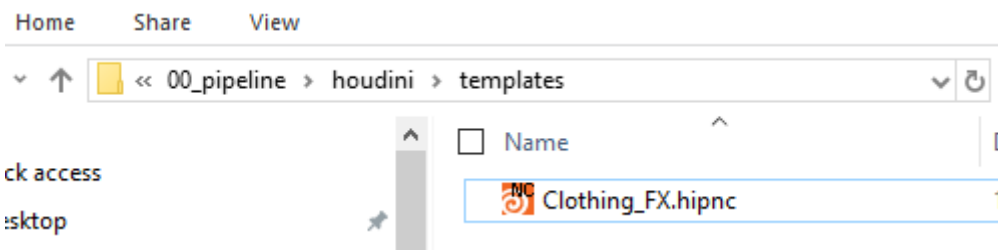


Houdini - ShotGrid - Other pipeline tools

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:

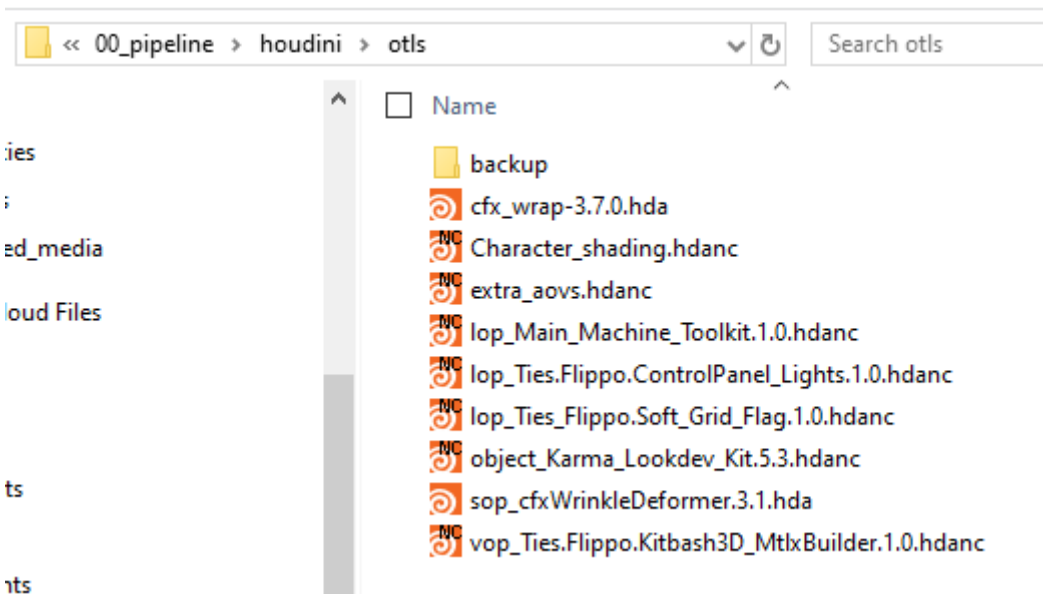


Pipeline step names can be found on the ShotGrid site. Be sure to replace a space with an underscore in the .hipnc file.

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 -> otls`. 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.