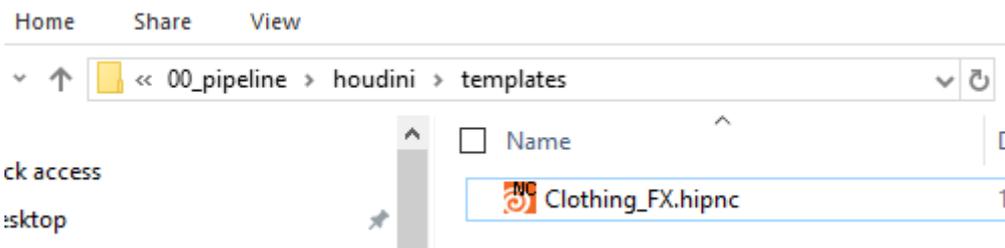


# Houdini - ShotGrid - Other pipeline tools

Houdini in our ShotGrid pipeline has two other nice features that you should be aware of.

## Task templates

It's possible to create a Houdini file that will be loaded by default when an artist creates a new file in a given pipeline step. E.g. a clothing FX template gets automatically loaded in when you create your first file on a clothing FX task. Setting this up is easy, browse to your ShotGrid project on the Storage server and go to `00_pipeline -> houdini -> templates`. Here you can add .hipnc files, they should have the same name as the pipeline step for which they should be automatically loaded, like this:

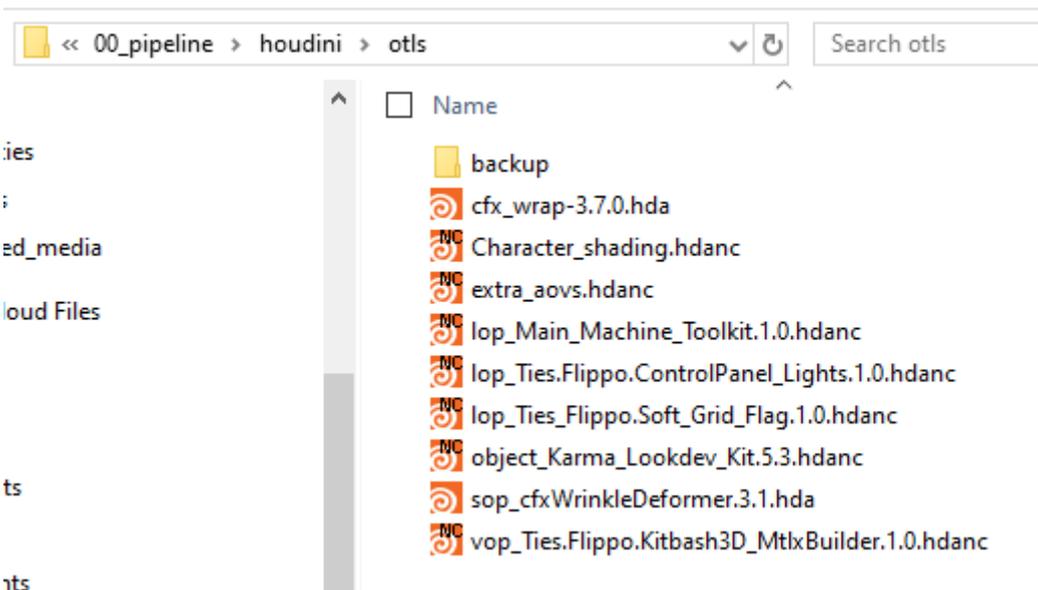


Pipeline step names can be found on the ShotGrid site. Be sure to replace a space with an underscore in the .hipnc file.

Shot (17)		
153	Animation	
889	Clothing FX	
657	Comp	
888	Creature FX	
362	Delivery	
154	Effects	
692	GroomFX	
723	Layout Shot	
155	Lighting	
629	Matchmove	
156	Mattepainting	
724	Postvis	
756	Pre-production	
157	Previz	
725	Quality Control	
159	Research and Development	
789	Techvis	

## Project-specific HDAs

It's nice to have some custom HDAs that are automatically loaded for the project you're working on. To add an HDA to a project, browse to your ShotGrid project on the Storage server and go to `00_pipeline -> houdini -> otl`. Here you can add your .hda files, like this:



**OTL (Operator Type Library)** is Houdini's technical term for its internal representation of a digital asset.

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