

# Pipeline - To do - Medium difficulty

This right here is a list of pipeline tasks that should be relatively doable.

## Being able to ingest extra plates in Hiero

Right now we can only ingest one plate per shot in Hiero. This shot will then have a Nuke template created, a preview rendered etc. It would be handy if we could ingest several plates per shot, like a clean plate, and have it end up in the same Nuke file. Right now we have to do this manually.

## Version control notifications

It would be nice if an artist got a pop up when they open a file which has publishes loaded in that have newer versions available. For example that somebody opens Nuke and gets a popup that says "new CG is available for read node ..." or something. The same would be nice for frame ranges, which sometimes change and artists forget to update.

## Rendering tk-multi-reviews submission2 videos on the farm

Right now tk-multi-reviews submission2 opens Nuke locally and renders the preview .MOV, having this on the farm would greatly speed up our Maya and Houdini playblasts.

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