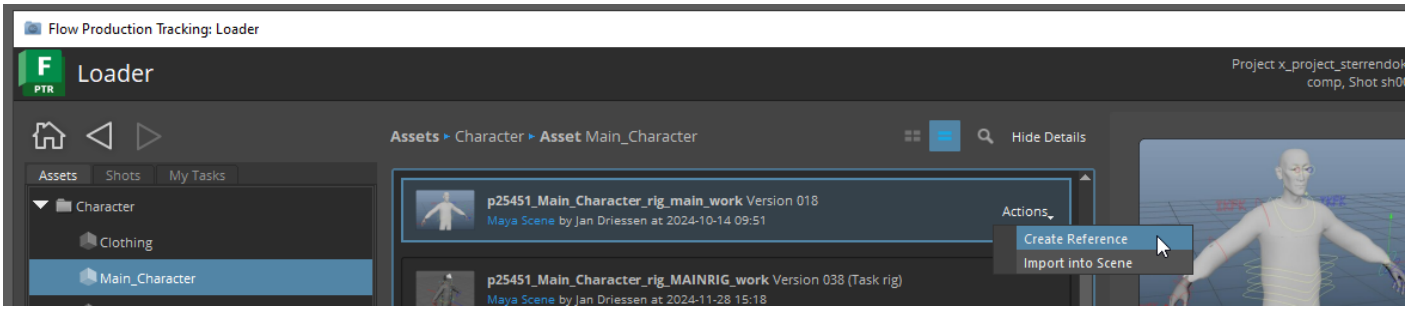
Maya - ShotGrid - Loading publishes

You can load published files by clicking *Shotgrid -> Load*. There you can browse over to the right asset or shot and then see all the published files that you can import. When you click the action button you'll often see multiple options:



Try to use references as much as possible, as those can be easily updated using the Version Control tool.

Revision #2
Created 1 November 2024 13:16:37 by Mervin van Brakel
Updated 15 April 2025 14:11:26 by Mervin van Brakel