

# 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.

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