

Shotgun Software Makes the Perfect +1

By integrating any DCC or other creative tools with Shotgun'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 Shotgun to enjoy a far more powerful pipeline.

Enhance collaboration

Coordinate teams, tasks, and assets

Shotgun 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 Shotgun. 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. Shotgun helps optimize resources and protect profit margins in real time.

Exceed expectations

Easily and quickly scale the team

With Shotgun, 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. Shotgun 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 Shotgun'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 Shotgun Software 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.**



SHOTGUN

For more information go to www.annexpro.com/contact