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# Advanced Automotive Workflows with Shotgun

Brandon Tasker  
Autodesk

## Learning Objectives

1. Learn how to make your everyday workflows more efficient with Shotgun.
2. Learn about the different frameworks and components of Shotgun and how to use them.
3. Learn how to use pipeline configurations to iterate and improve your Shotgun usage in an agile way.
4. Learn how to use some basic Python to configure Shotgun Publishes.

## Description

Learn about all the possibilities that Shotgun software can unlock within the design studio workflow. In this session, we will dive into deeper technical applications of Shotgun, and how to configure Shotgun Toolkit to automate routine tasks and customize data hand-offs.

## Speaker(s)

Brandon Tasker is a Toronto based Product Manager on the Autodesk Automotive team. With years in feature film and television production, he understands the value of a well defined workflow and an efficient production management system. Today he is focusing on bringing the Shotgun solution into the Design Studio space.

## **1. Learn how to make your everyday workflows more efficient with Shotgun.**

When looking to implement advanced workflows in Shotgun, you first need to build a good foundation of organizing all project data in the software. Once you have begun standardizing and tracking the basics of everyday workflows (project tracking, creative reviews, file & data management) you can start finding new processes and techniques to improve your workflow. See our [Before Getting Started](#) document to help.

## **2. Learn about the different frameworks and components of Shotgun and how to use them.**

Shotgun has many features that enable our customers to connect it to 3rd party tools or services. One of the most popular ways to do this is to write event triggers based on event happening in Shotgun. Find more about [Event Triggers here](#). You can also add your own right click options called [Action Menu Items](#) or if you are using the Integrations, you can also leverage the [Toolkit Actions](#) to run similar requests. Finally, learn about all of the [Shotgun Toolkit ecosystem](#) and how these integrations can be used, modified and extended for all of your needs.

## **3. Learn how to use pipeline configurations to iterate and improve your Shotgun usage in an agile way.**

Although we didn't touch on this topic in the talk, learn more about how [Shotgun's Pipeline Configurations](#) work and how to manage them to customize and extend in an agile workflow.

## **4. Learn how to use some basic Python to configure Shotgun Publishes.**

You can learn all about Shotgun's [Python](#) & [REST API's](#). But to specifically extend Shotgun's Publishing workflows, [follow this guide here](#).

## Resources

### Learn more about Shotgun use in Automotive:

[Shotgun Solutions | Automotive](#)  
[Shotgun in Automotive - Autodesk Virtual Launch 2020](#)  
[Shotgun | Design Studio Workflow](#)  
[Shotgun Support | Getting Started in Automotive](#)

### Shotgun Developer Material:

[Developer | Shotgun Software](#)  
[Shotgun SIGGRAPH Developer Day](#)  
[Administering Toolkit | Hooks](#)  
[Shotgun Toolkit Webinars](#)

### Shotgun General Links:

[Shotgun Software](#)  
[Shotgun Community](#)  
[Shotgun Support](#)  
[Shotgun Developer](#)  
[Shotgun Youtube](#)

### Customer Stories:

[Shotgun Behind the Wheel at Renaults Automotive Design Studio](#)  
[Honda RND Americas Shotgun Enabled Workflow](#)  
[Shotgun Production Management LAIKAs Animated Features](#)