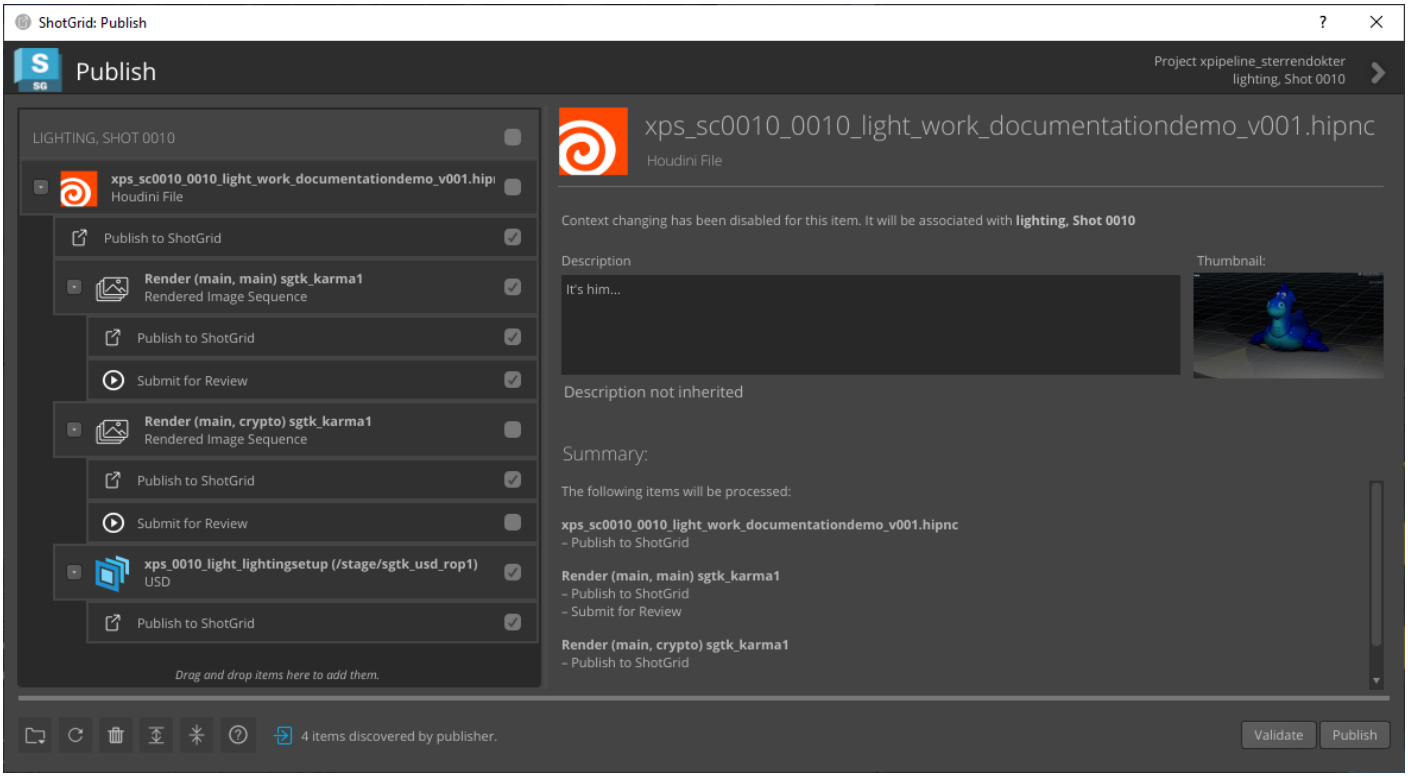
Houdini - ShotGrid - Publishing

Once you've rendered some frames using the Karma node it's time to publish them. You can also publish other files you've made using SGTK nodes, such as USD, FBX or Alembic files. You can publish these files by going to *ShotGrid -> Publish...*



Here all your renders and other files show up. Notice how only your main render has the *Submit for Review* checkbox checked, this happens automatically because often you don't want to render a review version of stuff like cryptomattes. The *Submit for Review* option will start a process on our render farm, where the frames will be turned into a .MOV and uploaded to the ShotGrid website automatically. Press *Publish* to publish your files.

Deadline review submission logic by Gilles Vink.

Revision #9
Created 17 October 2024 09:27:07 by Mervin van Brakel
Updated 14 April 2025 14:18:45 by Mervin van Brakel