

Maya - ShotGrid - Scale

This one's easy! Everything in Maya should be done 100x smaller when working in ShotGrid. This will make the scale of the USD publishes have the correct scaling in Houdini. Houdini is more important here, we all know that.

Revision #2

Created 15 April 2025 14:10:07 by Mervin van Brakel

Updated 15 April 2025 14:11:26 by Mervin van Brakel