

SHOTGUN SIGGRAPH 2019



- 9:00 - 9:50AM** Introduction to Shotgun
- 10:00 - 10:50AM** Accelerating Creative Teams with Shotgun Create
- 11:00 - 11:50PM** The Future of Shotgun Platform
- 1:00 - 2:20PM** Developing for Shotgun - An Introduction
- 2:30 - 3:50PM** Developing for Shotgun - Advanced Topics
- 4:00 - 4:50PM** Shotgun Technical Roundtable



github.com/shotgunsoftware/sg-siggraph-2019





INTRODUCTION TO SHOTGUN DEVELOPMENT

TANNAZ SASSOONI



Where to get today's materials



<https://github.com/shotgunsoftware/sg-siggraph-2019>



TANNAZ SASOONI

Street Team Toolkit Specialist

Tannaz has worked in visual effects and animation technology for over 14 years. At Rhythm+Hues Studios, she was a pipeline lead on films such as "The Chronicles of Narnia: The Lion, the Witch, and the Wardrobe" and "Evan Almighty". She worked at Dreamworks Animation for nine years, designing and implementing production workflows for layout, animation, modeling, and cloth and hair artists. Since 2016, she's been a member of the Shotgun Street Team's technical support group, specializing in the Toolkit platform.

What we will learn



Action Menu Items



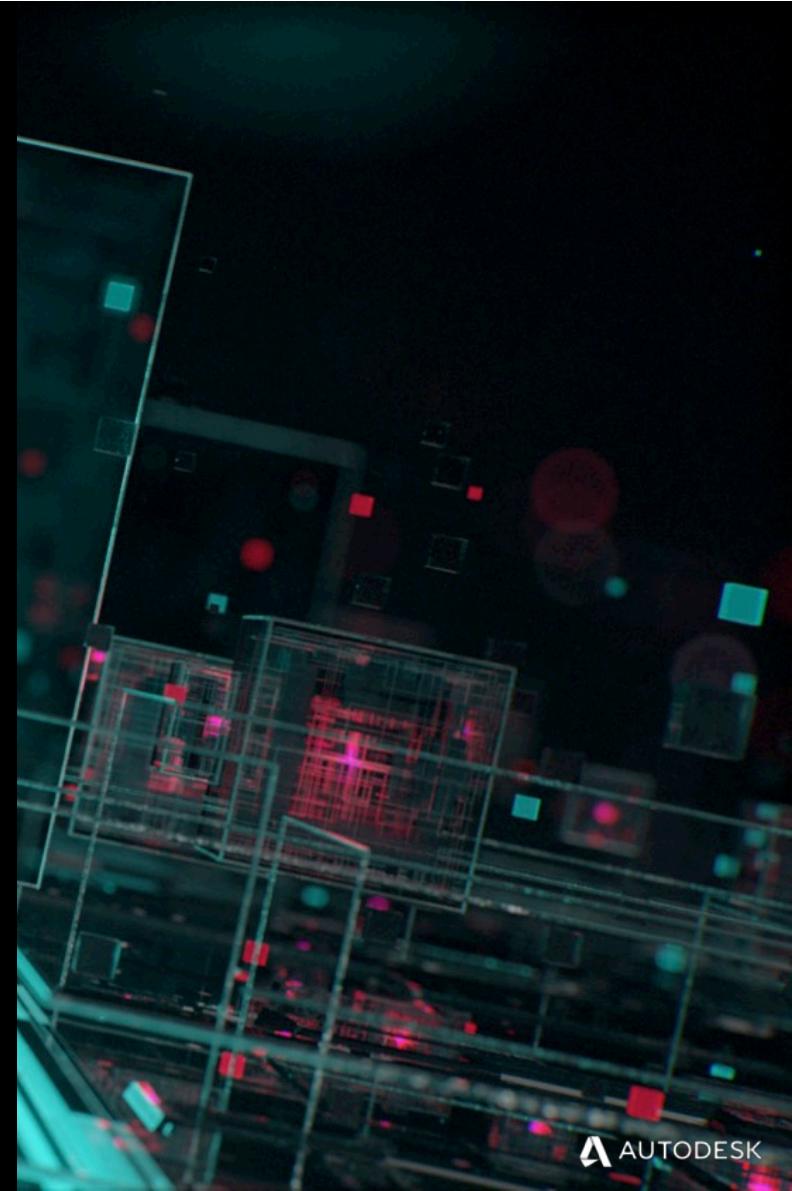
Webhooks



Toolkit hooks



APIs





What even is Shotgun?



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The Web App

Asset sven : Hyperspace Madn × +

https://hsm.shotgunstudio.com/page/2277#Asset_1275

SHOTGUN Inbox My Tasks Media Projects ▾ All Pages ▾ People Apps ▾

HYPERSPACE MADNESS Overview Media Sequences Assets Shots Elements Tickets People Schedule Mocap Takes PDFs Other ▾ Project Pages ▾ Project Actions ▾

character > sven < → Follow

Sven



Type character
Status  Asset Name sven

Activity Asset Info Tasks Versions Published Files Related Shots

+ Task Sort Group Fields More Gantt Display Today Search Tasks... Filter

Task Name	Pipeline Step	Status	Assigned To	Actual Start Date	Due Date	Actual Duration	Cc	Open	Apr 13	May 13
concept	artwork			04/22/13	04/22/13	0 hrs			8	01
modeling	Model		Andrew Camenisch, Cat...	06/12/13	06/12/13	0 hrs	Andrew Came...		15	22
rigging	rigging		Charles Wardlaw, Owen...	05/01/17	07/31/17	528 hrs	Dimos Vrysell...		29	06
facialcapture	rigging		Charles Wardlaw, Dimo...	05/01/18	07/31/18	528 hrs	Ben Guthrie, Chr...			
lgt	rigging		Belma Abdicevic	06/01/18						
Di4D	rigging		Patrick LeMay	09/11/18	09/21/18	72 hrs				
VP2	rigging		Robert Araneta							
run	rigging		Dimos Vrysellas	07/20/17	07/28/17	56 hrs				
walk	rigging		Dimos Vrysellas	07/20/17	07/28/17	56 hrs				
texturing	texture		Dusan Kovic			04/30/18				
dry	lookdev		Arvid Schneider	07/10/17	07/17/17	48 hrs	Chris Viennea...			
wet	lookdev		Arvid Schneider			48 hrs	Chris Viennea...			
dirty	lookdev		Arvid Schneider			48 hrs	Chris Viennea...			
turntable	lookdev		Belma Abdicevic	07/24/17			Laurence Cym...			

1 - 19 of 19 Tasks

50 per page ▾

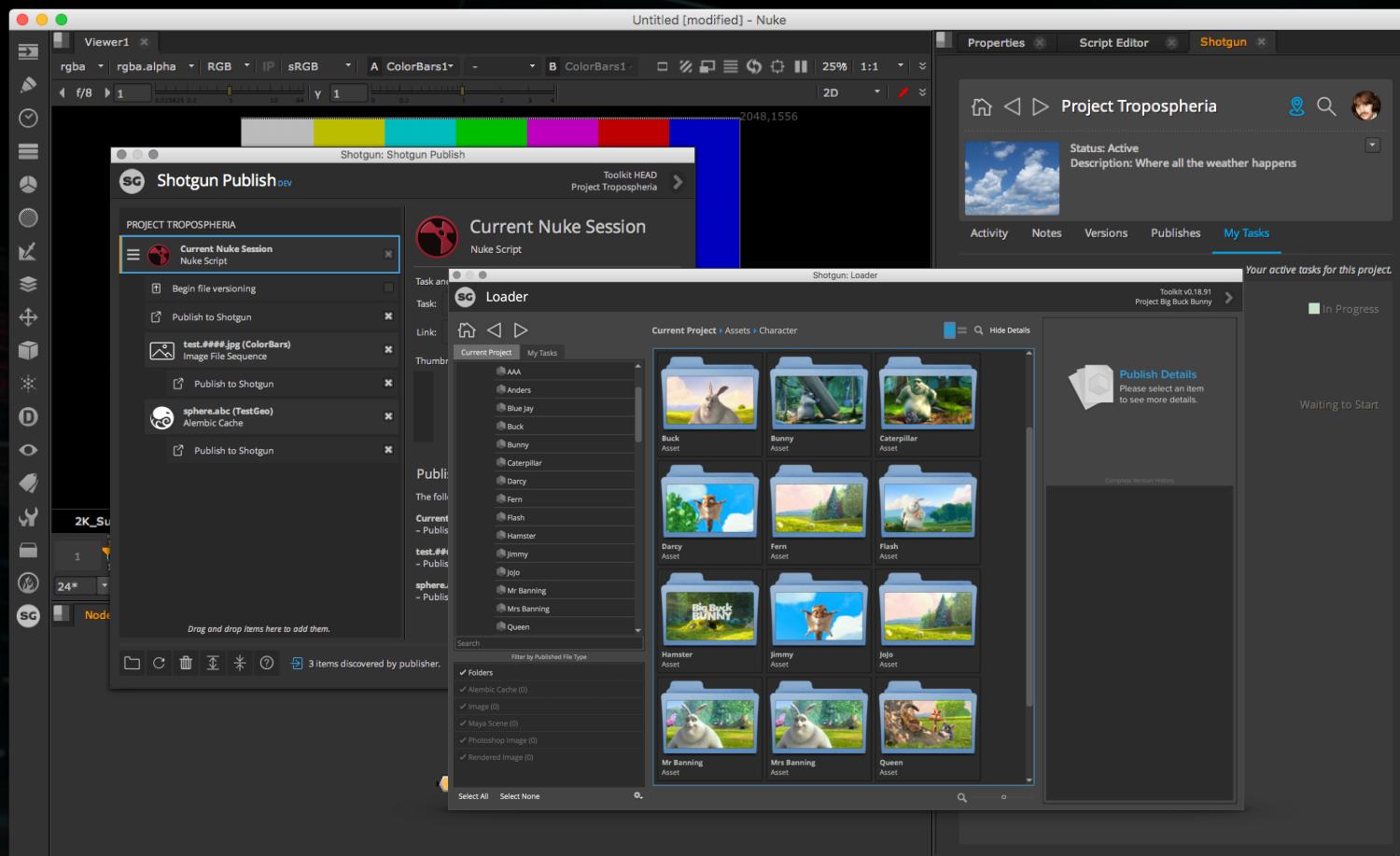


The Web App



Pipeline Toolkit







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The Web App



Pipeline Toolkit



APIs



Ways of Interfacing with Shotgun Programmatically

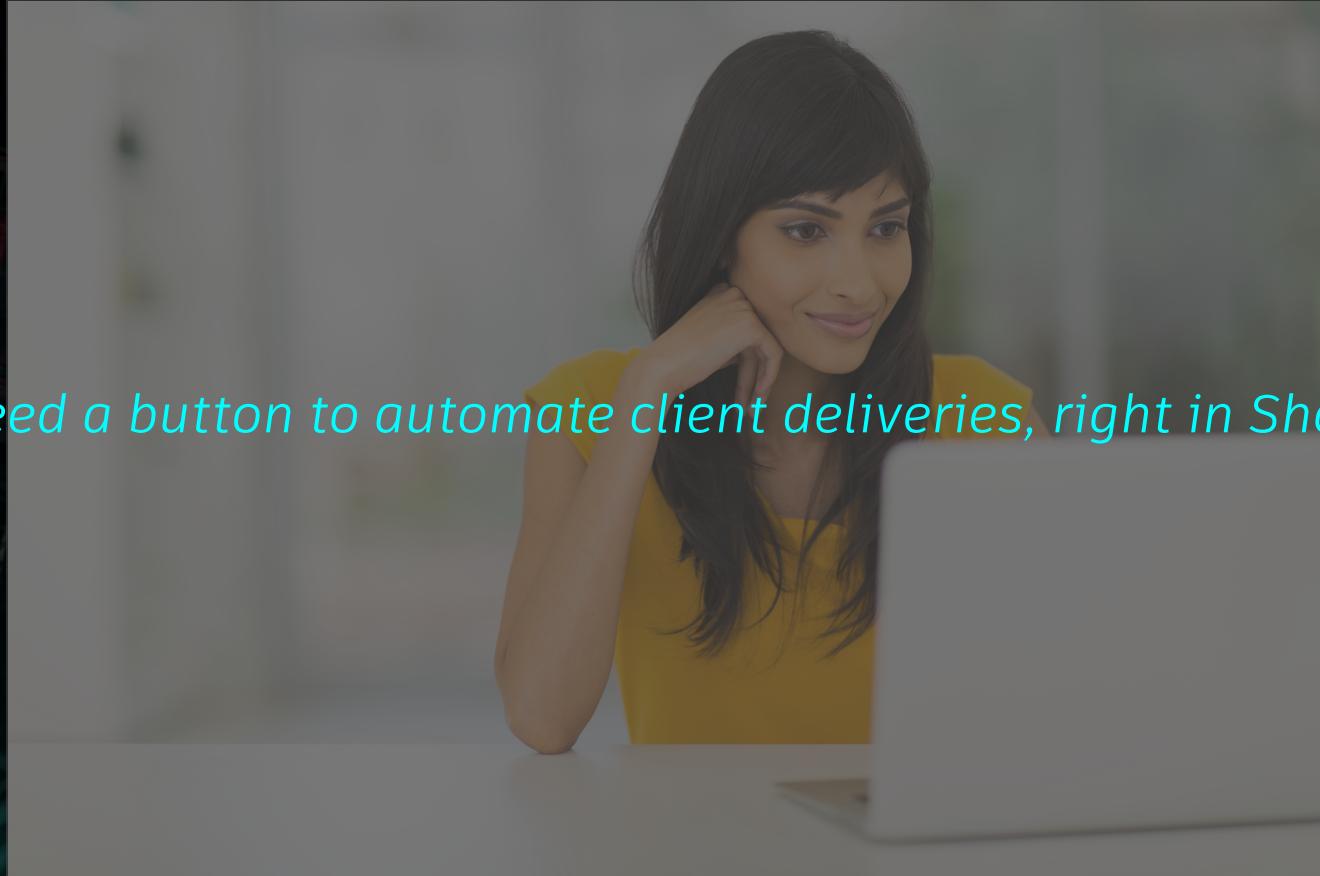


Scenario 1: Nadia

Nadia is a production manager.



Nadia is a production manager.



“I need a button to automate client deliveries, right in Shotgun.”

Action Menu Items

Add Custom Scripts to right-click context menus



Entity-specific



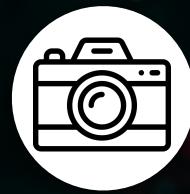
Action Menu Items

Shots 				
Thumbnail	Shot Code	Sequence	Overall Status	Parent Shots
	SATL_0080	SATL	○	
	SATL_0090	SATL	○	
	SATL_0100	SATL	○	
	SATL_0110	SATL	○	

Other AMI uses



Upvote/Like



Thumbnail pdfs

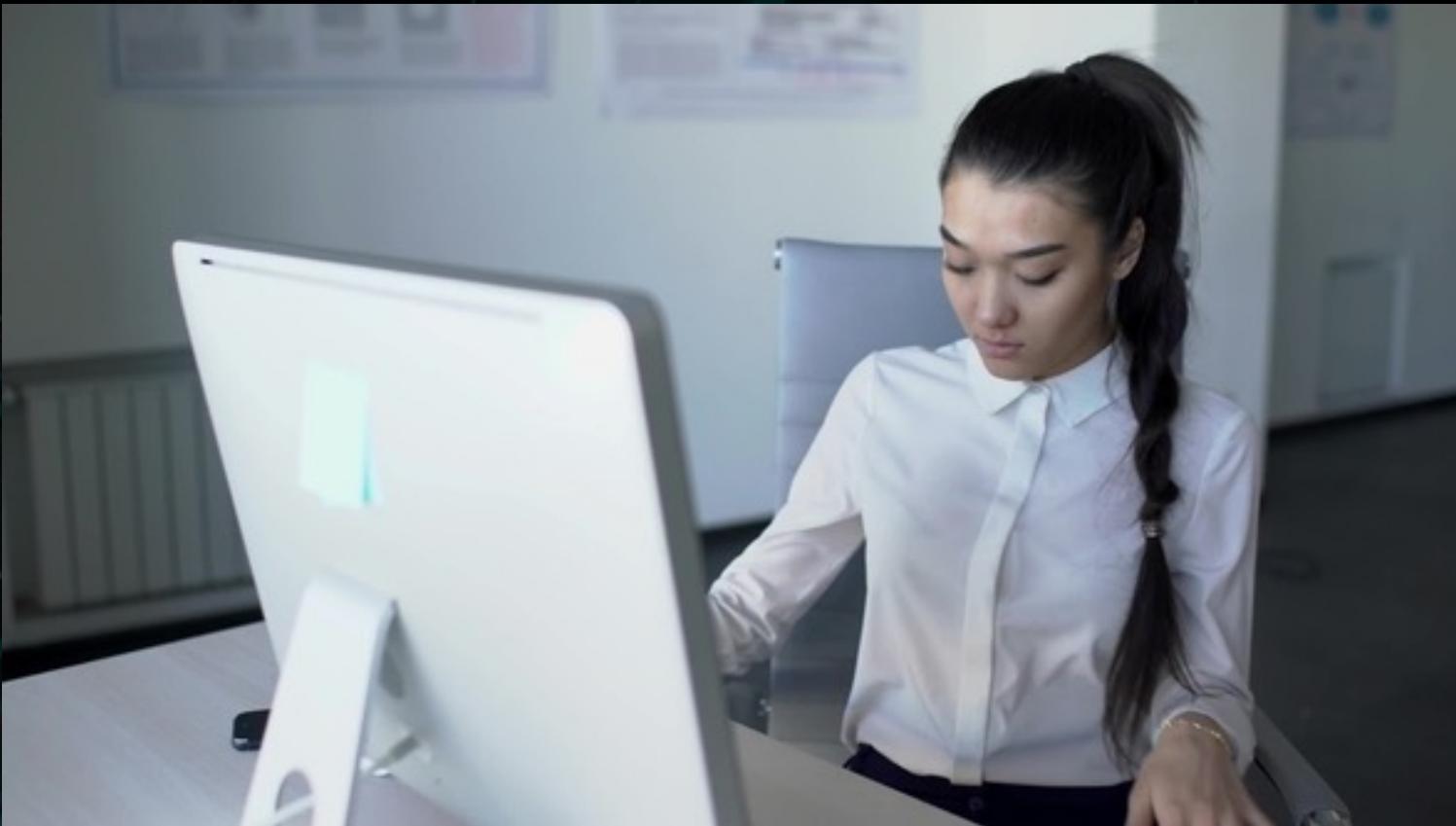


Archive Assets

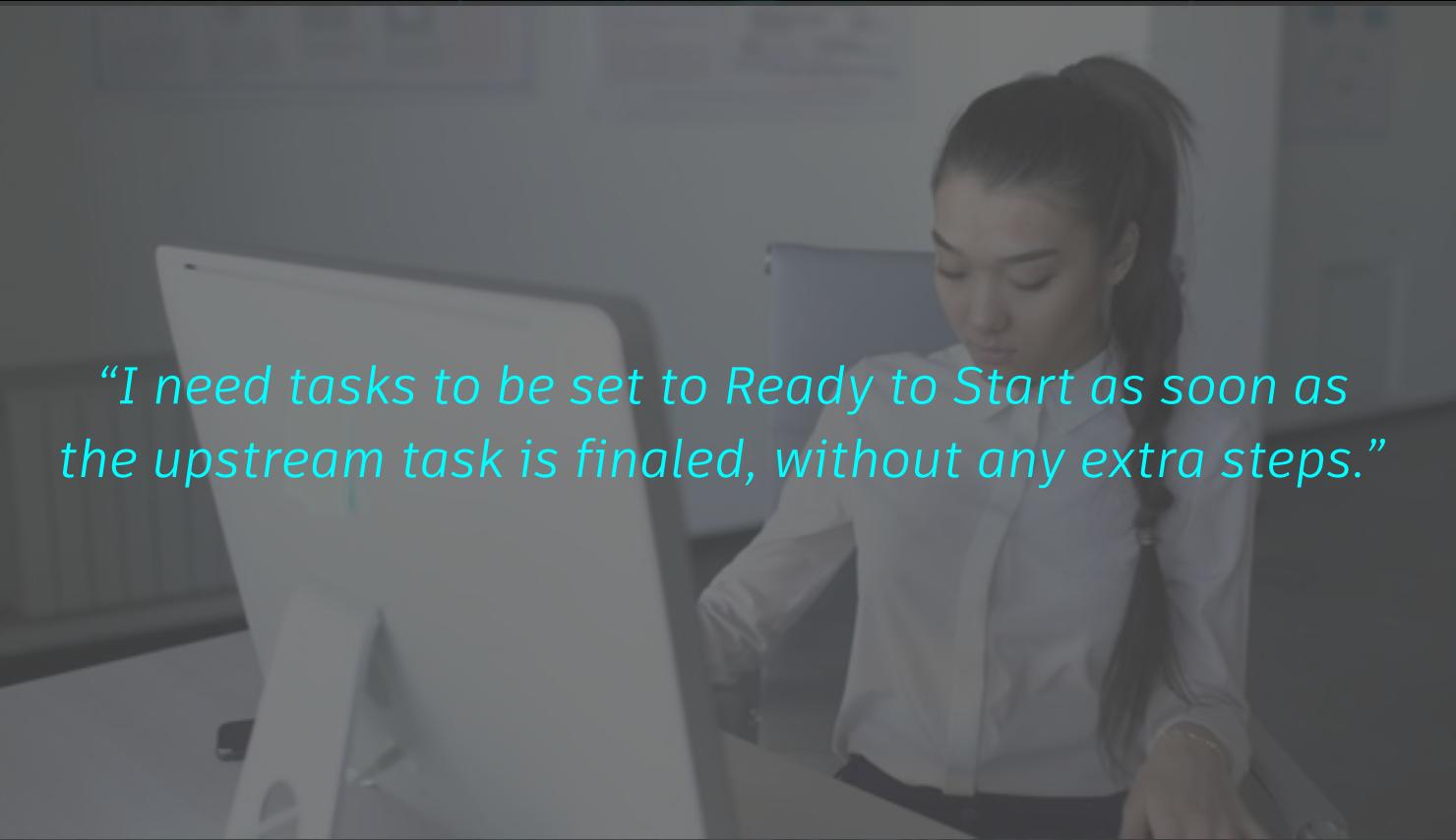


Scenario 2: Violet

Violet is a layout supervisor.



Violet is a layout supervisor.



“I need tasks to be set to Ready to Start as soon as the upstream task is finalized, without any extra steps.”

Beta
coming
soon!

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Webhooks



Beta
coming
soon!

Webhooks

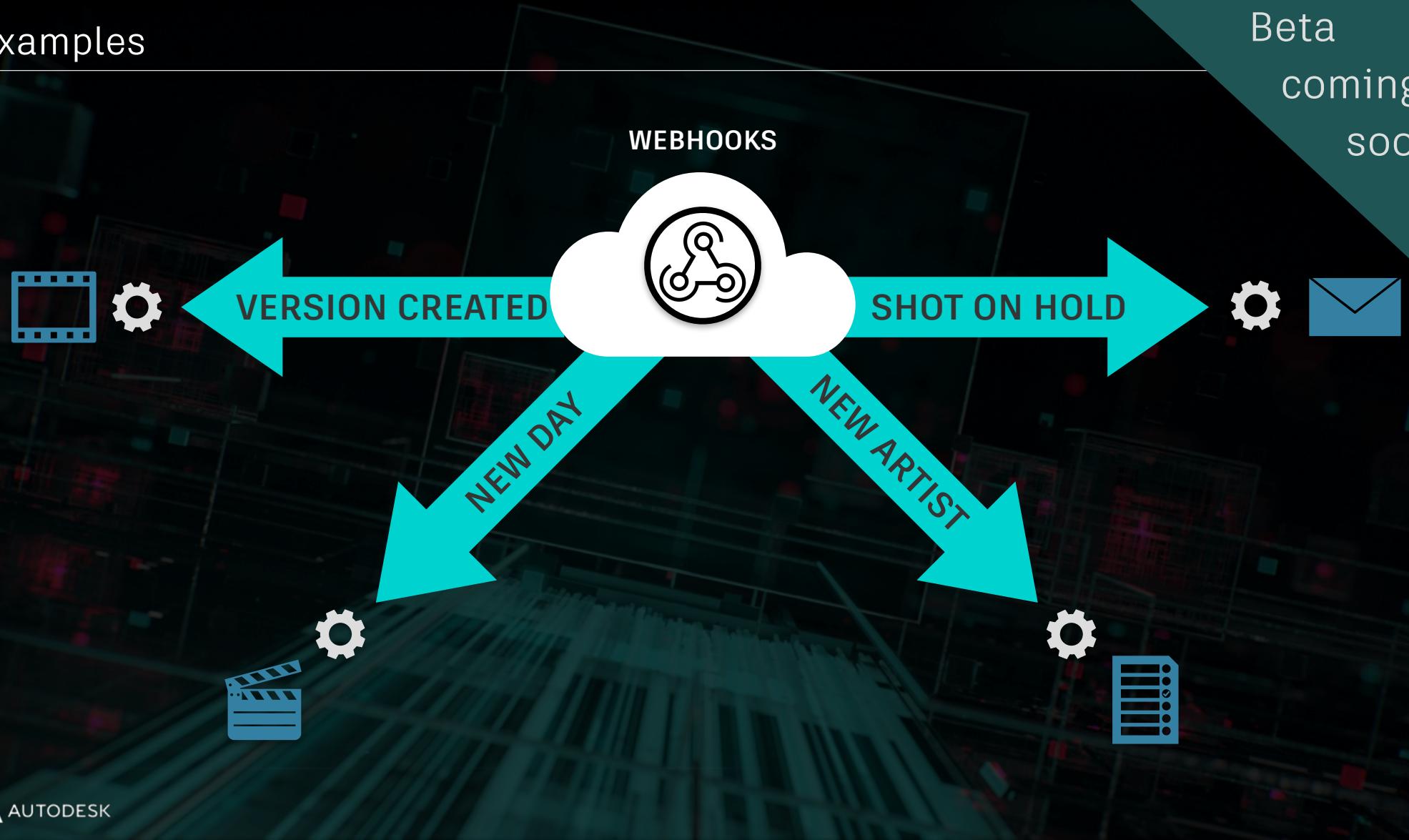
The screenshot shows a software interface for managing tasks across sequences. At the top, it displays the sequence 'sq100 > s001'. Below this, there's a preview image of a shot labeled 's001' showing a character in a space suit. To the right, the sequence 'sq100' is listed with a green status indicator.

Below the preview, there are tabs for 'Activity', 'Shot Info', 'Tasks' (which is currently selected), 'Versions', and 'Related Assets'. Under the 'Tasks' tab, there's a table with the following data:

Task Name	Pipeline Step	Sort Order	Assigned To	Status	Link
<input checked="" type="checkbox"/> Client Turnover	Client	1		-	s001
<input checked="" type="checkbox"/> Plates online	Online	2		-	s001
<input checked="" type="checkbox"/> Matchmove	MM	3	Eli Rarey	-	s001
<input checked="" type="checkbox"/> Final Layout	Layout	4	Farnaz Marsouni		s001
<input checked="" type="checkbox"/> Animation	Anm	5	Esther Gandin	-	s001
<input checked="" type="checkbox"/> Lighting	Light	6	Ethan Pearl	-	s001
<input checked="" type="checkbox"/> Comp	Comp	7	Ilan Ziv	-	s001
<input checked="" type="checkbox"/> Roto	Roto	8		-	s001

Beta
coming
soon!

Examples



A note on the event daemon





webhooks-beta@shotgunsoftware.com



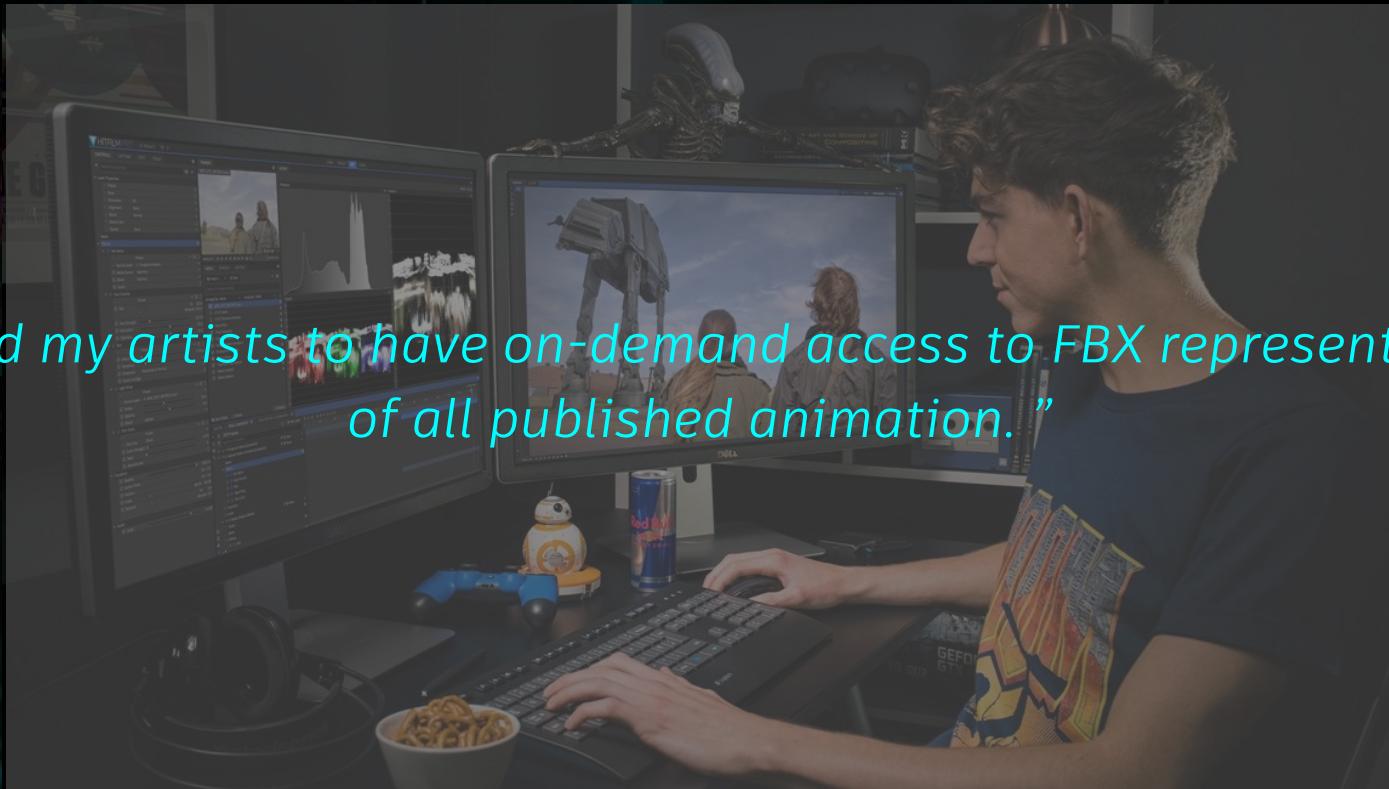
Scenario 3: Jed

Jed is a crowds lead.



Jed is a crowds lead.

“I need my artists to have on-demand access to FBX representations of all published animation.”



Toolkit hooks

Commonly customized steps



Separated from the main codebase



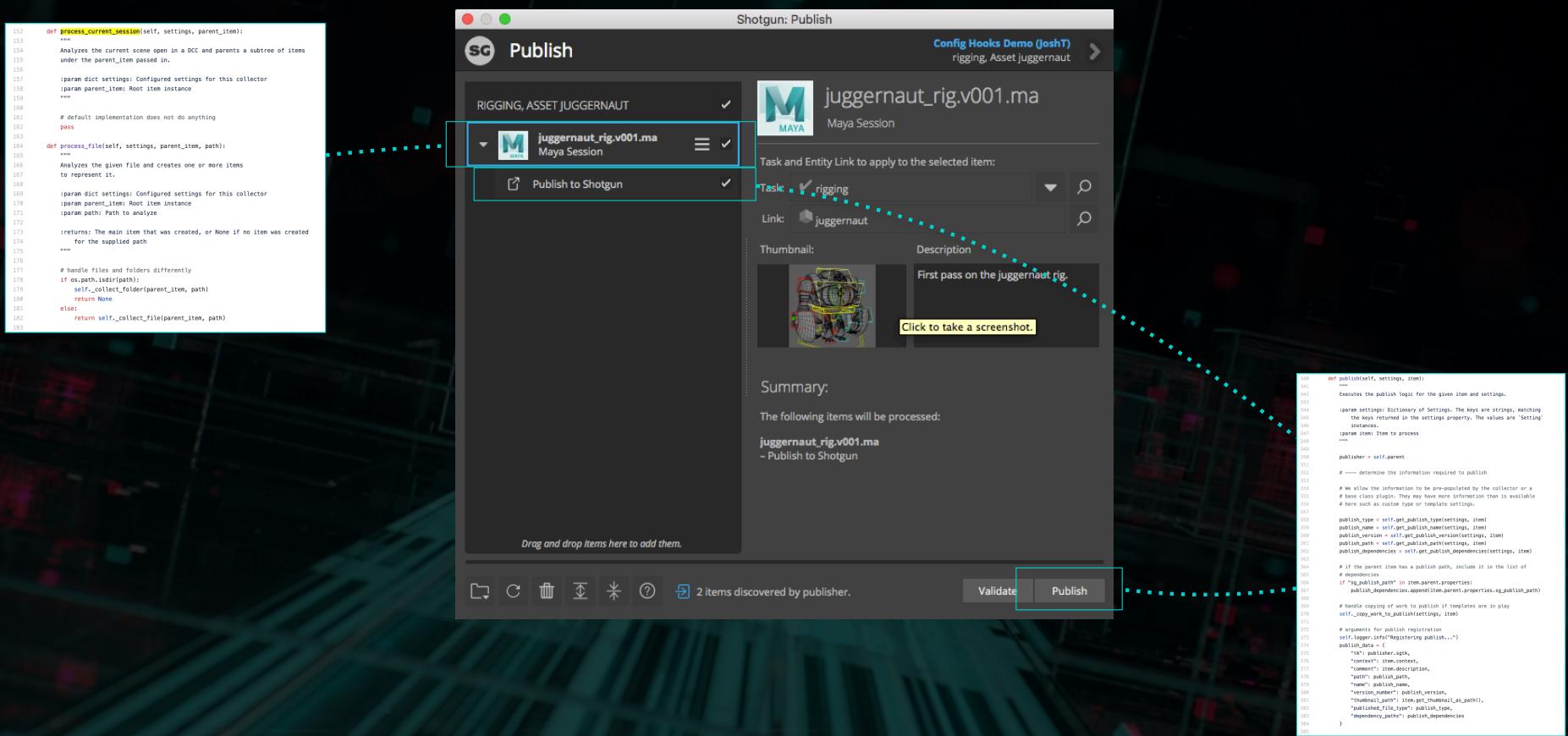
Small scripts, easy to modify without forking



App, engine, and even core hooks



Toolkit Hooks



Other uses for Toolkit hooks



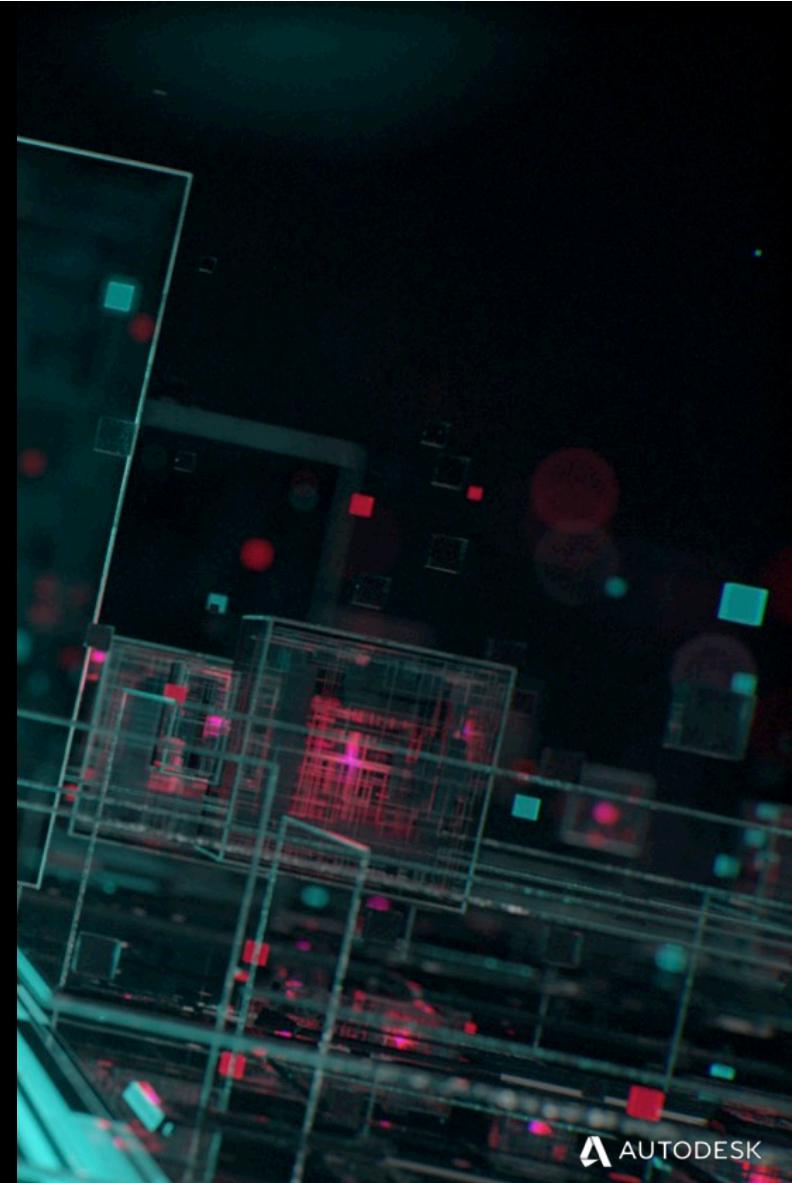
File conversion to/from in-house formats



Add needed commandline args or set environment variables when you launch software



Add an action to the Shotgun Panel to generate a reference image plane in Maya





Scenario 4: Lily

Lily is a Pipeline TD.



Lily is a Pipeline TD.

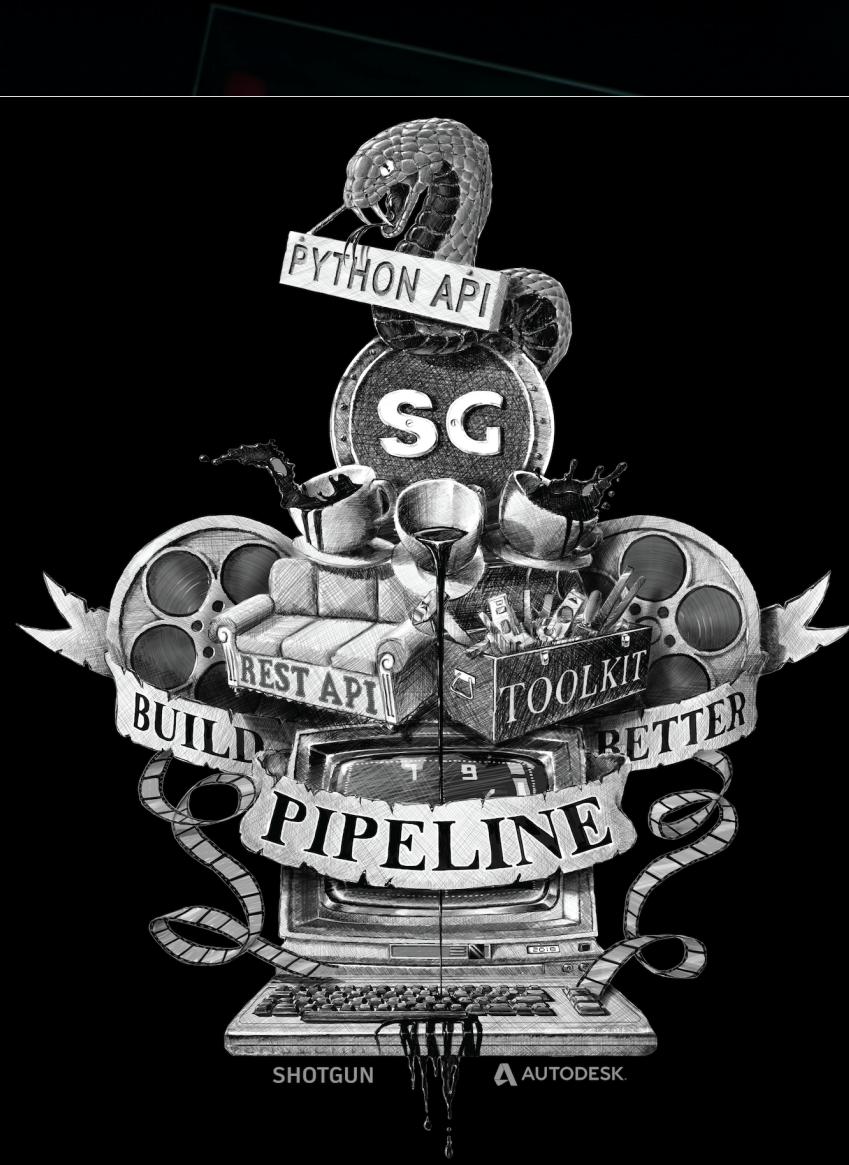


"I need our established in-house workflows to integrate with our Shotgun database."



APIs

APIs



APIs

The screenshot shows a window titled "Shotgun Toolkit Demos" with the sub-title "Activity Stream". The window has a dark theme with a sidebar on the left containing a list of Qt Widgets Framework components. The main content area displays the "Activity Stream" demo, which includes a note creation input field and a list of recent activity items.

Qt Widgets Framework

- Activity Stream
- Context Selector Widget
- Auto-Elide Label
- Global Search
- Help Screen Popup
- Navigation
- Note Editor
- Overlay
- Screen Capture
- Search
- Shotgun Field Delegate
- Shotgun Field Widgets Form
- Custom Field Widget
- Entity Field Menu
- Shotgun Menu
- Spinner
- Shotgun Utils Framework
- Shotgun Entity Model
- Shotgun Hierarchy
- Shotgun Globals

Activity Stream

The activity stream widget is a QT widget that renders the activity stream for a given Shotgun entity. The functionality is similar to that in the activity stream found inside the Shotgun web application. Publishes and Versions show up with thumbnails, optionally with playback links. Notes show up with replies and attachments and you can reply to notes directly in the activity stream. [Click for full docs...](#)

LIVE DEMO: If you click the checkmark to submit a note, you will attach a new Note to the project in Shotgun. Just a heads up in case you want to clean up afterward.

Click to create a new note...

Status changed on Task Comp 5 hours ago
New Status: In Progress

Status changed on Task Lighting 5 hours ago
New Status: Final

Status changed on Task Animation 5 hours ago

Interactive Demo Code



Ways of Interfacing with Shotgun



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Thank You!

Thanks for sharing your time with us! Here are some resources where you can learn more about Shotgun:

Start a Shotgun eval



<https://www.shotgunsoftware.com/signup>

If you haven't started playing around with Shotgun, but like what you're seeing, take it for a test drive.

Take a look at our roadmap



<https://www.shotgunsoftware.com/roadmap>

If you want to know what's cooking or what we are thinking about tackling next, this should be your first stop.

Check out our new forums



<https://community.shotgunsoftware.com>

We've just launch a new community forum where you can chat with us and other Shotgun users.



Questions?



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