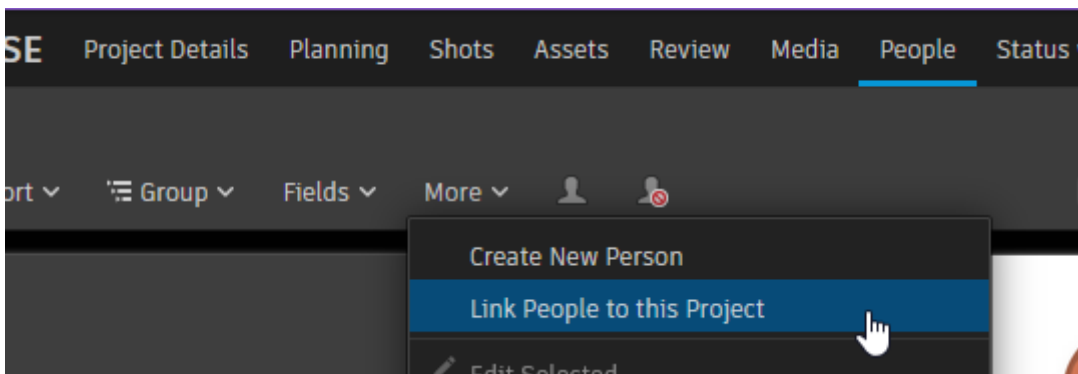


ShotGrid - Website - Creating a planning

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

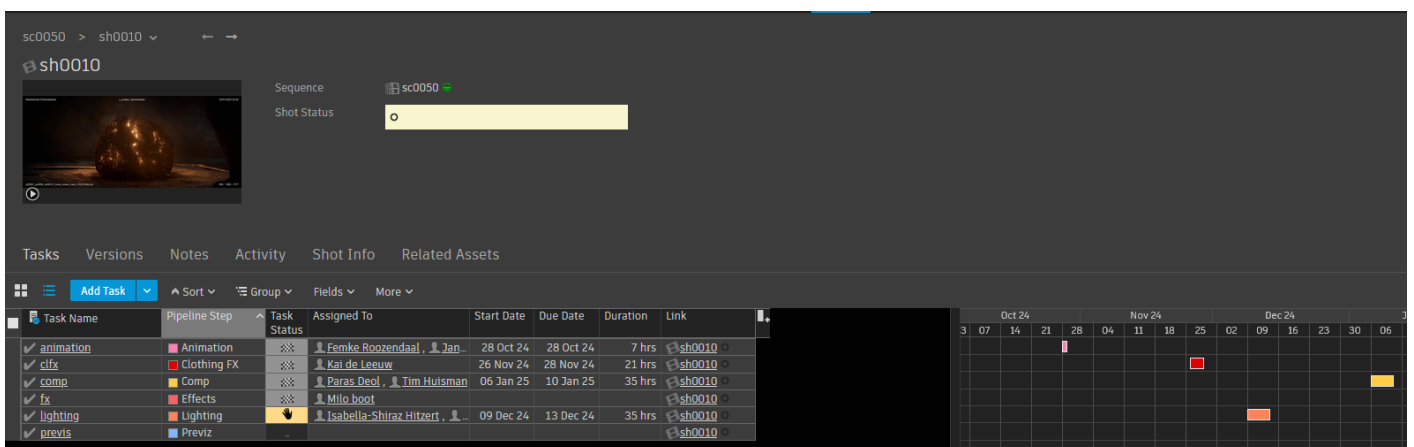
First you should add all the needed people to the project. Go to the *People* page, click on *More* and click on *Link People to this Project*. The big blue *Add Person* button won't work, as that opens the form that creates a new ShotGrid user. Yes that's stupid, no I don't know why they made it like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



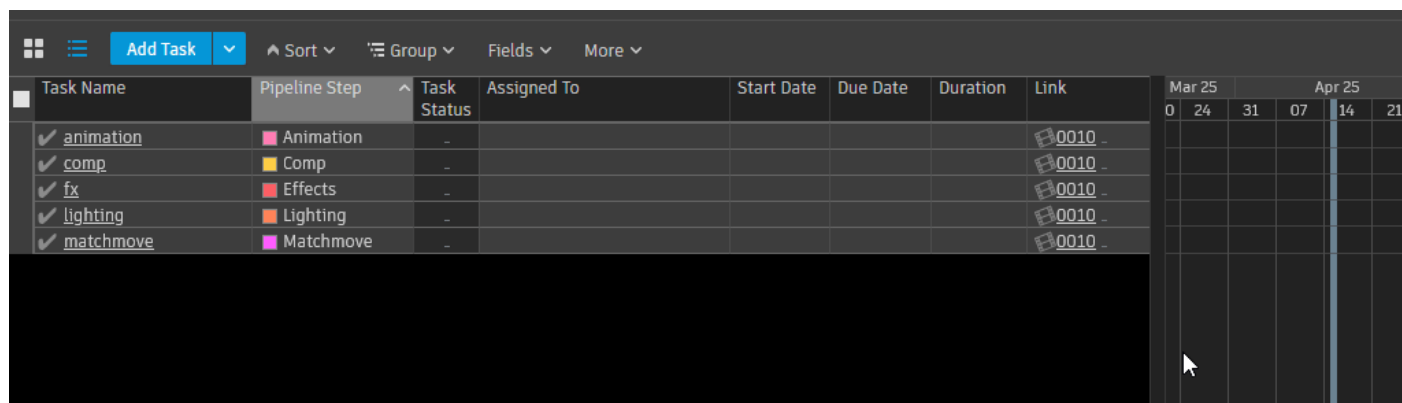
Select the users you want to add and press *Link Selected*.

Step 2: Create the shot planning

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

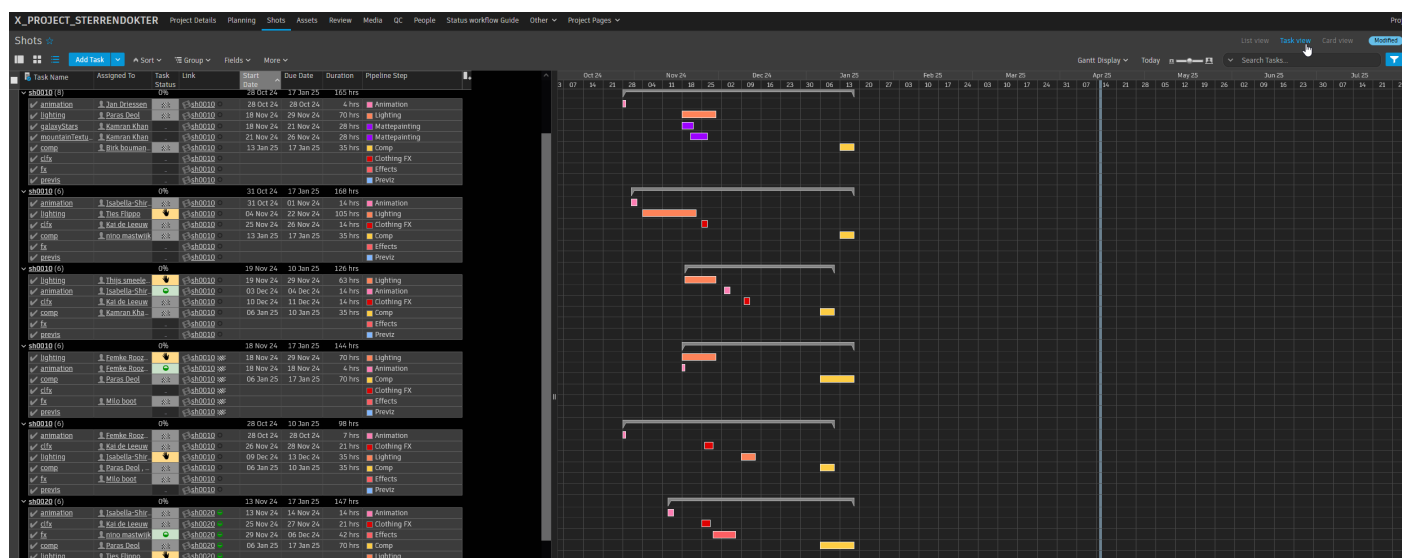


As you can see, every step in the VFX process has its own task with corresponding start and due dates and an assigned person. Setting these fields is essentially all you have to do to create your planning. Set the status to *In Progress* if people should be working on it, otherwise it won't show up in 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 Link	Start Date	Due Date	Duration	Pipeline Step
sh0010 (s)			28 Oct 24	17 Jan 25	105 hrs	
✓ animation	A. Jan Leerssen	sh0010	28 Oct 24	28 Oct 24	4 hrs	Animation
✓ lighting	A. Darius Deed	sh0010	18 Nov 24	29 Nov 24	70 hrs	Lighting
✓ galaxy/star	A. Keman Khan	sh0010	18 Nov 24	21 Nov 24	28 hrs	Mattepainting
✓ mountain/entr	A. Keman Khan	sh0010	21 Nov 24	26 Nov 24	28 hrs	Mattepainting
✓ comp	A. pink leerssen	sh0010	13 Jan 25	17 Jan 25	35 hrs	Comp
✓ city		sh0010				Clothing FX
✓ fx		sh0010				Effects
✓ assets		sh0010				Review
sh0010 (s)			31 Oct 24	17 Jan 25	168 hrs	
✓ animation	A. Isabella Star	sh0010	31 Oct 24	01 Nov 24	14 hrs	Animation
✓ lighting	A. Darius Deed	sh0010	04 Nov 24	22 Nov 24	102 hrs	Lighting
✓ city	A. Kai de Leers	sh0010	25 Nov 24	26 Nov 24	14 hrs	Clothing FX
✓ comp	A. pink master	sh0010	13 Jan 25	17 Jan 25	35 hrs	Comp
✓ fx		sh0010				Effects
✓ assets		sh0010				Review
sh0010 (s)			19 Nov 24	10 Jan 25	126 hrs	
✓ animation	A. Darius Deed	sh0010	19 Nov 24	29 Nov 24	63 hrs	Lighting
✓ lighting	A. Isabella Star	sh0010	03 Dec 24	04 Dec 24	14 hrs	Animation
✓ city	A. Kai de Leers	sh0010	10 Dec 24	11 Dec 24	14 hrs	Clothing FX
✓ comp	A. Keman Khan	sh0010	06 Jan 25	10 Jan 25	35 hrs	Comp
✓ fx		sh0010				Effects
✓ assets		sh0010				Review
sh0010 (s)			18 Nov 24	17 Jan 25	144 hrs	
✓ animation	A. Emma Boer	sh0010	18 Nov 24	29 Nov 24	70 hrs	Lighting
✓ lighting	A. Emma Boer	sh0010	18 Nov 24	18 Nov 24	4 hrs	Animation
✓ comp	A. Darius Deed	sh0010	06 Jan 25	17 Jan 25	70 hrs	Comp
✓ city		sh0010				Clothing FX
✓ fx	A. Mito Boer	sh0010				Effects
✓ assets		sh0010				Review
sh0010 (s)			28 Oct 24	10 Jan 25	88 hrs	
✓ animation	A. Emma Boer	sh0010	28 Oct 24	28 Oct 24	7 hrs	Animation
✓ lighting	A. Kai de Leers	sh0010	26 Nov 24	28 Nov 24	21 hrs	Clothing FX
✓ comp	A. Darius Deed	sh0010	09 Dec 24	13 Dec 24	35 hrs	Lighting
✓ fx	A. Darius Deed	sh0010	06 Jan 25	10 Jan 25	35 hrs	Comp
✓ assets		sh0010				Effects
✓ assets		sh0010				Review
sh0010 (s)			13 Nov 24	17 Jan 25	127 hrs	
✓ animation	A. Isabella Star	sh0010	13 Nov 24	14 Nov 24	14 hrs	Animation
✓ city	A. Kai de Leers	sh0010	25 Nov 24	27 Nov 24	21 hrs	Clothing FX
✓ fx	A. pink master	sh0010	29 Nov 24	06 Dec 24	42 hrs	Effects
✓ comp	A. Darius Deed	sh0010	06 Jan 25	17 Jan 25	70 hrs	Comp
✓ lighting	A. Darius Deed	sh0010				Lighting

Revision #2

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