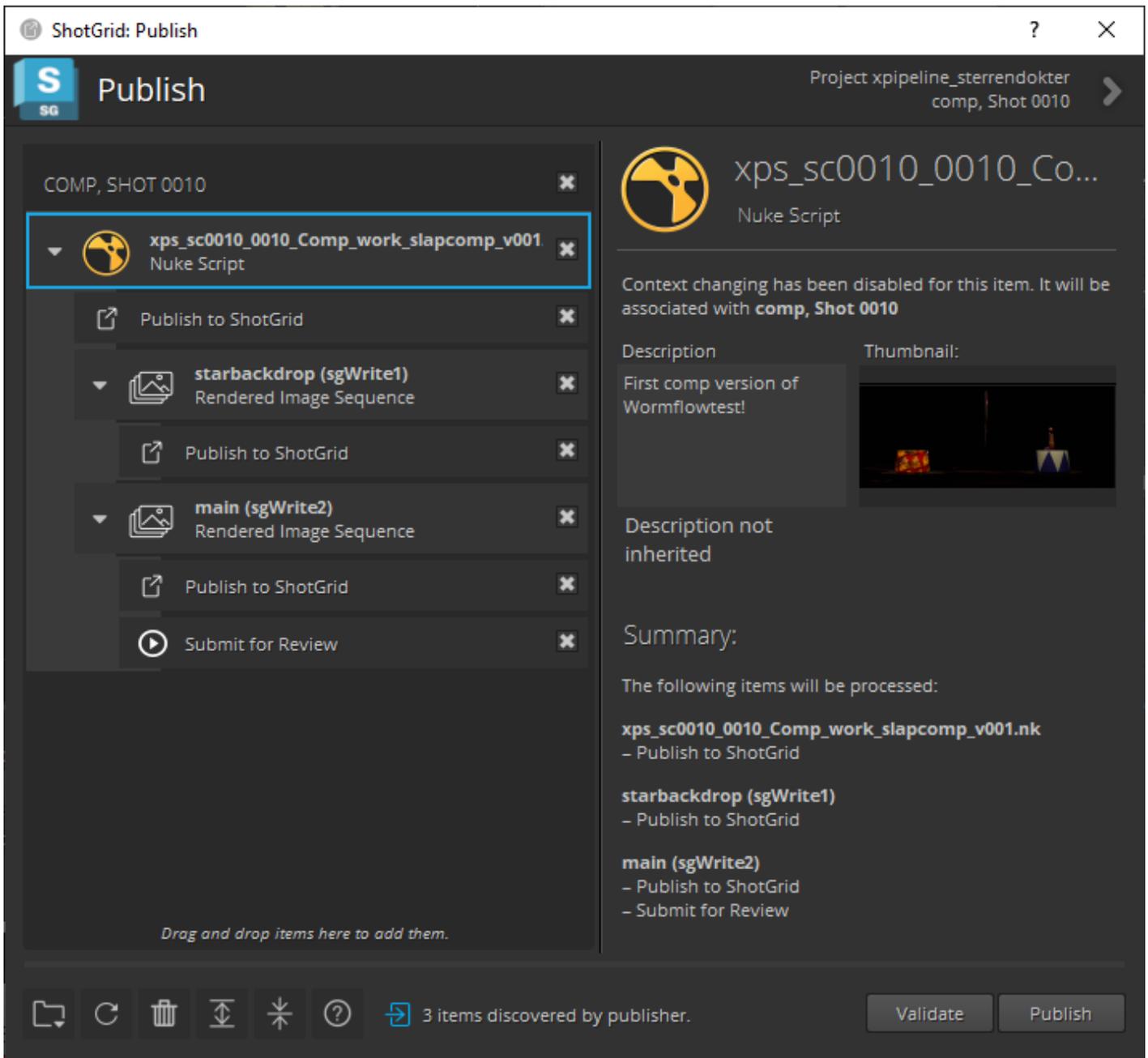


Nuke - ShotGrid - Publishing

Once you've rendered some frames using the ShotGrid write nodes it's time to publish them. You can do this by going to "NFA ShotGrid" -> "Publish..."



The screenshot displays the 'ShotGrid: Publish' window. On the left, a list of write nodes is shown under the heading 'COMP, SHOT 0010'. The selected node is 'xps_sc0010_0010_Comp_work_slapcomp_v001', a Nuke Script. Below it are 'starbackdrop (sgWrite1)' and 'main (sgWrite2)', both Rendered Image Sequences. Each node has a 'Publish to ShotGrid' button and a 'Submit for Review' button. The right panel shows the details for the selected node, including its description, a thumbnail image, and a summary of items to be processed. The summary lists the selected node and the other two write nodes, each with its respective action: 'Publish to ShotGrid' for the script and 'Submit for Review' for the image sequences. At the bottom right, there are 'Validate' and 'Publish' buttons.

Here all your write nodes show up. Notice how the main write node has an extra option called "Submit for Review", which is enabled by default. This option will start a process on our render farm, where it will be turned into a .MOV and uploaded to the ShotGrid website automatically. Be sure to click on the thumbnail section to add a screenshot and fill in a description. You can now publish by pressing the Publish button.

You should always publish all write nodes, as there's a small bug that causes read nodes to break if their files are not published.

Deadline review submission logic by Gilles Vink.

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