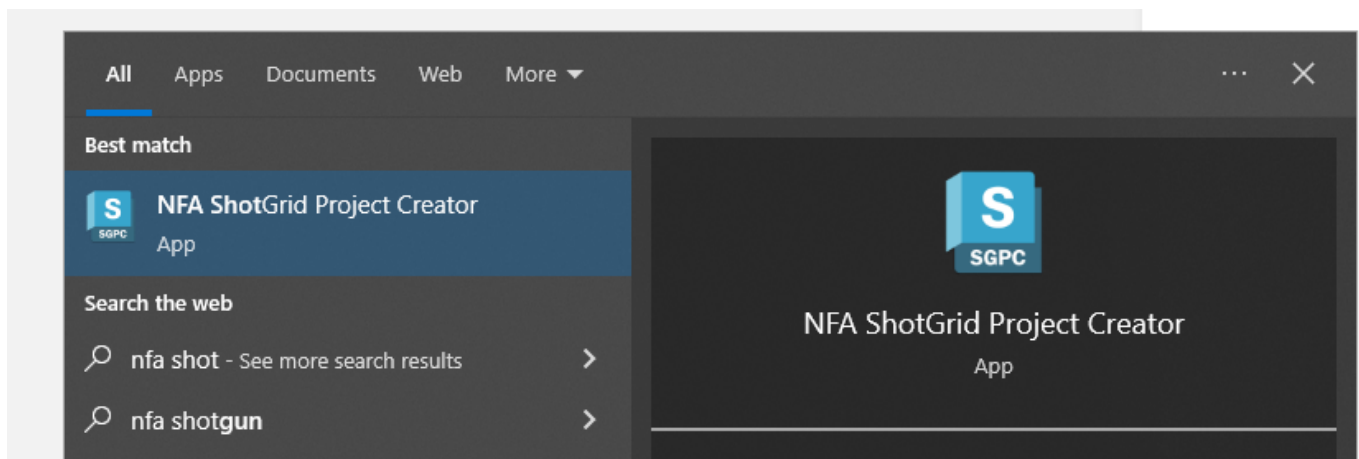



ShotGrid - Pipeline - Creating a project


The first step in any project that uses our ShotGrid pipeline is to create one using our project creator software. The project creator makes it easy to set up a project and makes sure your project gets created using the correct settings. You can open it up by going to the Windows start menu and searching for *NFA ShotGrid Project Creator*.

You **have** to use the project creator software. Do not create a project using the ShotGrid website.




Your ShotGrid account used during creation is automatically fetched from your school PC username, so make sure you run the application on your own computer. The software looks like this:

 NFA ShotGrid Project Creator



Nederlandse Filmacademie
Amsterdamse Hogeschool voor de Kunsten

NFA ShotGrid Project Creator

Welcome, Mervin van Brakel! Fill out the following form and press the create button to create your new ShotGrid project.

What is your project name?

documentation_demo

Project name available!

Does your project have a production code? (e.g. P22412)

Yes

No

Come up with a three-letter code for your project. (e.g. ABC)

DOC

Project code available!

Add all project supervisors to this list.

+

Added supervisor to list!

Mervin van Brakel

-

What render engine are you using?

Karma

Is this a fiction or documentary project?

Fiction

Documentary

What is the FPS for the project?

25

Create project

It pretty much speaks for itself, fill in all the fields, make sure all the validation is green, and click *Create project*!

Original command-line project creation tool by Gilles Vink, rewritten into a standalone GUI application by Mervin van Brakel.

Revision #2

Created 17 October 2024 14:05:28 by Mervin van Brakel

Updated 13 February 2025 13:57:18 by Mervin van Brakel