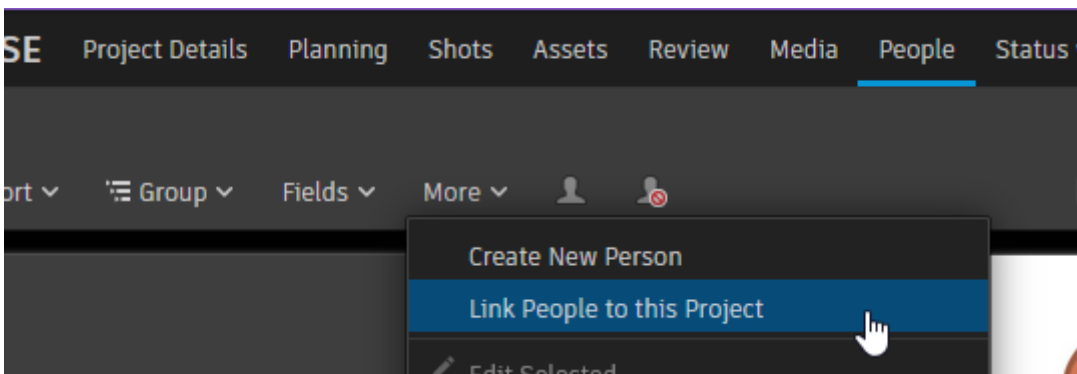


ShotGrid - Website - Creating a planning

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

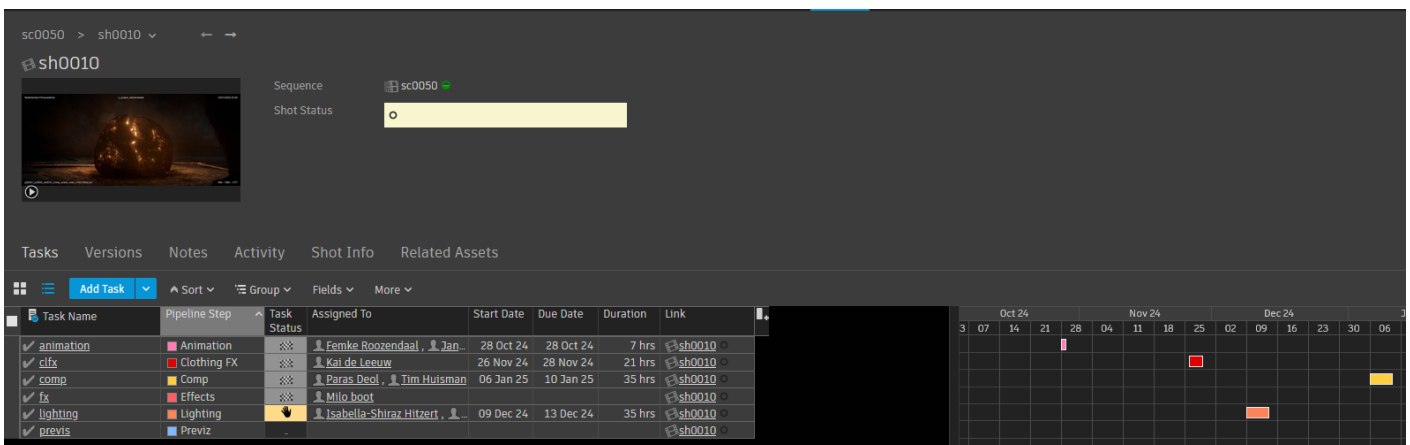
First you should add all the needed people to the project. Go to the *People* page, click on *More* and click on *Link People to this Project*. The big blue *Add Person* button won't work, as that opens the form that creates a new ShotGrid user. Yes that's stupid, no I don't know why they made it like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



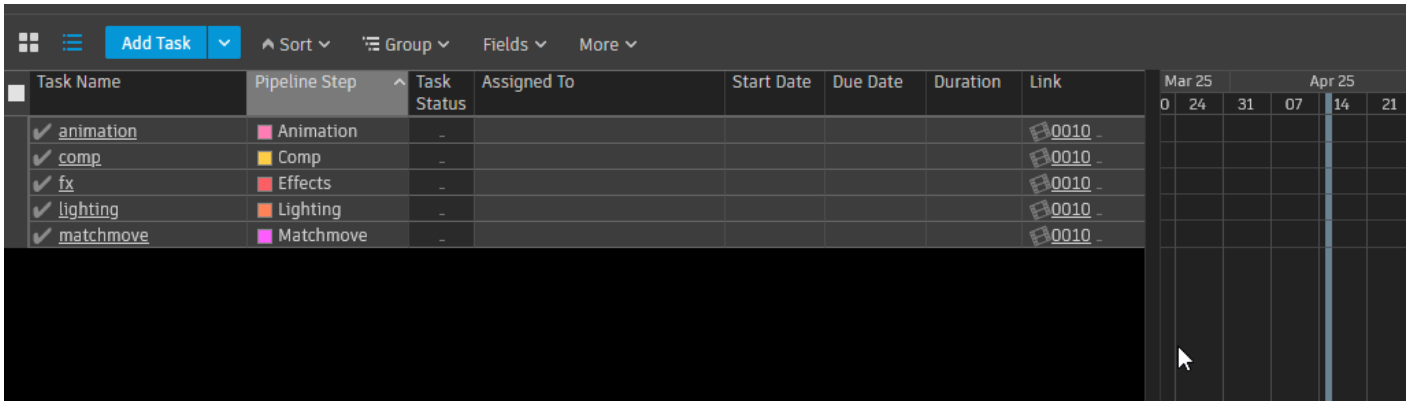
Select the users you want to add and press *Link Selected*.

Step 2: Create the shot planning

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

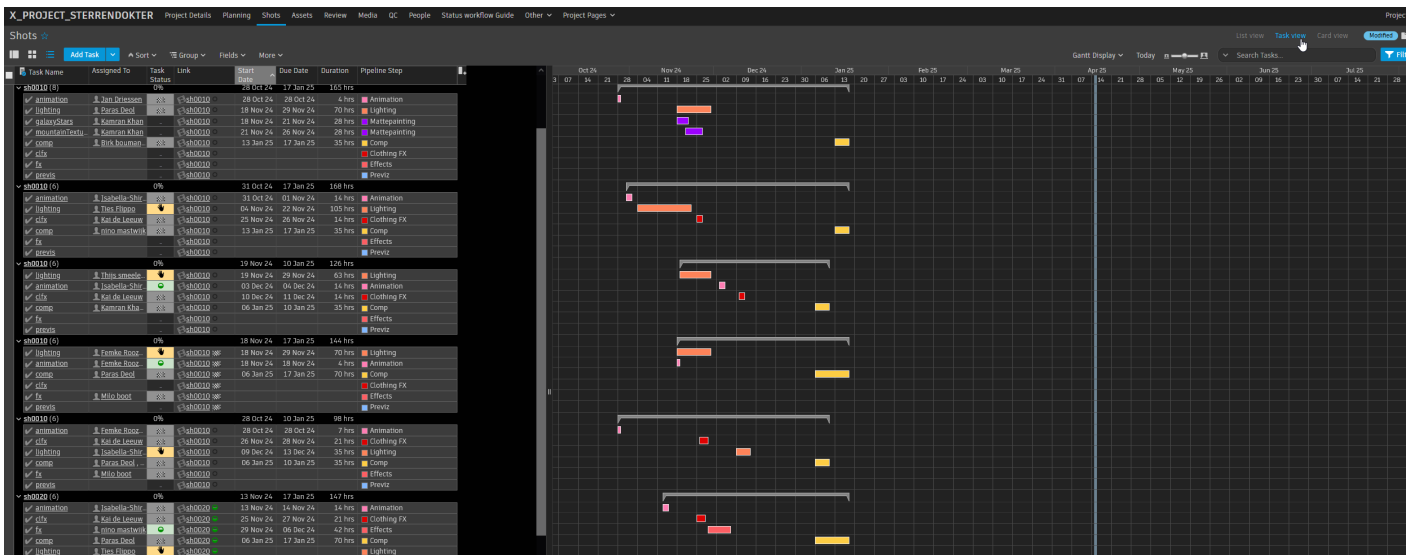


As you can see, every step in the VFX process has its own task with corresponding start and due dates and an assigned person. Setting these fields is essentially all you have to do to create your planning. Set the status to *In Progress* if people should be working on it, otherwise it won't show up in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



Task Name	Pipeline Step	Task Status	Assigned To	Start Date	Due Date	Duration	Link	Mar 25	Apr 25				
								0	24	31	07	14	21
✓ 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
sh0010 (s)		0%	28 Oct 24	17 Jan 25	105 hrs	
animation	J. van der Schoot	0%	28 Oct 24	28 Oct 24	4 hrs	Animation
lighting	J. van der Schoot	0%	18 Nov 24	29 Nov 24	70 hrs	Lighting
galaxyStars	A. van der Schoot	0%	18 Nov 24	21 Nov 24	28 hrs	Mattepainting
mountainMtns	A. van der Schoot	0%	21 Nov 24	26 Nov 24	28 hrs	Mattepainting
comp	J. van der Schoot	0%	13 Jan 25	17 Jan 25	35 hrs	Comp
city	J. van der Schoot	0%				Clothing FX
fx	J. van der Schoot	0%				Effects
previz	J. van der Schoot	0%				Previz
sh0010 (o)		0%	31 Oct 24	17 Jan 25	108 hrs	
animation	J. van der Schoot	0%	31 Oct 24	01 Nov 24	14 hrs	Animation
lighting	J. van der Schoot	0%	04 Nov 24	22 Nov 24	102 hrs	Lighting
city	A. van der Schoot	0%	25 Nov 24	26 Nov 24	14 hrs	Lighting FX
comp	A. van der Schoot	0%	13 Jan 25	17 Jan 25	35 hrs	Comp
fx	J. van der Schoot	0%				Effects
previz	J. van der Schoot	0%				Previz
sh0010 (o)		0%	19 Nov 24	10 Jan 25	126 hrs	
lighting	A. van der Schoot	0%	19 Nov 24	29 Nov 24	63 hrs	Lighting
animation	J. van der Schoot	0%	03 Dec 24	04 Dec 24	14 hrs	Animation
city	A. van der Schoot	0%	19 Dec 24	11 Dec 24	14 hrs	Clothing FX
comp	A. van der Schoot	0%	06 Jan 25	10 Jan 25	35 hrs	Comp
fx	J. van der Schoot	0%				Effects
previz	J. van der Schoot	0%				Previz
sh0010 (o)		0%	18 Nov 24	17 Jan 25	144 hrs	
lighting	A. van der Schoot	0%	18 Nov 24	29 Nov 24	70 hrs	Lighting
animation	A. van der Schoot	0%	18 Nov 24	18 Nov 24	4 hrs	Animation
comp	A. van der Schoot	0%	06 Jan 25	17 Jan 25	70 hrs	Comp
city	J. van der Schoot	0%				Clothing FX
fx	J. van der Schoot	0%				Effects
previz	J. van der Schoot	0%				Previz
sh0010 (o)		0%	28 Oct 24	10 Jan 25	88 hrs	
animation	A. van der Schoot	0%	28 Oct 24	28 Oct 24	7 hrs	Animation
lighting	A. van der Schoot	0%	26 Nov 24	28 Nov 24	21 hrs	Lighting
city	A. van der Schoot	0%	09 Dec 24	13 Dec 24	35 hrs	Lighting
comp	A. van der Schoot	0%	06 Jan 25	10 Jan 25	35 hrs	Comp
fx	J. van der Schoot	0%				Effects
previz	J. van der Schoot	0%				Previz
sh0020 (o)		0%	13 Nov 24	17 Jan 25	127 hrs	
animation	J. van der Schoot	0%	13 Nov 24	14 Nov 24	14 hrs	Animation
city	A. van der Schoot	0%	25 Nov 24	27 Nov 24	21 hrs	Clothing FX
fx	A. van der Schoot	0%	29 Nov 24	06 Dec 24	42 hrs	Effects
comp	A. van der Schoot	0%	06 Jan 25	17 Jan 25	70 hrs	Comp
lighting	A. van der Schoot	0%				Lighting

Revision #2

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

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