open and start adding your own stuff'
- It does work out of the box but most will want to customize it in some way.



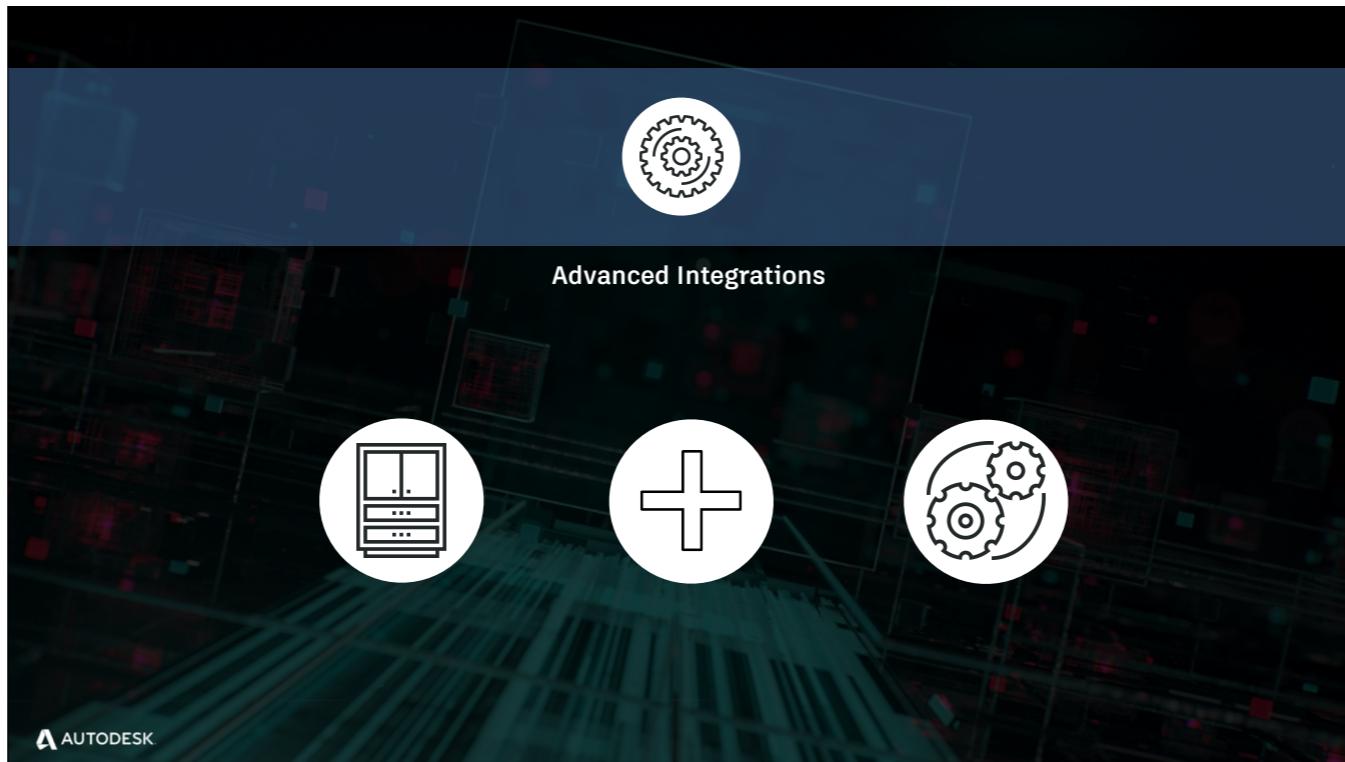
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- Contains more apps, such as file save and open, or Nuke WriteNode.
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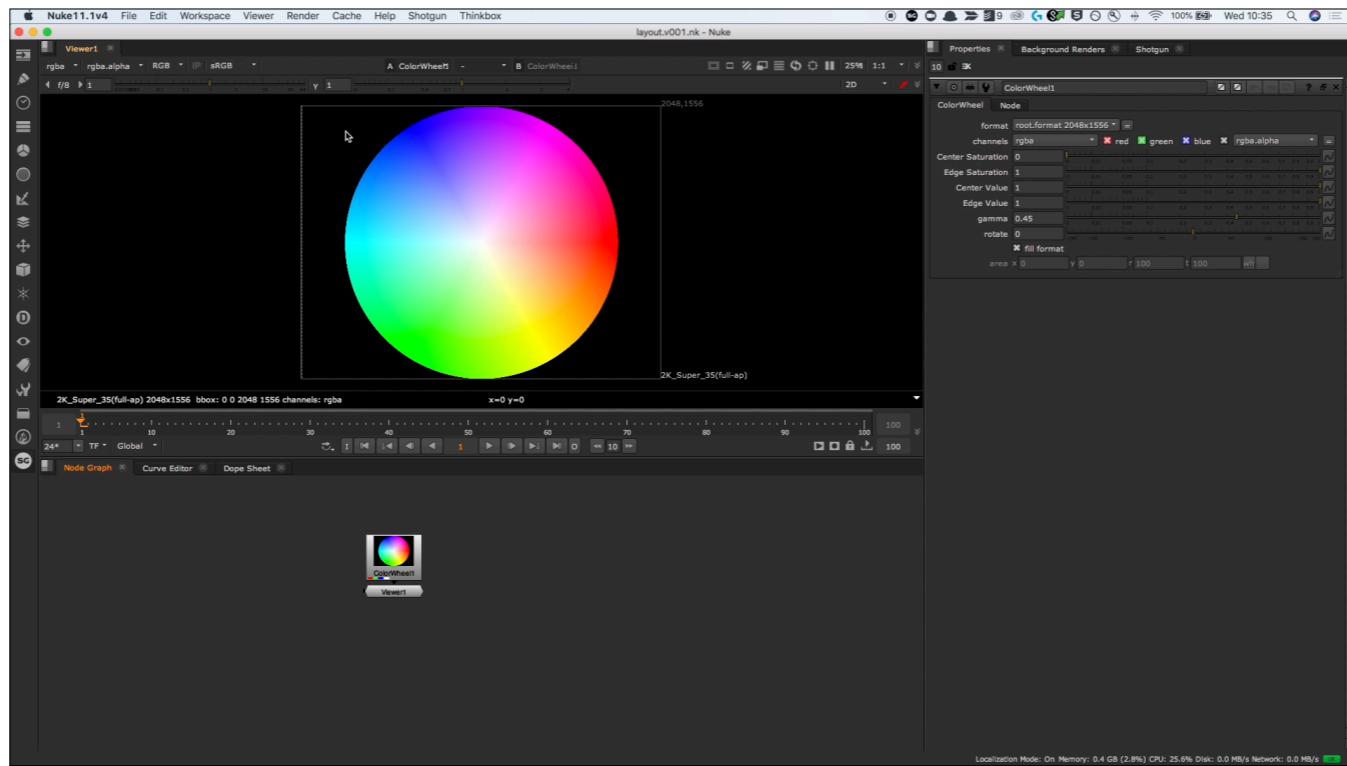


Advanced setup only need to be performed once per project, usually by a TD

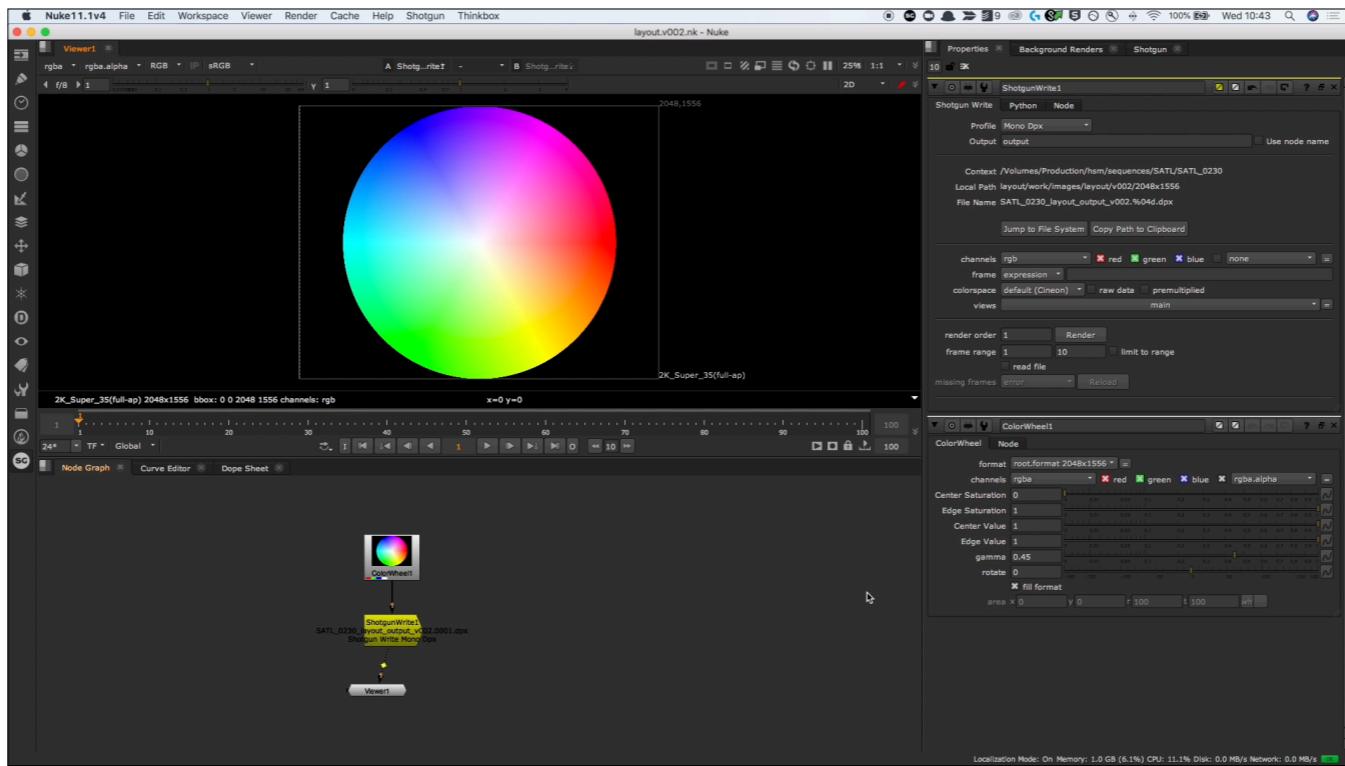
Storage locations need to be added on the Shotgun site before hand in the site preferences



- As with basic we start with desktop and launch through there.
- Or we could have launched through shotgun using the action menu items
- Once Nuke has started point out that we no longer set the context through the set work area button in the Shotgun Panel app.
- Save app naming can be locked down in the templates and the name field removed through customisation
- Save app highlight that we don't need to choose where the files are going, instead that's handled for the artist.
- If we jump back to the save app after saving we can see it will now save version 2
- Now we've saved a file, we should be able to see it in the open app.
- Writenode, we now have some more options available to us that were previously there in the basic app.
- These are Shotgun Write nodes, and you can configure different preset write nodes to appear in this list.
- Now we are looking at the write node, we can see its handling the paths for the renders, and taking that complexity away from the artist.



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