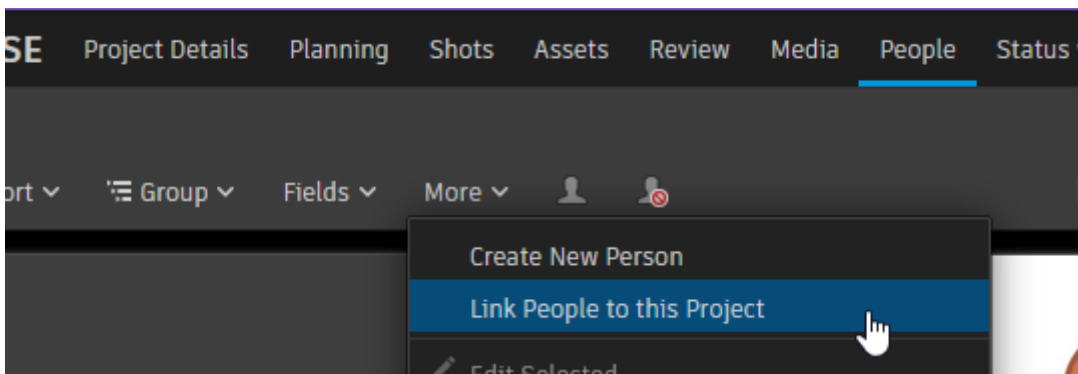


ShotGrid - Website - Creating a planning

Planning is one of the most important parts of creating great VFX. ShotGrid has some extensive tools for creating an artist planning, so here's how you should use them.

Step 1: Add people to your project

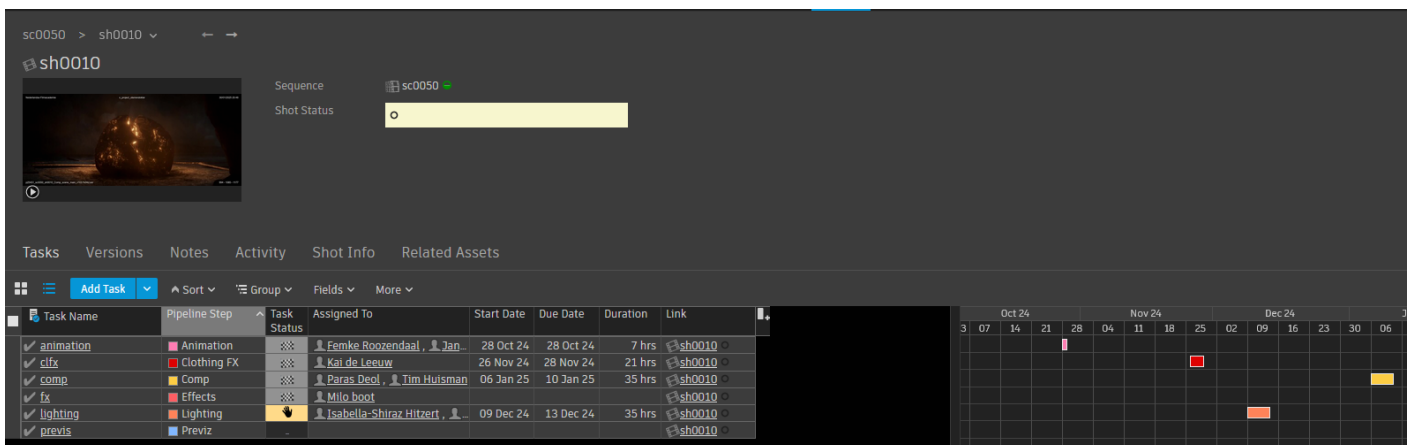
First you should add all the needed people to the project. Go to the *People* page, click on *More* and click on *Link People to this Project*. The big blue *Add Person* button won't work, as that opens the form that creates a new ShotGrid user. Yes that's stupid, no I don't know why they made it like that.



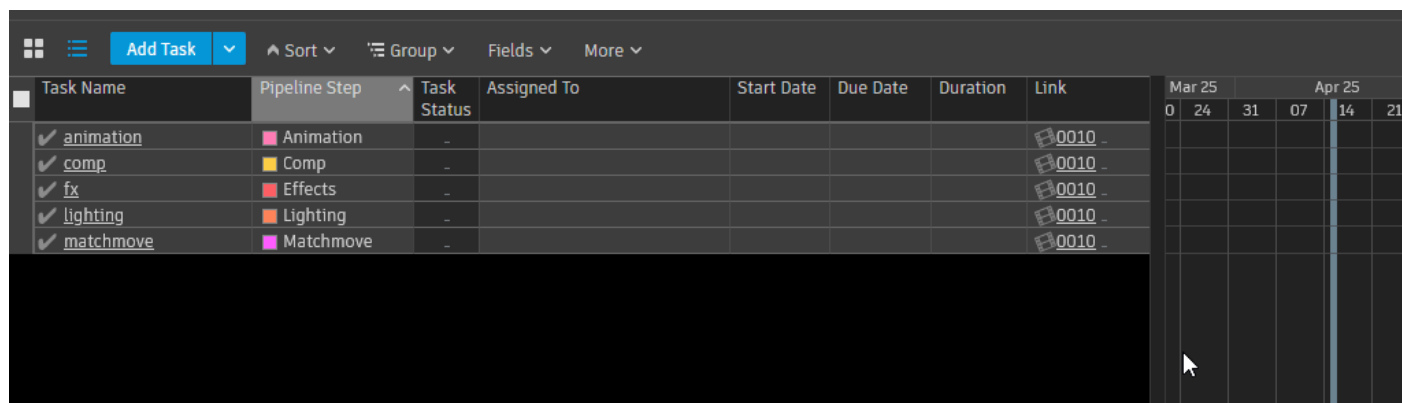
Select the users you want to add and press *Link Selected*.

Step 2: Create the shot planning

Click on a shot in the *Shots* page. You will be greeted with this page:

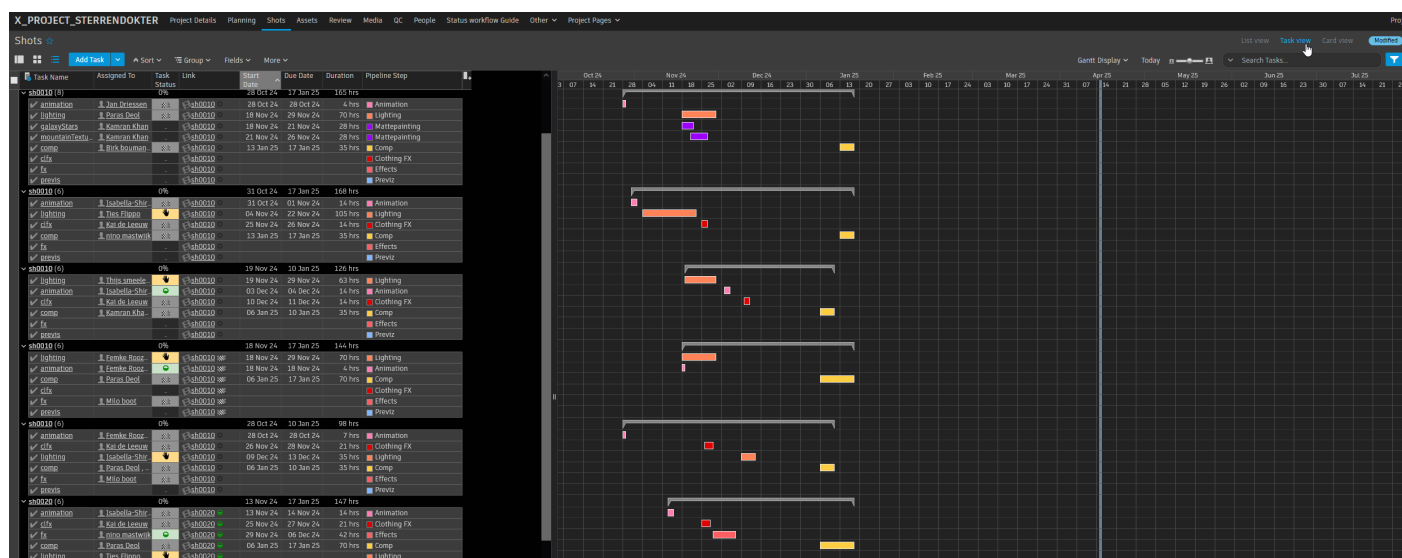


As you can see, every step in the VFX process has its own task with corresponding start and due dates and an assigned person. Setting these fields is essentially all you have to do to create your planning. Set the status to *In Progress* if people should be working on it, otherwise it won't show up in the ShotGrid file browser.



Task Name	Pipeline Step	Task Status	Assigned To	Start Date	Due Date	Duration	Link
✓ animation	Animation	-					0010 -
✓ comp	Comp	-					0010 -
✓ fx	Effects	-					0010 -
✓ lighting	Lighting	-					0010 -
✓ matchmove	Matchmove	-					0010 -

You can see the full planning if you go to the *Shots* page and click on *Task view* on the right hand side. This shows a great overview. You can of course tweak all the sorting options and the fields that are displayed by using the options next to the *Add Task* button.



Task Name	Assigned To	Task Status	Start Date	Due Date	Duration	Pipeline Step
✓ animation	A. Jan Leerssen	0%	28 Oct 24	17 Jan 25	105 hrs	Animation
✓ lighting	A. Darius Deed	0%	18 Nov 24	29 Nov 24	70 hrs	Lighting
✓ galaxy/star	A. Kamen Khan	0%	18 Nov 24	21 Nov 24	28 hrs	Mattepainting
✓ mountain/earth	A. Kamen Khan	0%	21 Nov 24	26 Nov 24	28 hrs	Mattepainting
✓ comp	A. pink leonard	0%	13 Jan 25	17 Jan 25	35 hrs	Comp
✓ city	A. pink leonard	0%	13 Jan 25	17 Jan 25	35 hrs	Clothing FX
✓ fx	A. pink leonard	0%	13 Jan 25	17 Jan 25	35 hrs	Effects
✓ assets	A. pink leonard	0%	13 Jan 25	17 Jan 25	35 hrs	Review
✓ animation	A. Isabella Star	0%	31 Oct 24	17 Jan 25	168 hrs	Animation
✓ lighting	A. Darius Deed	0%	18 Nov 24	29 Nov 24	70 hrs	Lighting
✓ city	A. Kai de Leque	0%	25 Nov 24	26 Nov 24	14 hrs	Clothing FX
✓ comp	A. pink master	0%	13 Jan 25	17 Jan 25	35 hrs	Comp
✓ fx	A. pink master	0%	13 Jan 25	17 Jan 25	35 hrs	Effects
✓ assets	A. pink master	0%	13 Jan 25	17 Jan 25	35 hrs	Review
✓ animation	A. Darius Deed	0%	19 Nov 24	10 Jan 25	126 hrs	Animation
✓ lighting	A. Isabella Star	0%	19 Nov 24	29 Nov 24	63 hrs	Lighting
✓ city	A. Kai de Leque	0%	10 Dec 24	11 Dec 24	14 hrs	Clothing FX
✓ comp	A. Kamen Khan	0%	06 Jan 25	10 Jan 25	35 hrs	Comp
✓ fx	A. Kamen Khan	0%	06 Jan 25	10 Jan 25	35 hrs	Effects
✓ assets	A. Kamen Khan	0%	06 Jan 25	10 Jan 25	35 hrs	Review
✓ animation	A. Femke Boer	0%	18 Nov 24	17 Jan 25	144 hrs	Animation
✓ lighting	A. Femke Boer	0%	18 Nov 24	29 Nov 24	70 hrs	Lighting
✓ city	A. Kai de Leque	0%	18 Nov 24	19 Nov 24	4 hrs	Clothing FX
✓ comp	A. Darius Deed	0%	06 Jan 25	17 Jan 25	70 hrs	Comp
✓ fx	A. Darius Deed	0%	06 Jan 25	17 Jan 25	70 hrs	Effects
✓ assets	A. Darius Deed	0%	06 Jan 25	17 Jan 25	70 hrs	Review
✓ animation	A. Femke Boer	0%	28 Oct 24	10 Jan 25	88 hrs	Animation
✓ lighting	A. Femke Boer	0%	28 Oct 24	28 Oct 24	7 hrs	Lighting
✓ city	A. Kai de Leque	0%	26 Nov 24	28 Nov 24	21 hrs	Clothing FX
✓ comp	A. Darius Deed	0%	06 Dec 24	13 Dec 24	35 hrs	Comp
✓ fx	A. Darius Deed	0%	06 Dec 24	13 Dec 24	35 hrs	Effects
✓ assets	A. Darius Deed	0%	06 Dec 24	13 Dec 24	35 hrs	Review
✓ animation	A. Isabella Star	0%	13 Nov 24	14 Nov 24	167 hrs	Animation
✓ lighting	A. Isabella Star	0%	13 Nov 24	14 Nov 24	167 hrs	Lighting
✓ city	A. Kai de Leque	0%	25 Nov 24	27 Nov 24	21 hrs	Clothing FX
✓ comp	A. Darius Deed	0%	29 Nov 24	06 Dec 24	42 hrs	Comp
✓ fx	A. Darius Deed	0%	29 Nov 24	06 Dec 24	42 hrs	Effects
✓ assets	A. Darius Deed	0%	29 Nov 24	06 Dec 24	42 hrs	Review

Revision #2

Created 15 April 2025 12:04:52 by Mervin van Brakel

Updated 15 April 2025 12:24:40 by Mervin van Brakel