

Project: \_\_\_\_\_

## StudioX Show Guide

Nuke version: \_\_\_\_\_

Maya version: \_\_\_\_\_

### Naming Convention

[show]\_[shot]\_[asset]\_[artist]\_[colorSpace]\_[ver].####.[ext]



### Client Footage:

Camera(s): \_\_\_\_\_

Camera Native: \_\_\_\_\_

FPS: \_\_\_\_\_

Working Resolution: \_\_\_\_\_

Shot/Show LUTs (yes/no): \_\_\_\_\_



### Client Contact List:

Name:

Email:

**Director:** \_\_\_\_\_

**Producer:** \_\_\_\_\_

**Editor:** \_\_\_\_\_

Read the docs

## ACES OpenColorIO color pipeline:

View Transform: \_\_\_\_\_

### Input Transforms:

Received Film footage: \_\_\_\_\_

Graphics: Color sRGB Texture

Matte Paintings: ACEScct for log DPX, ACEScg for EXR

CG renders: ACEScg

### Output Transforms:

Final Delivery: *Same as Recieved Footage*

Editorial Proxy (Baked View): *Same as View Transform*  
movie format:

Prepared by:

