



Technical Roundtable

Rob Blau





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Ecosystem Product Manager

Rob has been supervising teams building pixel producing pipelines since 2002, first at Dreamworks Animation, then at LAIKA, and then finally at Shotgun Software / Autodesk. He is fascinated by the collaboration and workflow problems that pipelines need to solve and is lucky enough to be senior project manager for a product that addresses those problems for companies all around the world.

Agenda

What we're going to be doing today.



What's New?

A quick recap of the things
we've recently released.



What's Next?

A preview of the things
we're working on now and
thinking of working on
next.



Discussion

Time to chat about
whatever topics you want
to bring up.

Where to get these materials



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

Getting ready to chat



<https://app.sli.do/event/10wljptx>

Safe Harbor

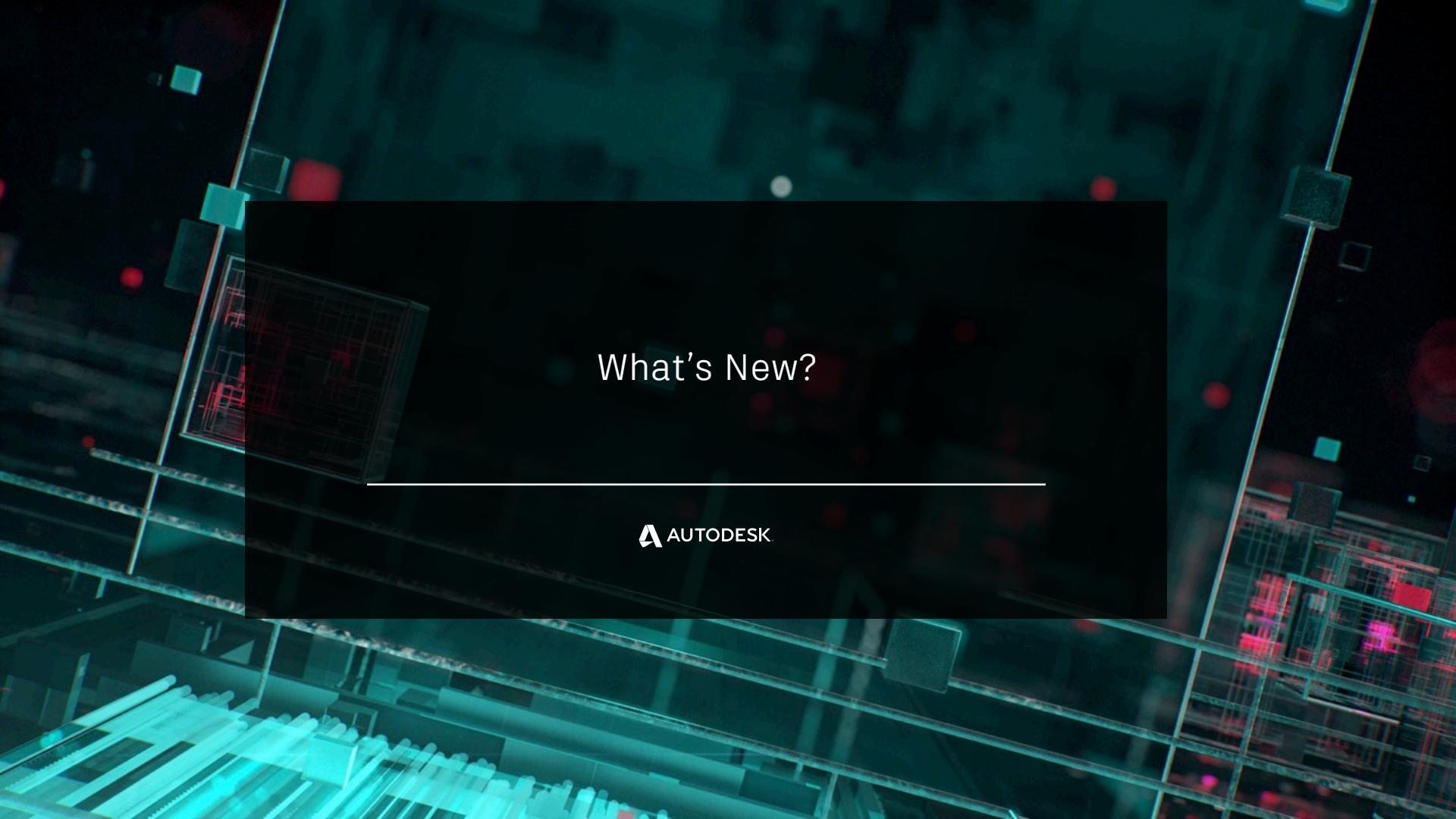
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We wish to caution you that such statements reflect our current expectations, estimates and assumptions based on factors currently known to us and that actual events or results could differ materially. Also, these statements are not intended to be a promise or guarantee of future delivery of products, services or features but merely reflect our current plans, which may change.

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Icons

Icons made by Freepik, mavadee, Smashicons, Icongeek26, and Gregor Cresnar from www.flaticon.com.



What's New?



Developer Documentation

We wanted to clean up our documentation, which has grown tangled and hard to navigate over the years.



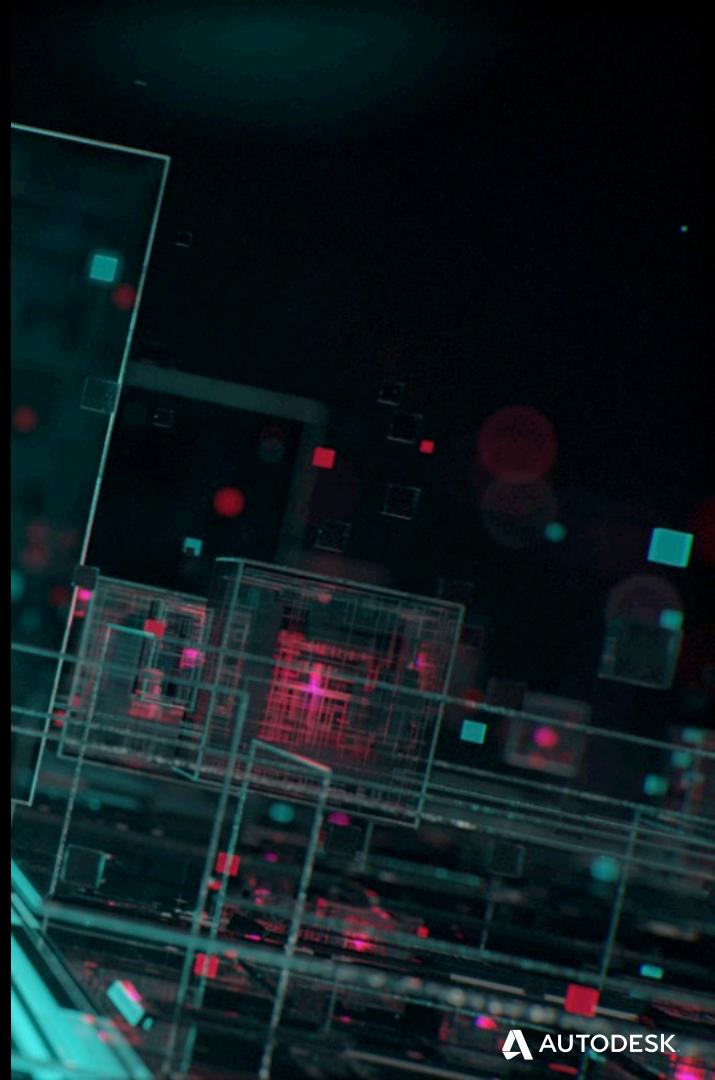
Cleaner, simpler site

- Simple markdown based docs
- Easier to maintain and navigate
- Support for internationalization



Open source model

- Document source available
- Easy to update, internally or from the community



After Effects

We recently released support for After Effects with an eye toward supporting simple media management and review workflows.



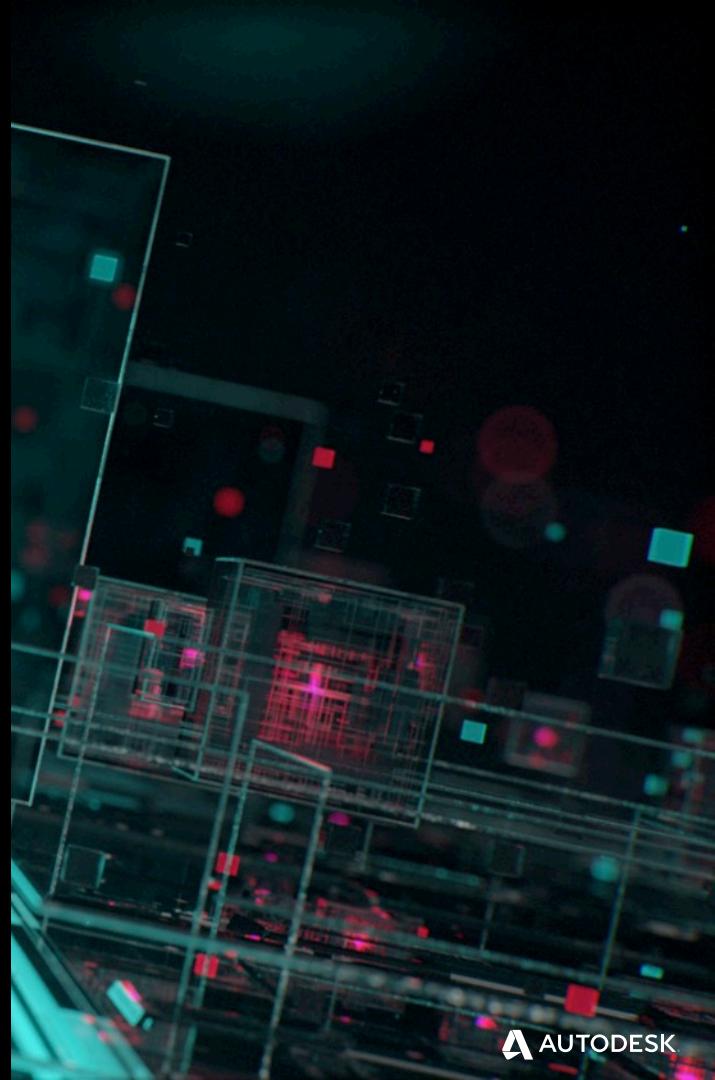
Simple AE workflows supported

- Ability to load in media and cameras
- Publish renders
- Submit renders for review



Developed with an eye toward future Adobe support

- tk-framework-adobe
- Has been used for other Adobe apps and other apps with JavaScript based APIs



Jira Bridge

A simple service you can run that is plugin based, like our event daemon.
Making it easier to synchronize any data between Jira and Shotgun.

Workflow based synchronization



- Easy to implement custom business logic
- Support for many field types, and Notes

Following the model of our event daemon



- Python server that you run yourself
- Open source to make modification easy
- Rich plugin system to manage the complex mapping

Shotgun Create

Shotgun Create supports Toolkit based application launching and will bootstrap our integrations when launching a supported app.

New artist experience on the desktop



- New tk-desktop2 engine
- Easy to integrate into existing configurations
- Will eventually replace Shotgun Desktop

Python 3 API

Releasing a version of the Python API that is compatible with both Python 2 and 3 to make the switch mandated by the VFX Reference Platform easier.

Shotgun's Python API



- Compatible with both 2 and 3
- Out now

Toolkit



- In the process of porting
- Looking at Python 3 for Desktop & Create
- Target is the ability to run either Python 2 or 3

Webhooks

Push system that lets you configure Shotgun to call a URL when specific events happen.



New integration point for an easier way to react to changes in Shotgun

- Standard webhook interface
- Full REST API



Going into beta soon!

- Already used internally for email delivery





webhooks-beta@shotgunsoftware.com



What's Next?



We did a pipeline survey



130 Studios

1,894 TDs & Engineers

21,113 Artists

\$27,218,024 USD/year pipeline spend

Things we heard

Very often a whole lot of work has to be done over and over again since small productions often "throws everything away" .

Small studios don't tend to invest enough in pipeline development.

We've been able to compete with larger studios pretty successfully by paying attention to tools and workflow.

Hate reinventing the wheel.

We build things that we should be buying.

Asset & Scene Management

We are taking a serious look at what it would mean for Toolkit to go from file based tracking to asset based tracking.



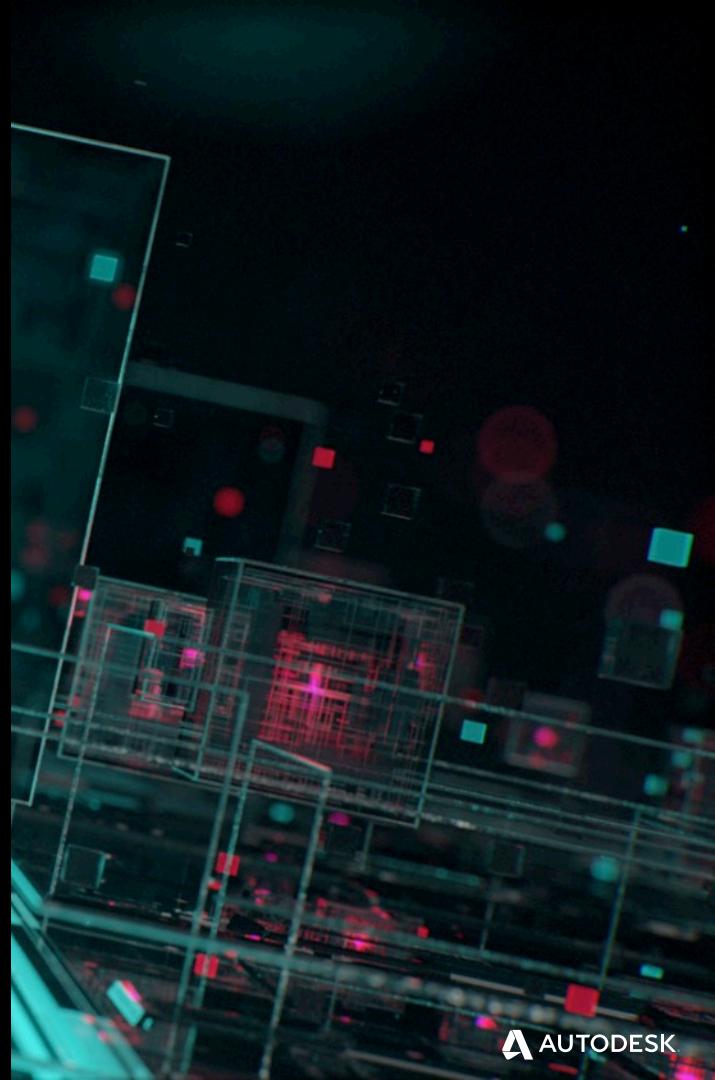
New Asset API & data model

- Currently in early stages of exploration
- Going from files to assets with subscriptions
- Experimenting with USD



New Scene Manager

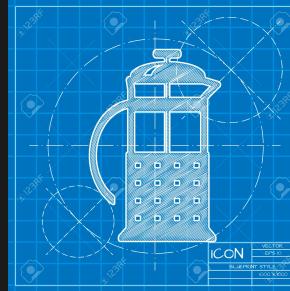
- First artist tool to expose the power of the asset API
- See the status of the assets in your scene
- Evolution of the Loader and the Breakdown tools



Asset Management

Working in a model where workspaces subscribe to assets made out of components.

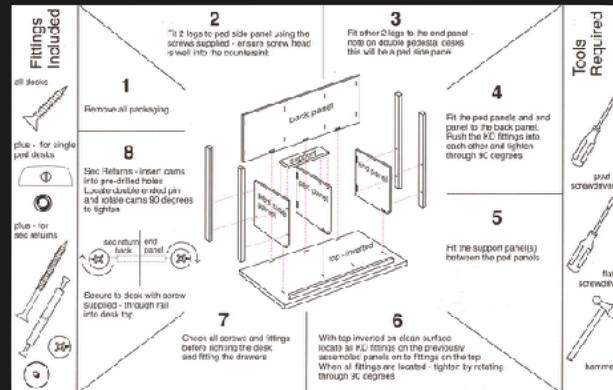
Built on a scalable infrastructure with standard tooling



Standard Asset Representation



Standard Asset Representation



Standardized Operations

Scene Management

New application that lets artists more easily manage the contents of their scene and keep it up to date.

Currently doing design iterations.



The screenshot shows a dark-themed application window titled "Spooky tales". At the top, there's a header with user icons and a "Details" button. Below the header, there are three tabs: "My scene" (which is selected), "To do", and "Activity".

The "My scene" tab displays a thumbnail of a 3D model of a building facade with a chimney. To its right, the text "Spooky tales →" is followed by a list of items: "Add crowds" (status: 222 left, ID: SHOT030), and a description: "Description: here is a description of the task, bla, bla, bla".

The "Activity" tab shows a list of recent interactions:

- A "Bank" asset (status: Bank03.ebc high, IP v7) with a description: "Description: here is a description of the task, bla, bla, bla".
- A comment from "Sarah Jones" (20m ago): "Please add an extra window on first floor."

Below the activity stream, there are sections for "Latest activity", "Characters", and "Camera".

At the bottom of the window, the text "Scene Manger Design" is visible.



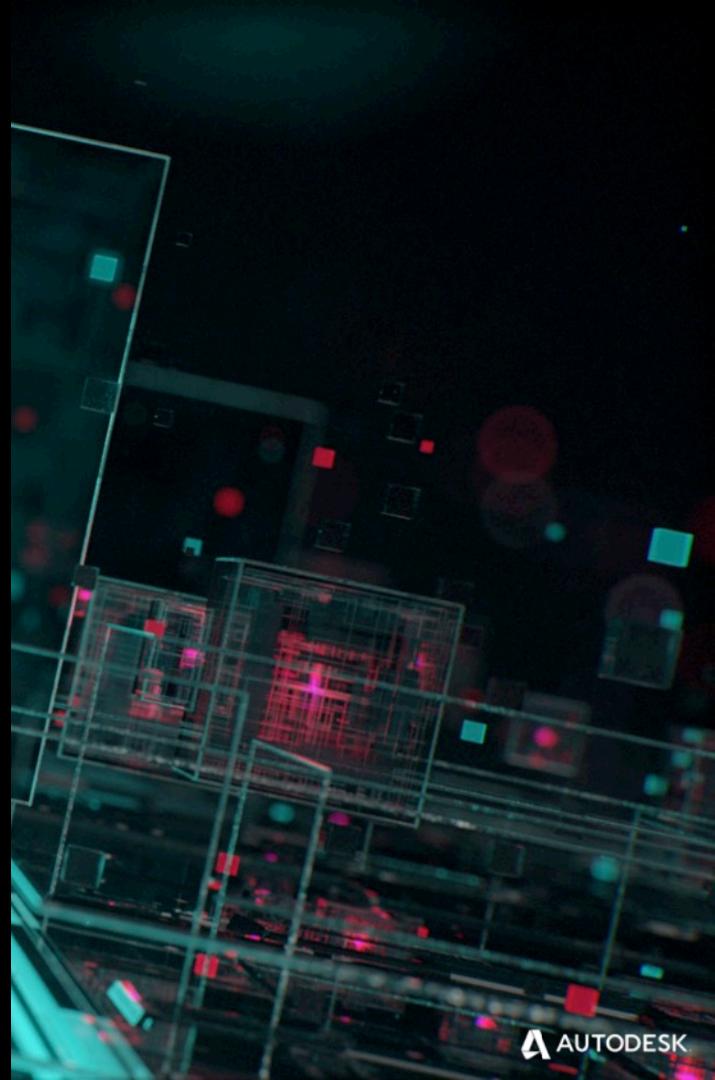
Working with partners.
If interested, get in touch.
[\(support@shotgunsoftware.com\)](mailto:support@shotgunsoftware.com)

Unity Integration

We are looking more and more at real-time workflows and use cases from the games industry. We are happy to be working with Unity to develop an official integration with Unity Engine.



Over to Unity to talk about this integration



Thank You!

Before switching over to a more freeform discussion, we just wanted to say thanks for sharing your time with us!

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.

Checkout 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.



Discussion Time!



<https://app.sli.do/event/10wljptx>

