



THE FUTURE OF SHOTGUN PLATFORM

LEE HOLLINGWORTH / GUILLAUME BROSSARD



SHOTGUN SIGGRAPH 2019



- 9:00 - 9:50AM Introduction to Shotgun
- 10:00 - 11:20AM Accelerating Creative Teams with Shotgun Create
- 11:30 - 12:50PM 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



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Where to get these materials



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



Lee Hollingworth

Director of Engineering, Shotgun, Autodesk

Lee has held numerous roles in his fifteen years at Autodesk across a variety of products and industries. He has been part of the Shotgun team since September 2017 primarily focused on the evolution of the Shotgun cloud platform used by many of the most influential studios in Media and Entertainment.



Guillaume Brossard

Software Developer Manager / Product Owner, Shotgun, Autodesk

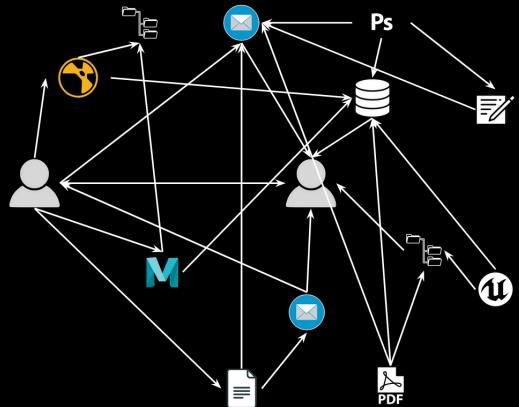
Guillaume has been leading the Shotgun DevOps team, architects and maintainers of Shotgun Hosted and on-premise offering, for the last 5 years. Among other things, he has been leading the initiatives that brought Shotgun Hosted Service to four nines uptime and is now focusing on making sure our clients can leverage the full power of the cloud. Since 2005, he has been working as a developer in various industries gravitating around cloud services, graphics, rendering and AI.

THE PROBLEM



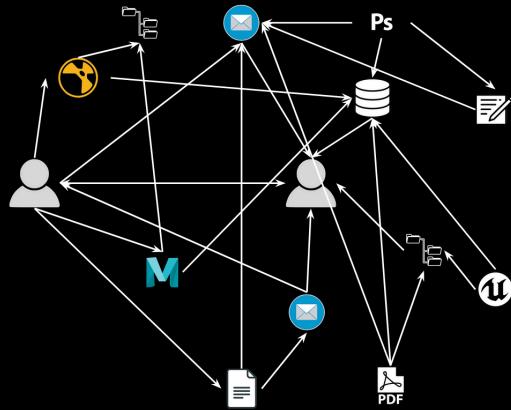
Studio Complexity

Managing a production is complex

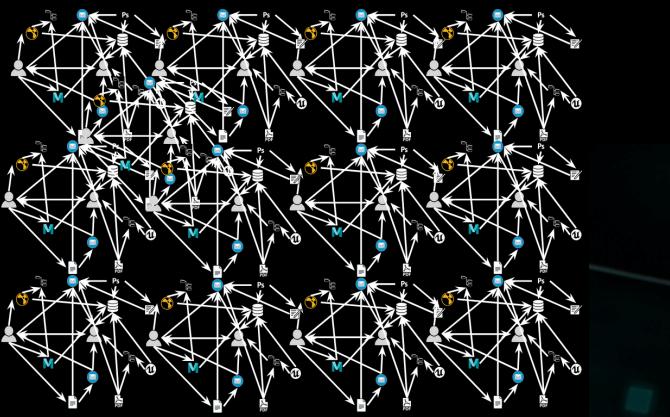


Studio Complexity

Managing a production is complex

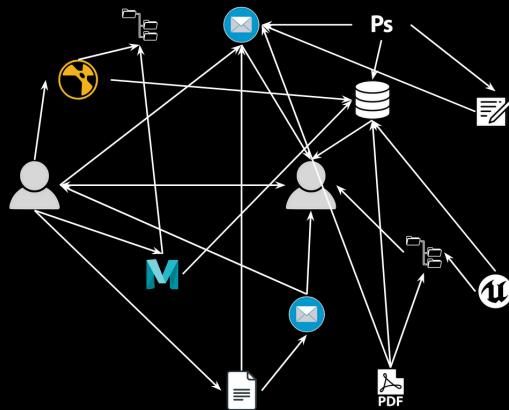


It only gets worse as you scale...

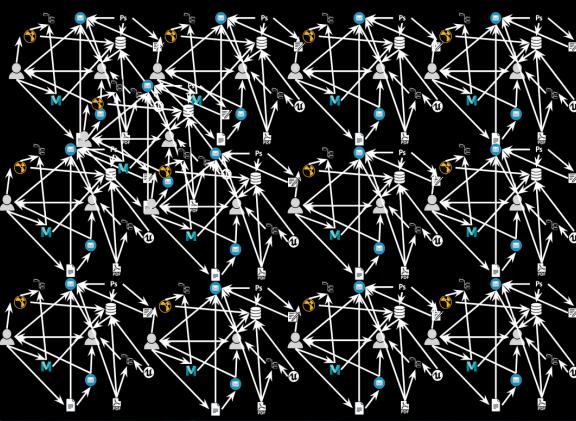


Studio Complexity

Managing a production is complex



It only gets worse as you scale...



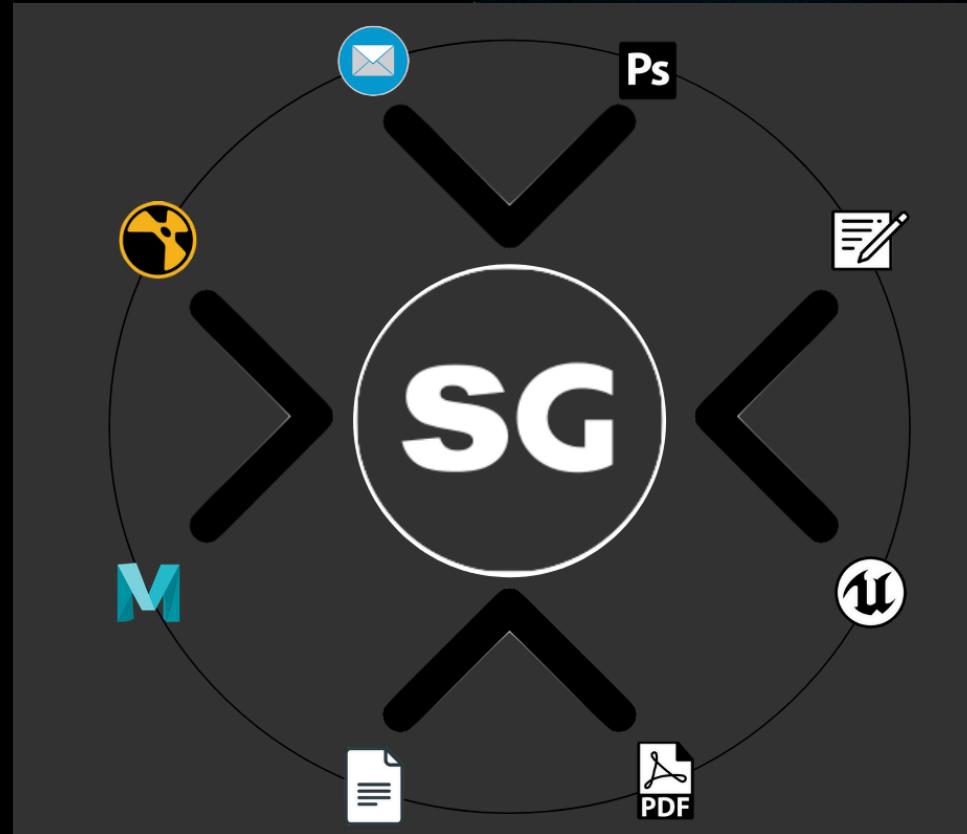
... across the globe!



Knowledge Consolidation

 Single source of truth

 Always up to date



Connecting Studios



THE FUTURE OF SHOTGUN PLATFORM



TRUSTED PARTNER NETWORK

A JOINT VENTURE OF



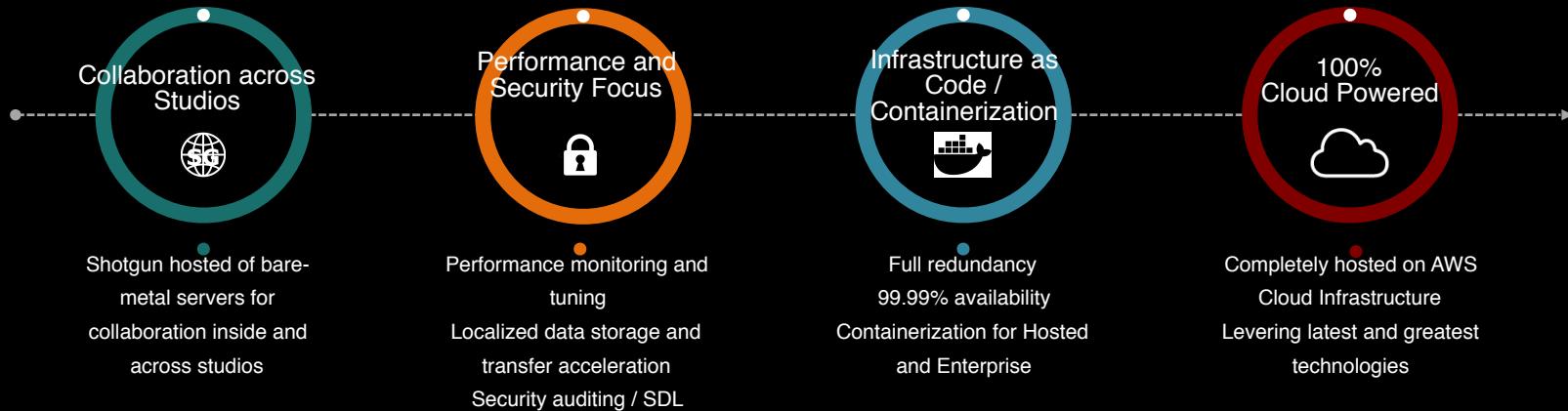
UNDER THE GUIDANCE OF



SHOTGUN CLOUD



Shotgun Infrastructure Evolution



Two Tiers



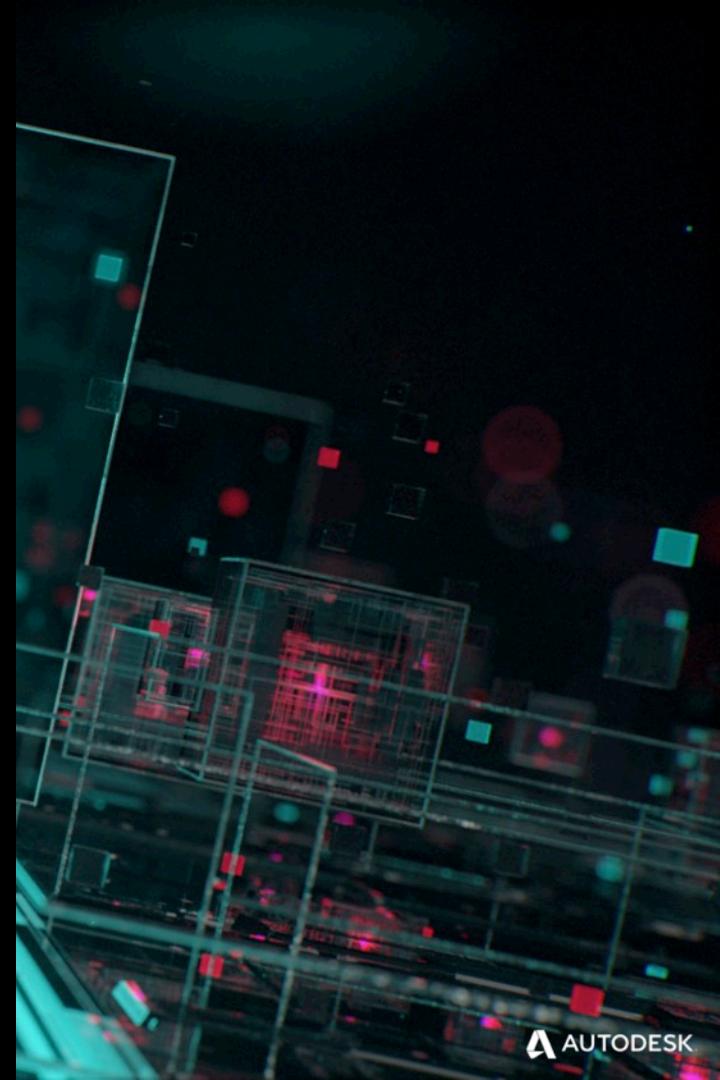
Tier 2

- Fully managed service
- Resilient, redundant, scalable



Tier 1

- All of Tier 2
- Media Isolation
- Private Networking



Tier 2



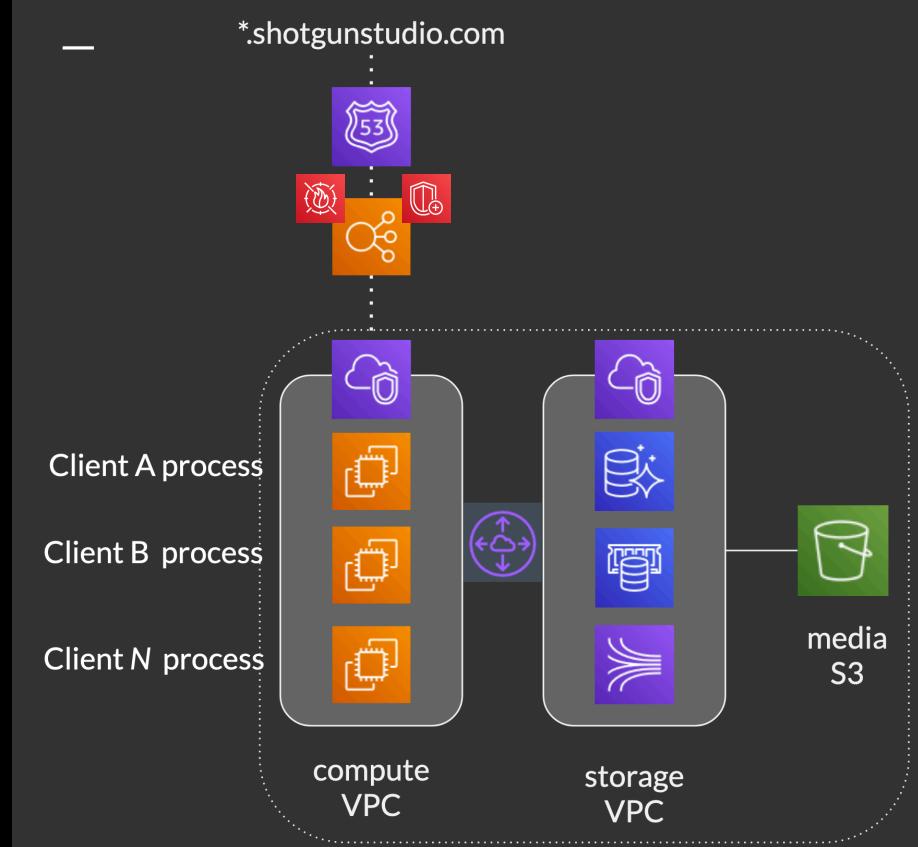
Shared Compute VPC

- Ephemeral computing
- Secured behind WAF and Shield Advanced

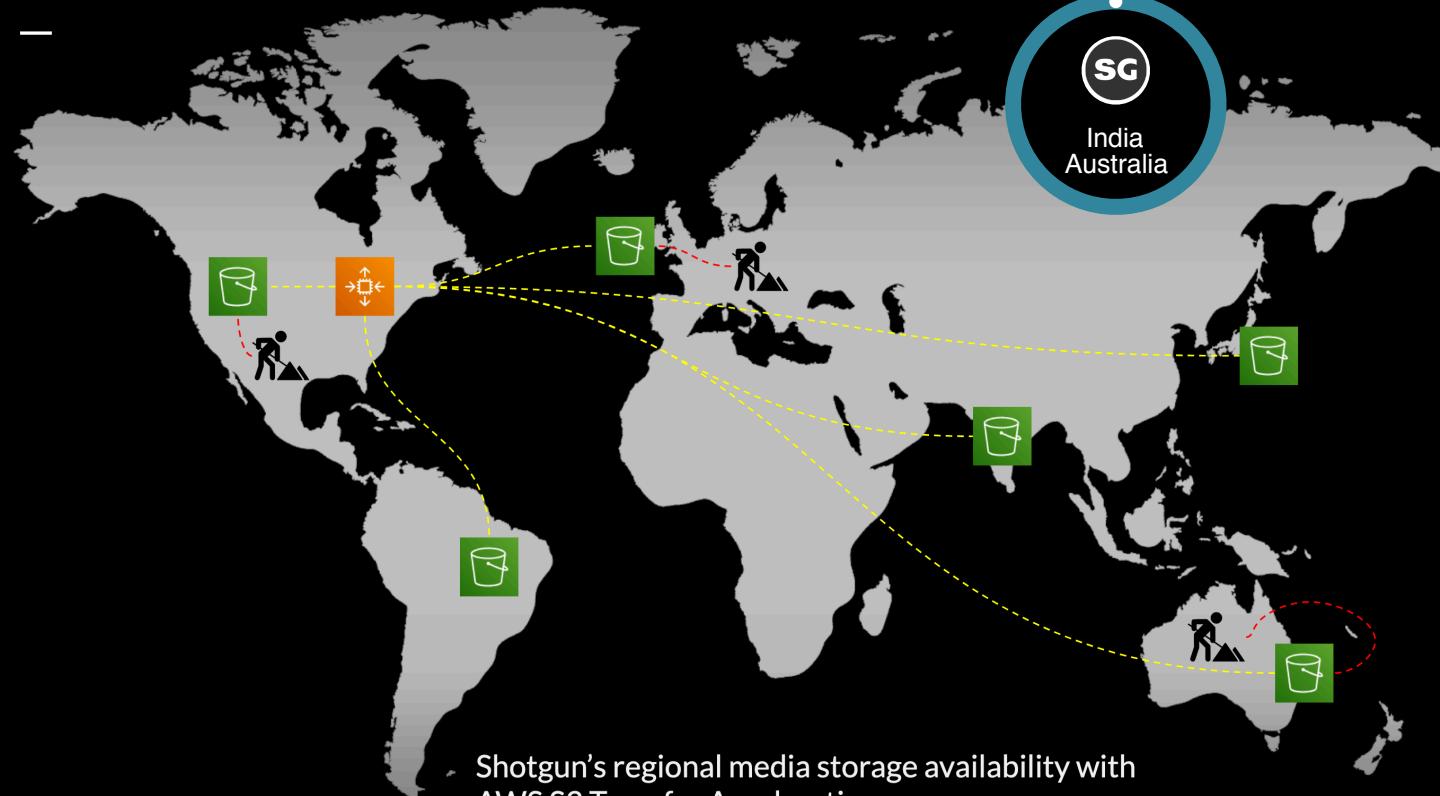


Shared storage VPC and S3

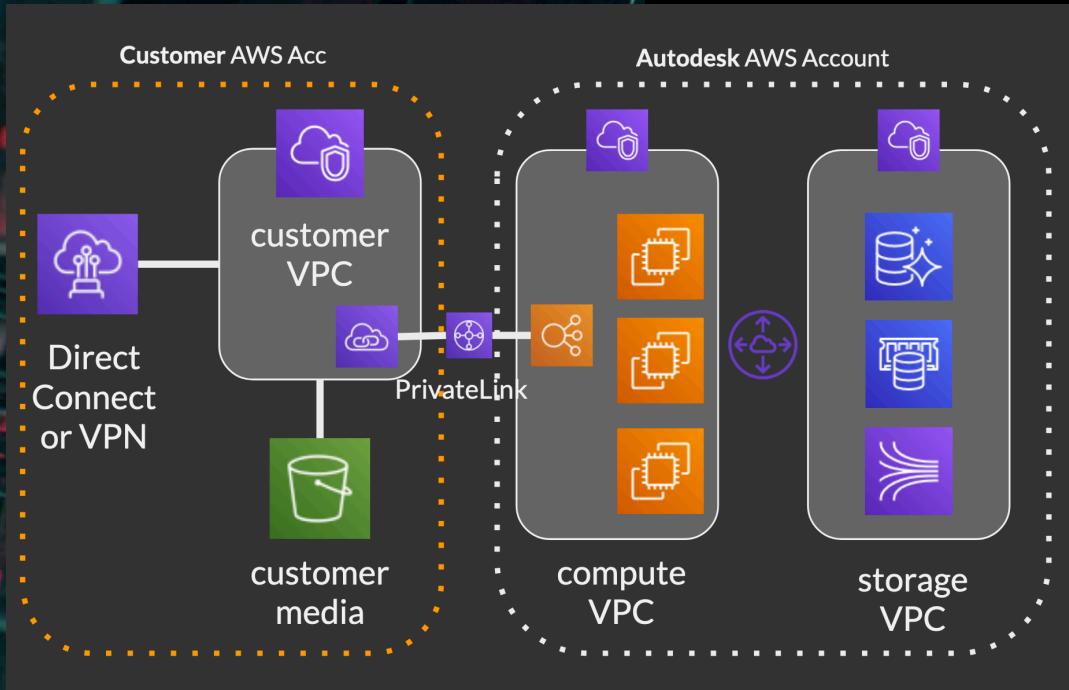
- Unique DB per tenant



Customizable media storage location



Shotgun's regional media storage availability with
AWS S3 Transfer Acceleration



Tier 1 with Private Connectivity

Private Connectivity

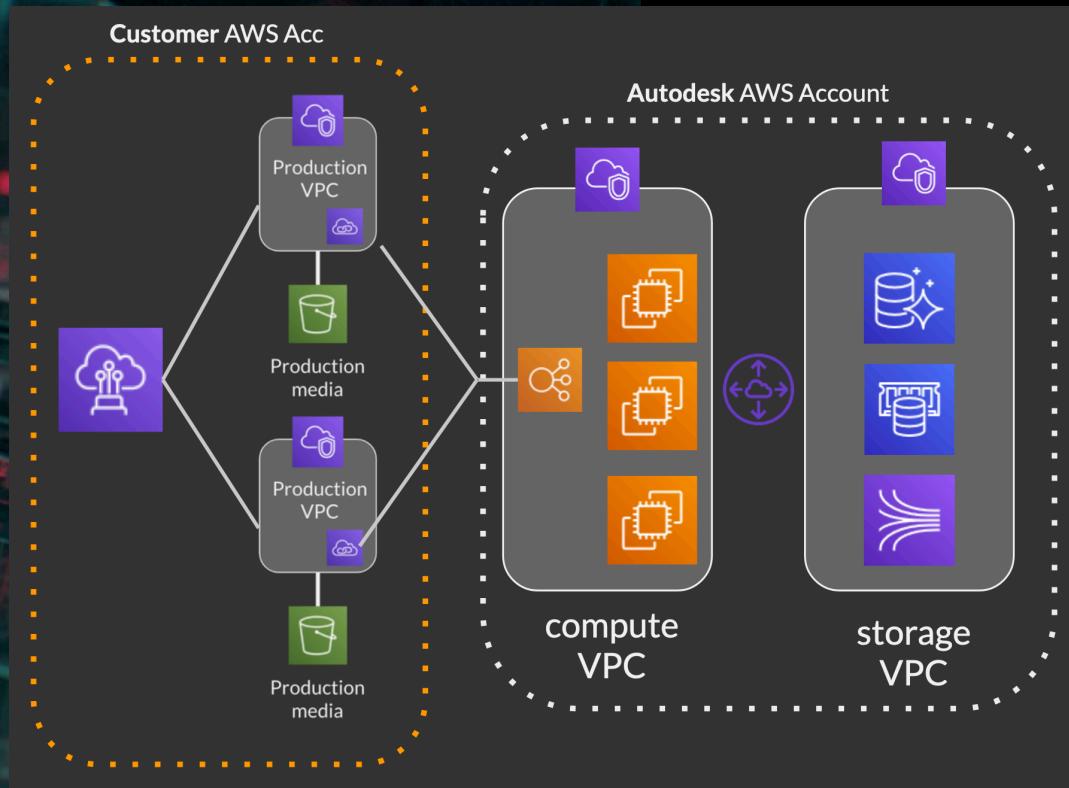
- Autodesk Compute/Storage VPCs
- AWS Closed Network
- No public traffic



Private S3 Bucket

- Customer owned bucket
- Customer managed VPC





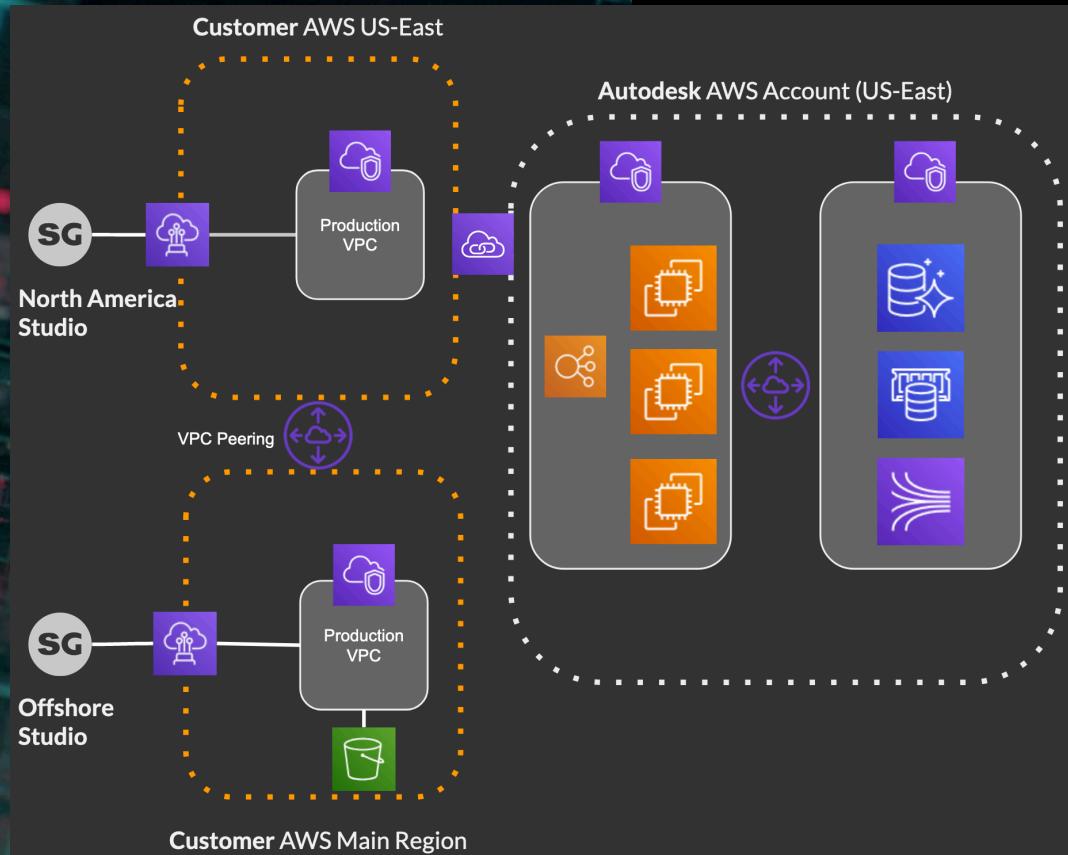
Tier 1 with Isolated Productions

Separated VPCs per production



Flexibility to customer needs





Tier 1 with Multi-Region Studios

AWS Closed Network across locations



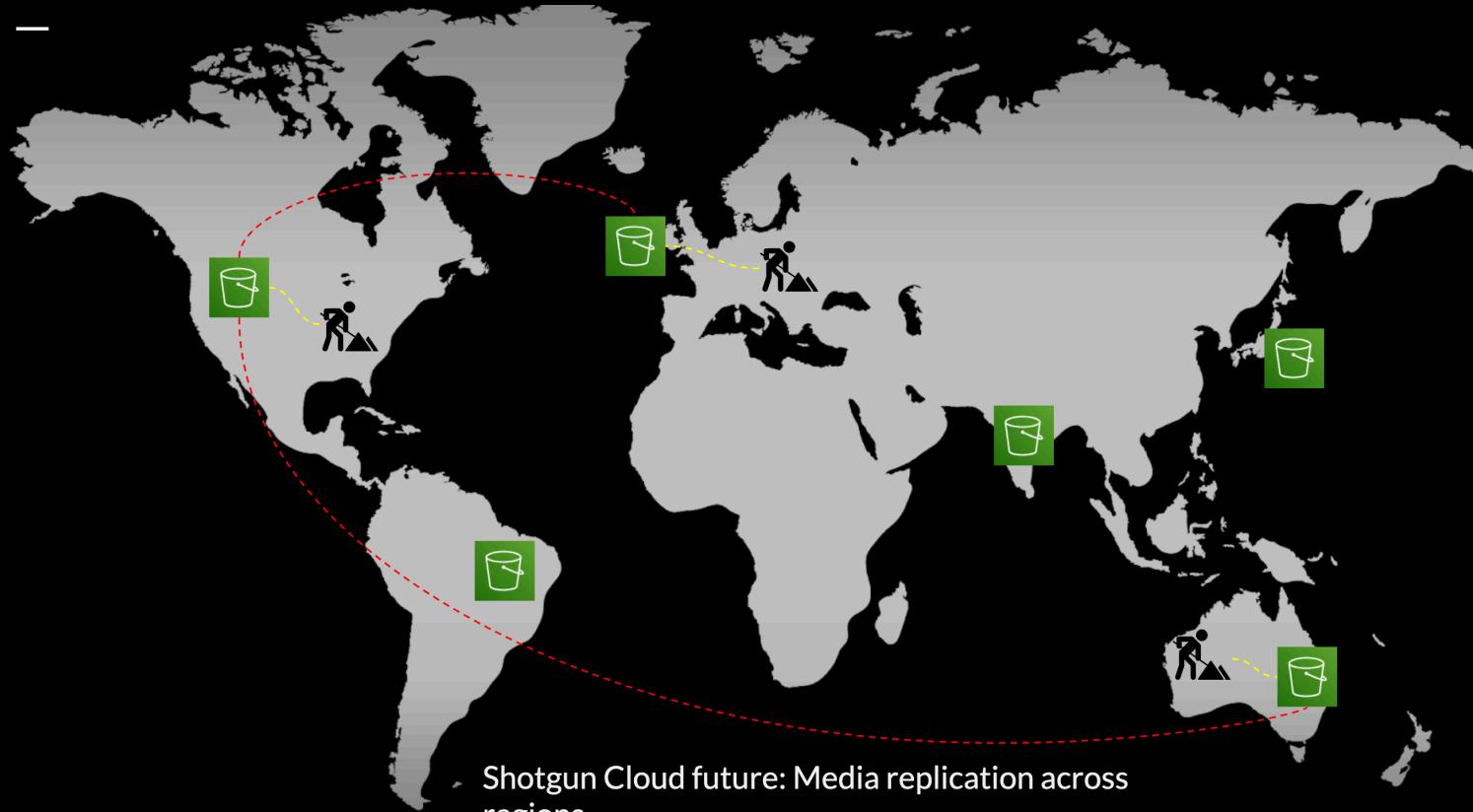
S3 Bucket Region to customer choice



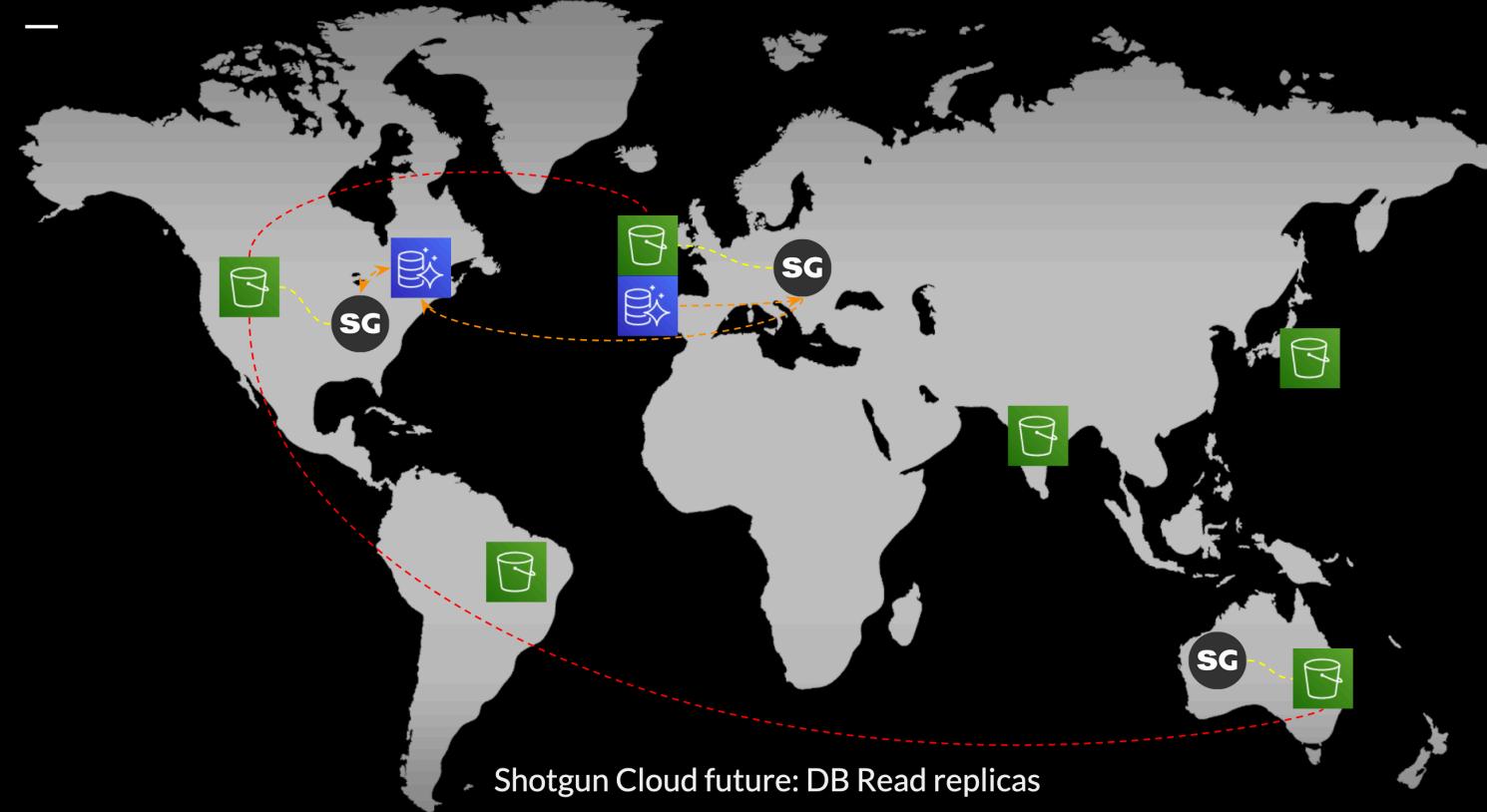
SHOTGUN FUTURE



Media replication

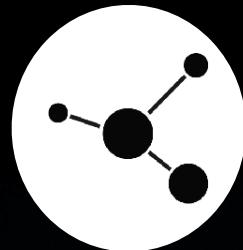


Read Replicas

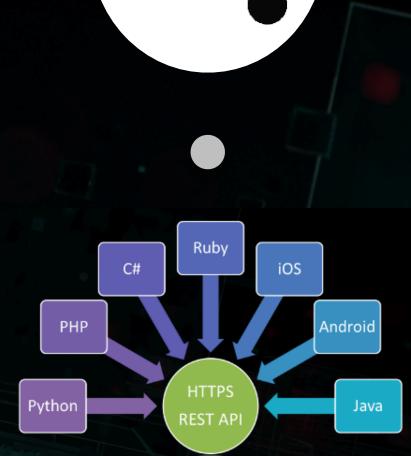


Extending Shotgun

REST API



Web Hooks



Webhooks

SO SIMPLE YOU'LL THINK IT'S STUPID



Beyond TPN

AWS Well-Architected

- ✓ No outstanding improvements pending
- ✓ Operational Excellence
- ✓ Security
- ✓ Reliability
- ✓ Performance Efficiency



SOC2

Working toward SOC2 Certification



TPN

Working closely with TPN to get certified as soon as service certifications are available

ISO 27001

Working toward ISO 27001

ROADMAP



Major Milestones

• **February**

- Tier 2 Stack for Trials
- Customer migration starts

• **Later in 2019**

- Tier 1 Stack available

CY19.Q1

CY19.Q2-4

• **Beta**

- Tier 1 beta in Q2/3

Q & A



Tier 1



Tier 2



Data Replication



Security



Other



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#C543



