ShotGrid - Pipeline - General overview

Using our ShotGrid pipeline might be a bit intimidating at first as there's a lot you have to remember. Here's an overview of all the steps required for a typical school production:

1. Create a project using the Project Creator.
2. Add shots to the project using the ShotGrid website.
3. Make a planning using the ShotGrid website.
4. Ingest the VFX pull using Hiero.
5. Do the VFX work using software that was launched with the ShotGrid launcher.
6. Publish shots using the publishers inside the software. Here's how to do that in Nuke.
7. Review the shots using the website or using RV in our viewing room.
8. Export the shots using our Delivery tool and transfer them to the editor.

Revision #6
Created 13 February 2025 13:46:38 by Mervin van Brakel
Updated 15 April 2025 12:24:56 by Mervin van Brakel