AUTODESK

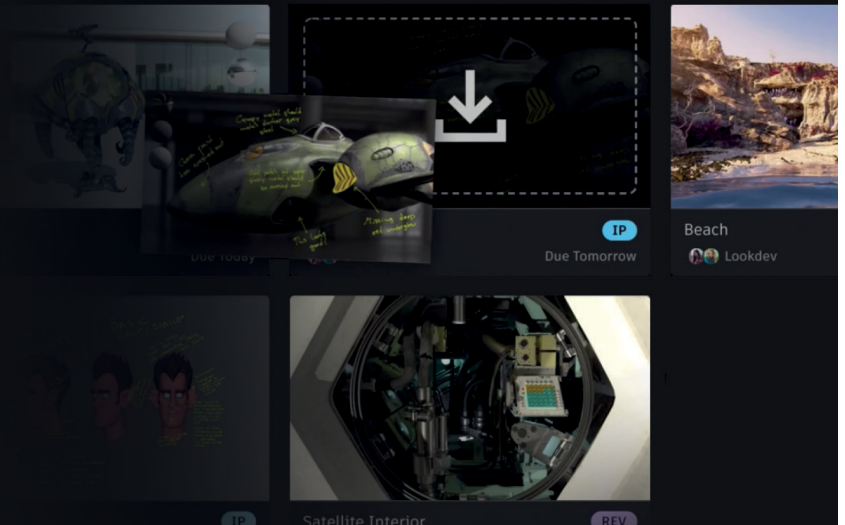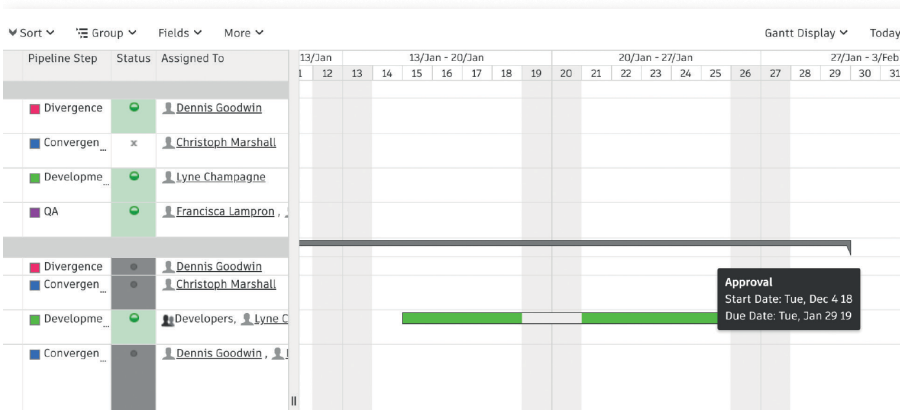## SHOTGRID FOR GAMES

ShotGrid is the top creative production toolset for game studios, making task tracking and content review easy and efficient.

TRY SHOTGRID FOR FREE

www.shotgridsoftware.com

Designed to be a hub for team communication and review, ShotGrid keeps artists laser focused on innovation, iteration, and collaboration.

Approval
Start Date: Tue, Dec 4 18
Due Date: Tue, Jan 29 19

- Widely used by art and production teams at the industry's top game studios

- Provides streamlined tracking of content as it moves through departments and approvals customized for any pipeline

- Centralized management and permissions for users, departments, and projects

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- Integrates with industry standard tools for a tailor-made pipeline, including Jira

- Simple but powerful tools for managing productions as your studio and projects grow in complexity

- Best-in-class security backed up by quarterly independent audits

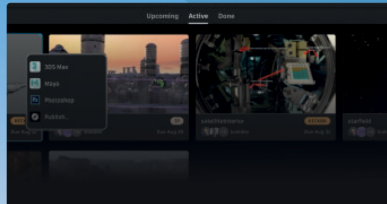- Premium support from industry veterans around the world

AUTODESK
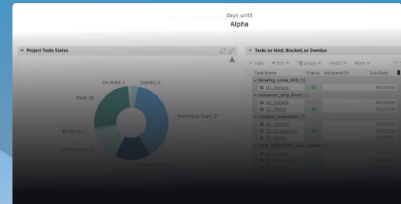
SHOTGRID FOR GAMES KEY
FEATURES AND FUNCTIONALITY

MAXIMIZE
PRODUCTIVITY

- Customized tracking and reporting to fit your workflow
- Build your own ideal review flow to keep artists and leads in perfect sync
- Integration with tools like Maya and Photoshop keep your artists focused on creating

AUTOMATION
AND INTEGRATION

- Integrates with 3DSMAX, Maya, Photoshop, Unreal Engine, Unity, and more for efficient workflows and process automation
- Sync your ShotGrid data to Jira with the Jira Bridge, so artists and engineers can use the tools they prefer
- ShotGrid's Python API offers incredibly powerful tools for building your best pipeline

PRODUCTION
MANAGEMENT
POWER TOOLS

- Easily create powerful dashboards and live reports
- Robust filtering and search tools help manage growing complexity
- Customizable pages provide critical information for different user types

GREAT GAMES STUDIOS USE SHOTGRID

EA

BUNGIE

EPIC GAMES

UBISOFT

BLIZZARD ENTERTAINMENT

Sony Interactive Entertainment

R★

TREYARCH

SQUARE ENIX

XBOX GAME STUDIOS

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"There is no way we could handle the overall volume we product without the production tracking tools that ShotGrid brings to the table."

Brian Brecht, Art Manager, Epic Games

"Everything in the [ShotGrid] media app facilitates global game development. It accelerates reviews, feedback, and the approval process with internal directors and external stakeholders."

Kimberly Weigend, Producer, Ubisoft