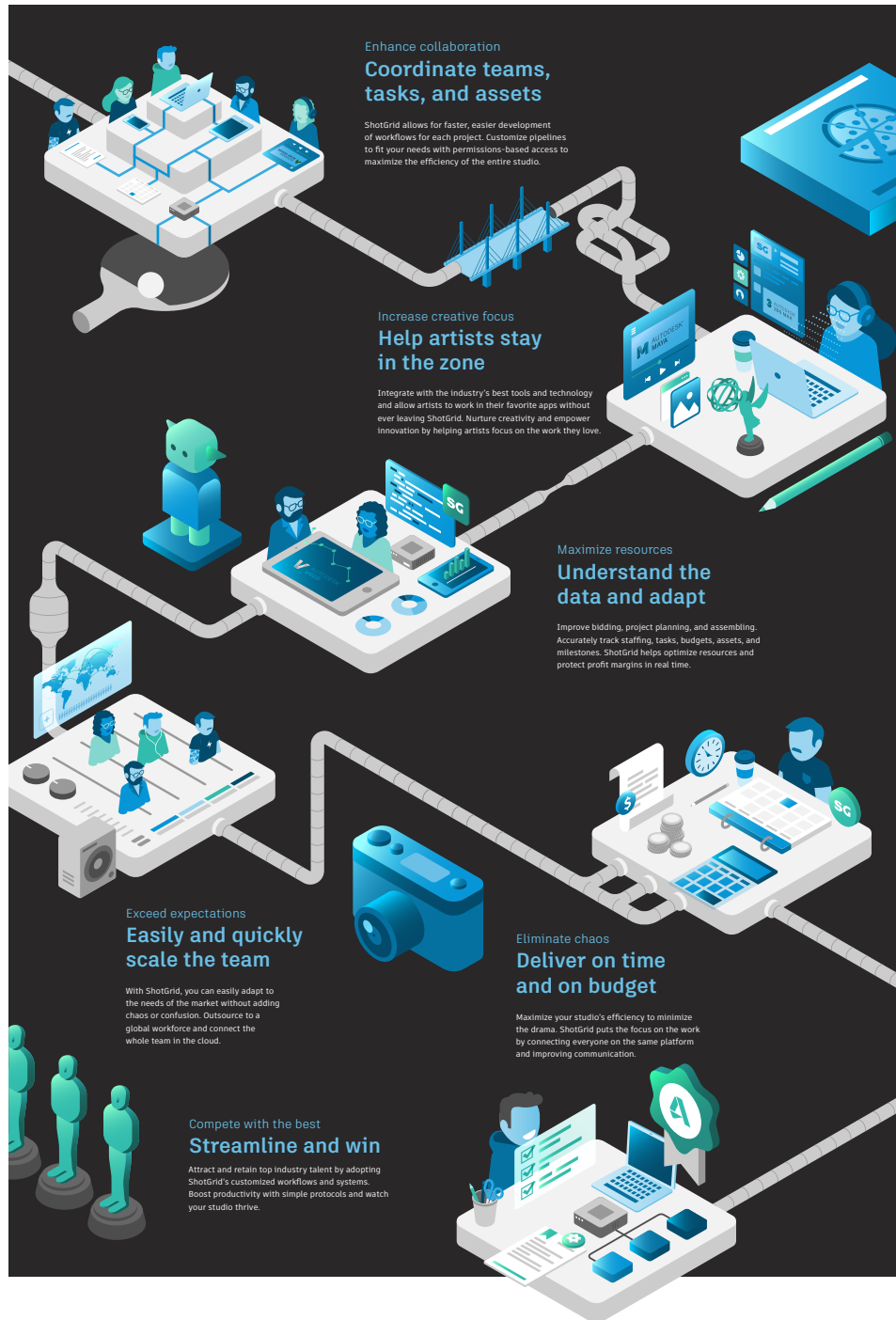# ShotGrid Software Makes the Perfect +1

By integrating any DCC or other creative tools with ShotGrid's open ecosystem, you'll protect profits, run a more efficient operation, and unlock innovation. Combine the best creative software in the media and entertainment biz with ShotGrid to enjoy a far more powerful pipeline.

Enhance collaboration
Coordinate teams, tasks, and assets

ShotGrid allows for faster, easier development of workflows for each project. Customize pipelines to fit your needs with permissions-based access to maximize the efficiency of the entire studio.

Increase creative focus
Help artists stay in the zone

Integrate with the industry's best tools and technology and allow artists to work in their favorite apps without ever leaving ShotGrid. Nurture creativity and empower innovation by helping artists focus on the work they love.

Maximize resources
Understand the data and adapt

Improve bidding, project planning, and assembling. Accurately track staffing, tasks, budgets, assets, and milestones. ShotGrid helps optimize resources and protect profit margins in real time.

Exceed expectations
Easily and quickly scale the team

With ShotGrid, you can easily adapt to the needs of the market without adding chaos or confusion. Outsource to a global workforce and connect the whole team in the cloud.

Eliminate chaos
Deliver on time and on budget

Maximize your studio's efficiency to minimize the drama. ShotGrid puts the focus on the work by connecting everyone on the same platform and improving communication.

Compete with the best
Streamline and win

Attract and retain top industry talent by adopting ShotGrid's customized workflows and systems. Boost productivity with simple protocols and watch your studio thrive.

Let's do this together

Autodesk Media & Entertainment is your partner in design, making solutions that supercharge innovation in VFX, animation, and games. Because ShotGrid is a production management solution with an open ecosystem, it helps you get more from top creative tools like **Autodesk 3ds Max, Maya, Flame, Motionbuilder;** and **Nuke, Photoshop,** and **Houdini**.

3 AUTODESK® 3DS MAX®   **M** AUTODESK® MAYA®   **F** AUTODESK® FLAME®   **M** AUTODESK® MOTIONBUILDER®

SHOTGRID

For more information and to try ShotGrid for free, go to shotgridsoftware.com

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