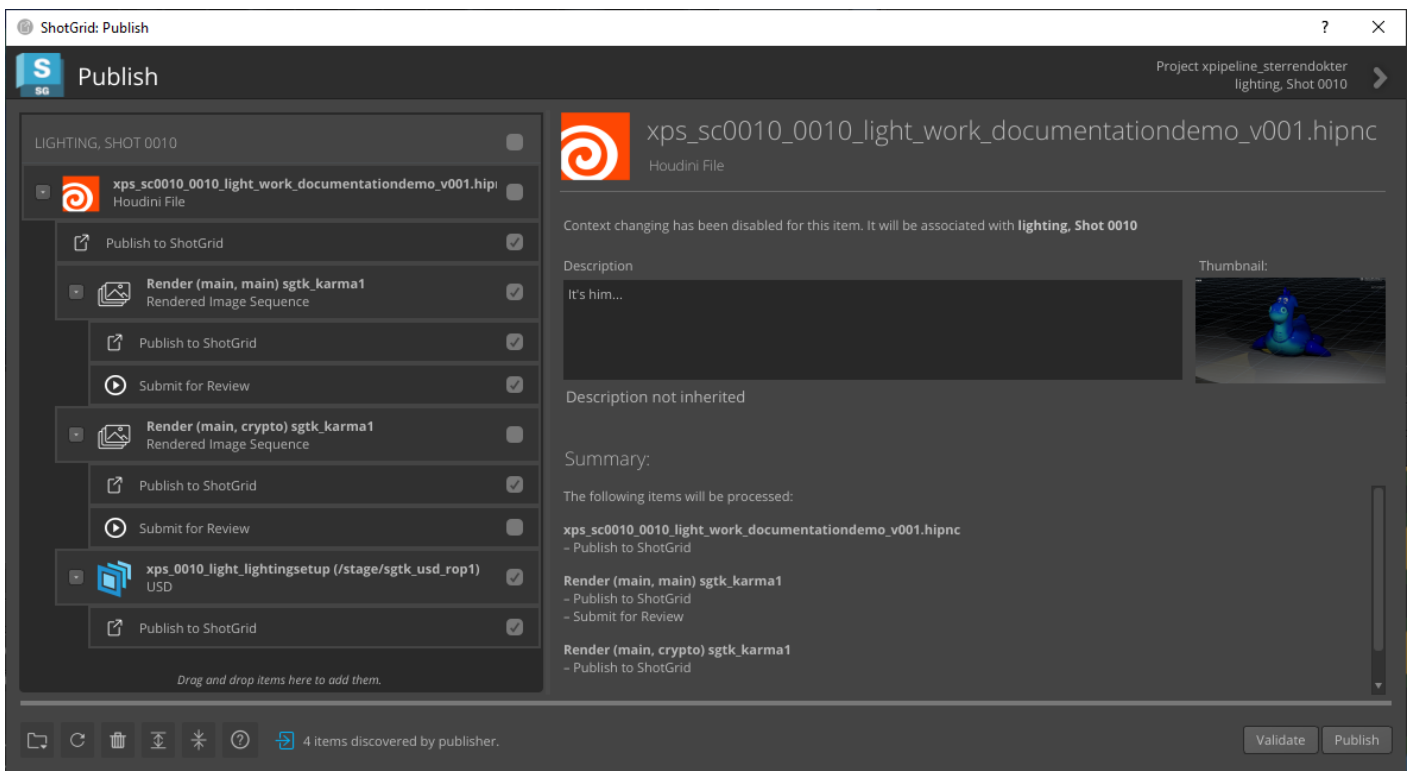# Houdini - ShotGrid - Publishing

Once you've rendered some frames using the Karma node it's time to publish them. You can do this 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.

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