Hai, I am subin gopi.

Welcome to the Foundry Katana Python Tutorials 0.0.1

Introduction of katana
Katana is developed by foundry. Its highly efficient and most demanding look development and lighting tool. It arms artists with the creative freedom and scalability to exceed the needs

https://learn.foundry.com/katana
https://www.foundry.com/products/katana

A free tutorials
https://www.subins-toolkits.com/katana-python-tutorials

This tutorial include only basic aspect of **katana, python** and little bit of katana **interface** as well, so this is especially for beginners not covering any advanced level. I hope for beginners it should helpful.

Little knowledge of python, is better to understand and katana knowledge is not necessary. because once you cover all the lesson, you will get more idea of katana. I believe once cover all the lesson, you can catch up the katana.

The multi-part video series covers most of the production requirements in **lookdev** and **lighting**. And the concept of the development is very simple manner, not much complexity.

This tutorials cover **Super Tool** Development and **Shader USD** Development as well.

This video series include **9 lesson** with **46 videos**, total **12:30 hour** videos

Special Thanks to <Katana Master **"Gaffey Jiangze"**>
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Source code download and videos link
https://www.subins-toolkits.com/katana-python-tutorials
https://vimeo.com/showcase/8153201

Lesson 1 - Introduction and Configure the Environment Variables

1	Introduction of Katana Interface	08:47	https://vimeo.com/showcase/8153201/video/513425841
2	Configure the Katana Environment Variables	06:30	https://vimeo.com/showcase/8153201/video/513934898
3	Katana Batch Mode	01:34	https://vimeo.com/showcase/8153201/video/513939291

Lesson 2 - Development of core modules

1	Nodegraph	14:26	https://vimeo.com/showcase/8153201/video/514966347
2	Nodegraph	11:32	https://vimeo.com/showcase/8153201/video/513934898
3	Create Sample Scene Networks	20:02	https://vimeo.com/showcase/8153201/video/515216269
4	Collect the node parameter values	15:26	https://vimeo.com/showcase/8153201/video/515337450
5	Edit the node (attributes, enable and lock	09:17	https://vimeo.com/showcase/8153201/video/515607065
6	Katana scene	11:47	https://vimeo.com/showcase/8153201/video/515655021
7	Incremental Saving	08:51	https://vimeo.com/showcase/8153201/video/516059873
8	Export, Import and Xml Nodes	10:47	https://vimeo.com/showcase/8153201/video/516095127
9	Xml scene and nodes	19:31	https://vimeo.com/showcase/8153201/video/516521901
10	Manage the Live Group	10:01	https://vimeo.com/showcase/8153201/video/516630858
11	Look File Bake (KLF)	12:51	https://vimeo.com/showcase/8153201/video/516988659
12	Global Graph State Variables	16.62	https://vimeo.com/showcase/8153201/video/517005003

Lesson 3 - PRMan (Pixar Render Man for Katana)

1	Configure the PRMan Environment Variables	05:07	https://vimeo.com/showcase/8153201/video/517072411
2	PRMan Shading Node and txmake	11:02	https://vimeo.com/showcase/8153201/video/517190375
3	Txmake Tool	34:19	https://vimeo.com/showcase/8153201/video/517540149

Lesson 4 - Development of core modules

1	Scenegraph Locations	15:27	https://vimeo.com/showcase/8153201/video/517824873
2	Scenegraph Attributes	17:55	https://vimeo.com/showcase/8153201/video/517992666

Lesson 5 - Toolkits for Katana

1	Introduction and Configure the Shelf	05:15	https://vimeo.com/showcase/8153201/video/518038639
2	Development of Custom Shelf	20:57	https://vimeo.com/showcase/8153201/video/518075288
3	Development of Custom Menu	25:30	https://vimeo.com/showcase/8153201/video/518419016
4	Development of Custom Menu	10:25	https://vimeo.com/showcase/8153201/video/518456933
5	Development of Custom Menu	19:21	https://vimeo.com/showcase/8153201/video/518532824
6	Menu with custom Console	16:56	https://vimeo.com/showcase/8153201/video/518900209
7	Add Tools into the Toolkits	02:16	https://vimeo.com/showcase/8153201/video/518953772

Lesson 6 - Examples and Tool Developments

1	Katana Scene Example	10:10	https://vimeo.com/showcase/8153201/video/519358662
2	Texture Manager Tool	19:24	https://vimeo.com/showcase/8153201/video/519432061

Lesson 7 - Development of core modules

1	Shader	16:47	https://vimeo.com/showcase/8153201/video/519810025
2	Shader-Assigned Objects and Texture Maps	13:35	https://vimeo.com/showcase/8153201/video/520787509
3	Shader-Shading Networks	18:39	https://vimeo.com/showcase/8153201/video/520818607

Lesson 8 - Custom node and templates developments

1	Asset Node - Add new property to group node	33:09	https://vimeo.com/showcase/8153201/video/521243353
2	LookDev Node - Add new property to group node	08:47	https://vimeo.com/showcase/8153201/video/521272903
3	LookDev Render Node - Super Tool	19:00	https://vimeo.com/showcase/8153201/video/521711302
4	LookDev Render Node - Super Tool	23:36	https://vimeo.com/showcase/8153201/video/521785839
5	LookDev Render Node - Super Tool	24:33	https://vimeo.com/showcase/8153201/video/522265891
6	LookDev Render Node - Super Tool	21:17	https://vimeo.com/showcase/8153201/video/522719996
7	LookDev Template	14:21	https://vimeo.com/showcase/8153201/video/523648840
8	Lighting Asset Node - Add new property to group node	21:37	https://vimeo.com/showcase/8153201/video/524209095
9	Lighting Asset Node - Add new property to group node	29:43	https://vimeo.com/showcase/8153201/video/524752676
10	Lighting Asset Node - Add new property to group node	40:10	https://vimeo.com/showcase/8153201/video/525359250
11	Lighting Template	03:48	https://vimeo.com/showcase/8153201/video/525506897

Lesson 9 - Pixar-Universal Scene Description(USD)

1	Introduction, config and shader USD Development	28:28	https://vimeo.com/showcase/8153201/video/525996505
2	Shader USD Development	22:11	https://vimeo.com/showcase/8153201/video/526078434
3	Shader USD Development	21:26	https://vimeo.com/showcase/8153201/video/526089072

Support
Comments, suggestions and bug reports are welcome.
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Thanks,
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