

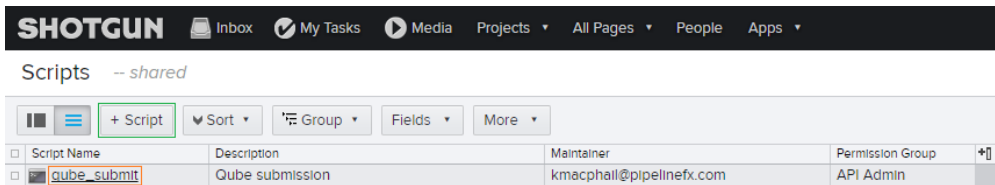
Shotgun Integration

To enable the Shotgun Integration its configuration must be set properly in the Wrangler View preferences. To do this you will create a 'qube submission' "script" on the shotgun server - the creation of the script will generate a key, and you use that script name and key to allow Qube to authenticate with the Shotgun server.

Here are the step-by-step instructions to set it up and submit a test job

On the Shotgun side:

- 1) Login to your Shotgun server.
- 2) Click on your profile picture in the top right corner of the Shotgun interface to show the Admin->Scripts menu. Once on the Scripts page click the "+ Script" button to create a new script and fill in the Script Name to "qube_submit".
- 3) Click on the created Script Name link called "qube_submit", then choose "Script Info" to find the Application Key.

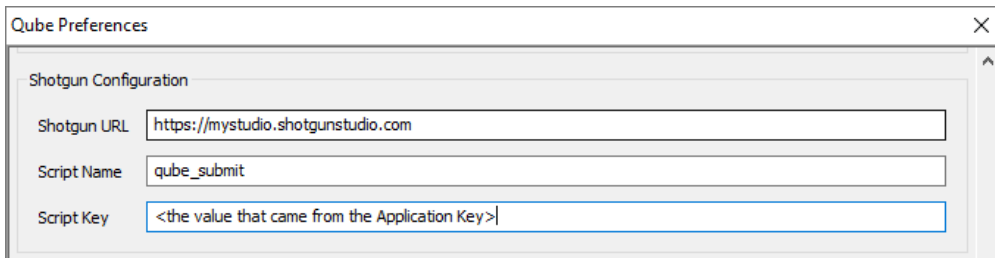


In the QubeGUI Preferences panel for each user, fill in the following under the "Shotgun Configuration" section:

Shotgun URL: your shotgun studio address like <https://mystudio.shotgunstudio.com/>

Script Name: qube_submit

Script Key: <the value that came from the Application Key>



These QubeGUI preferences can also be stored in a central qubegui preferences file with other studio defaults. (File->Save Preference Defaults... and the matching preference field "Studio Defaults Prefs")

This will enable the submit-time creation of a callback when submitting a job to have it send information to your shotgun server on job completion and create a new "Version" for the asset. Fill in the username and other fields.

Submit maya

Environment Variables

Impersonate User

Qube Actions

generateMovie
☒

Shotgun Submission

Submit All
☒

Upload Movie
☒

Login

Task

Project

Shot/Asset

Version Name

Description

Qube Notes

Account

Notes

Set Defaults
Clear Defaults
☒ Expert Mode

Details: The script that is run is located under .../qube/scripts/shotgun_submitVersion.py. This is what controls what information is sent to the shotgun server from Qube.

See also the Shotgun Submission section in the Job Submission Dialog page: <http://docs.pipelinefx.com/display/QUBE/Job+Submission+Dialog#JobSubmissionDialog-ShotgunSubmission>