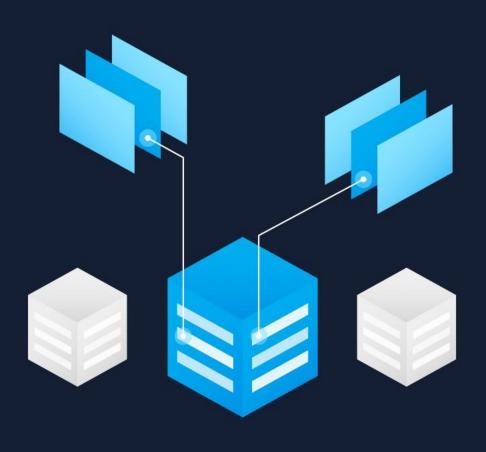
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Better Data Management to Keep Virtual Productions on Time & on Budget

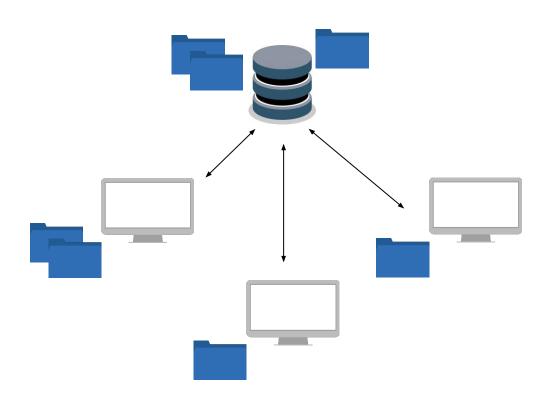
An Introduction to:



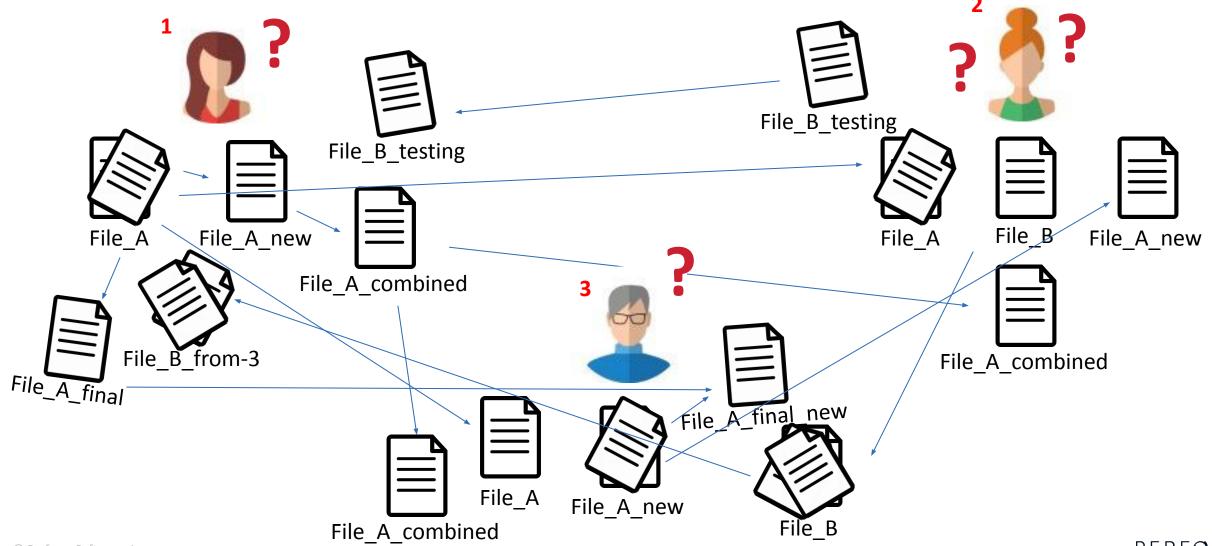




What Is Version Control?

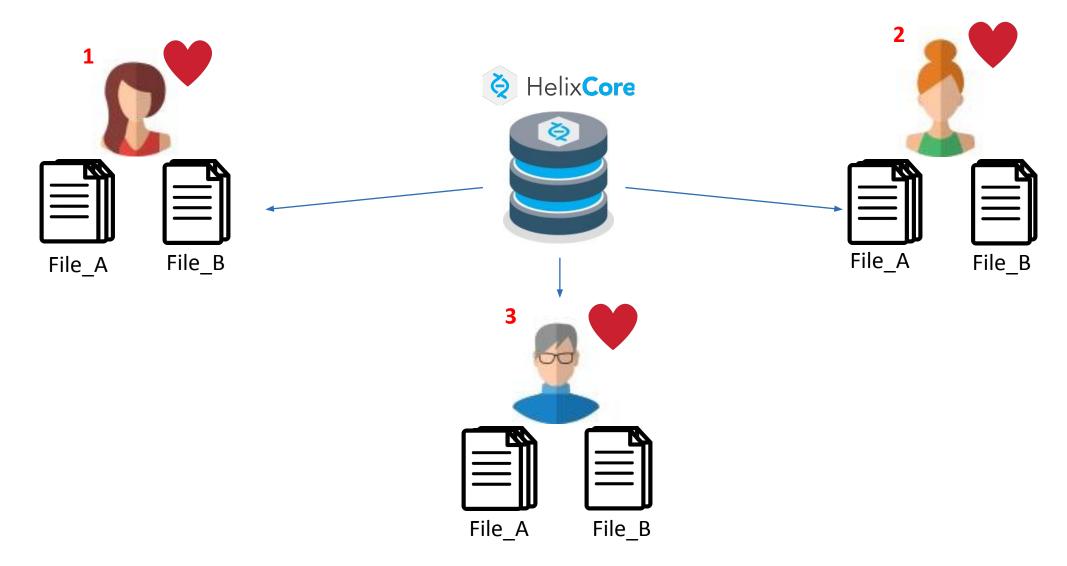


Without Version Control



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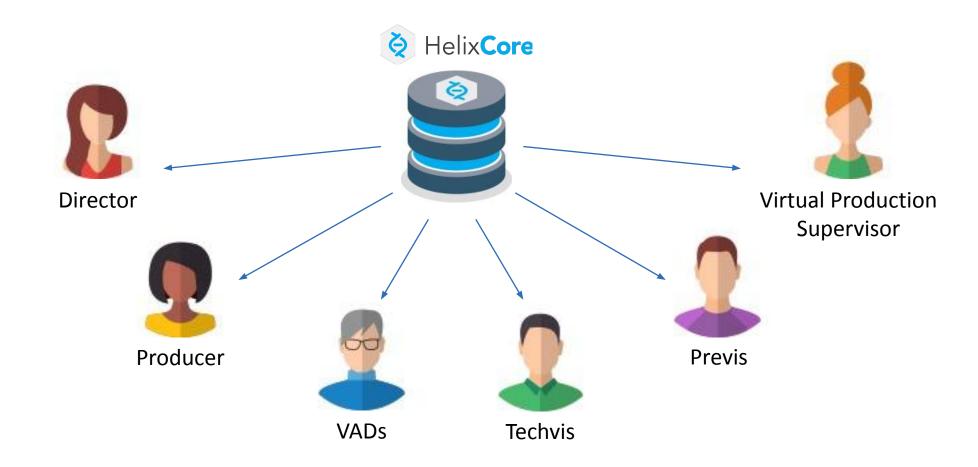
With Version Control





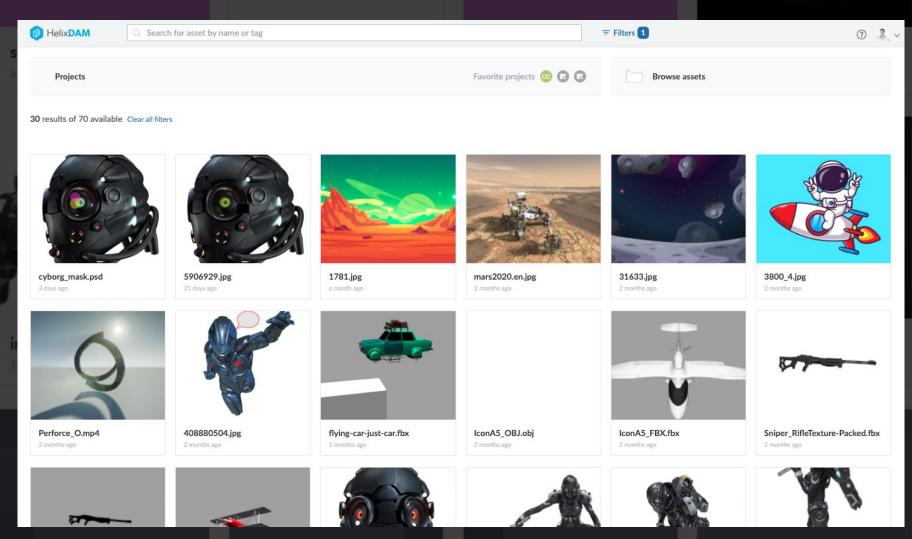


Pre-production





Universal Repository



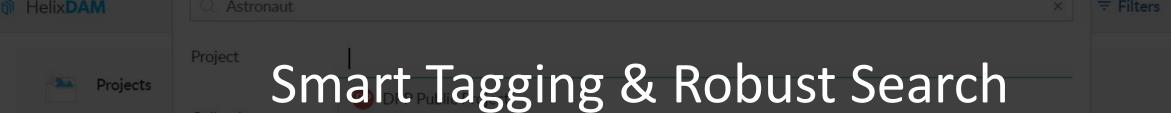
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image-hns-ex-dock1.j



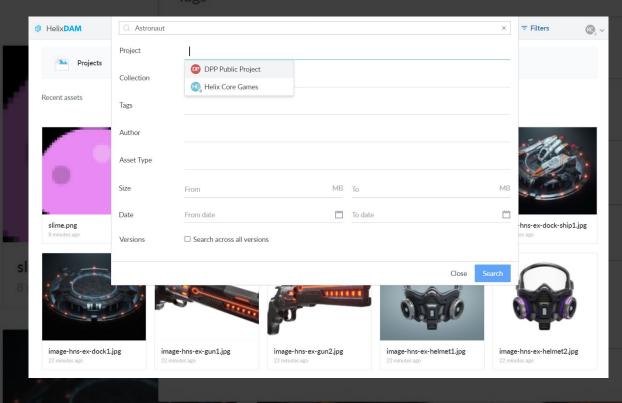
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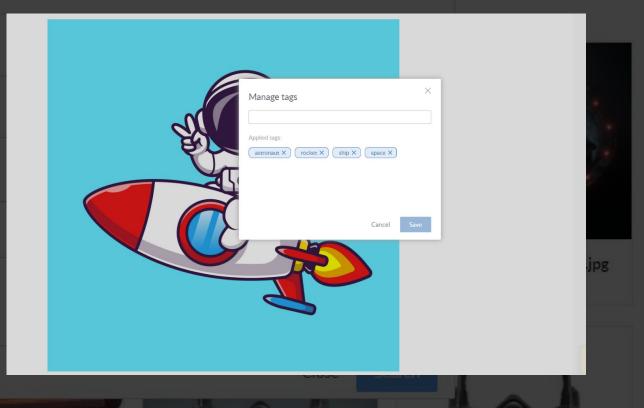
15 minutes ago



Helix Core Games

Tags

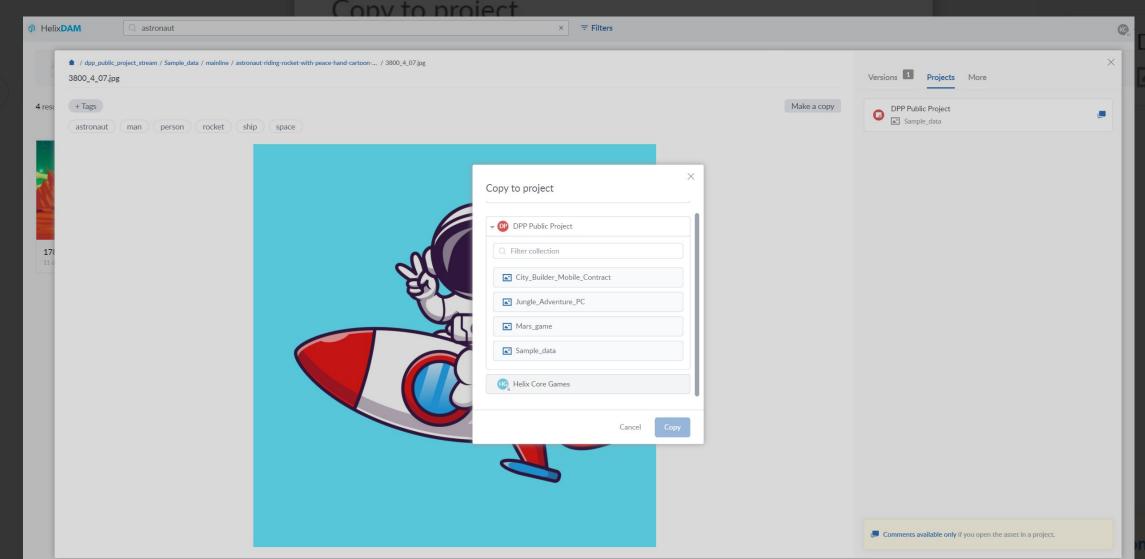




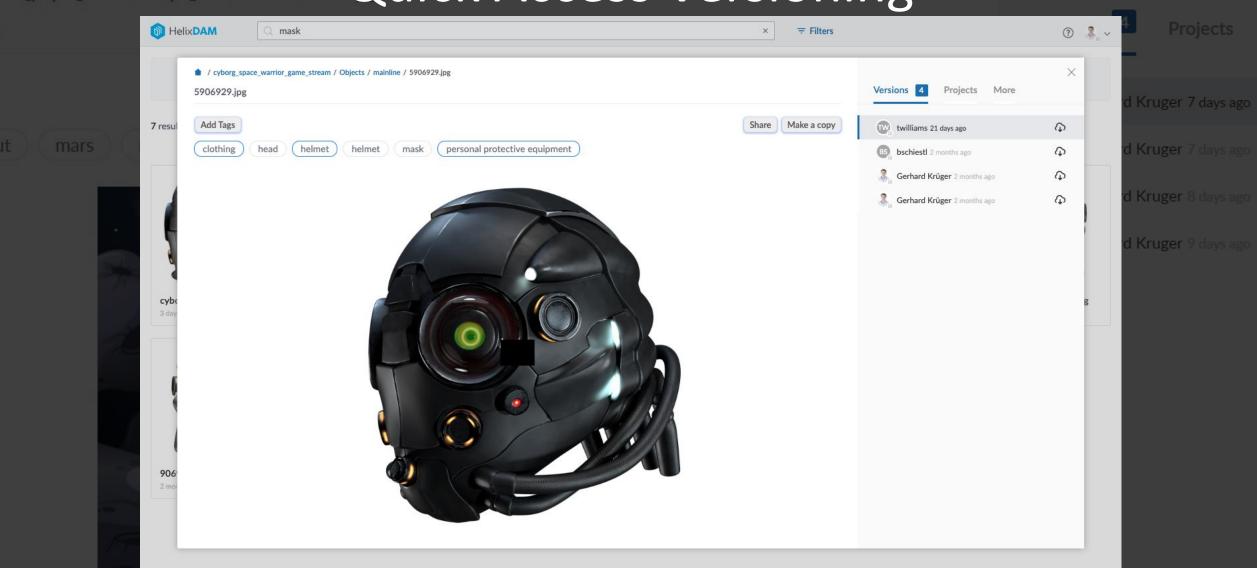
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Asset Reuse



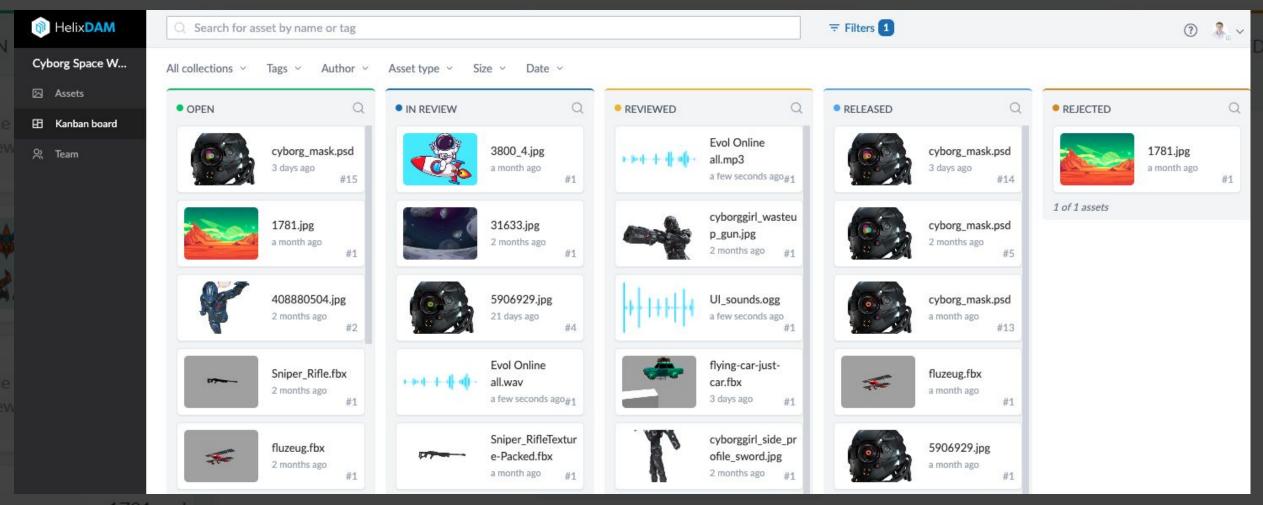


Dublic_project_stream / Sample_data / mainline / 3163 Quick Access Versioning



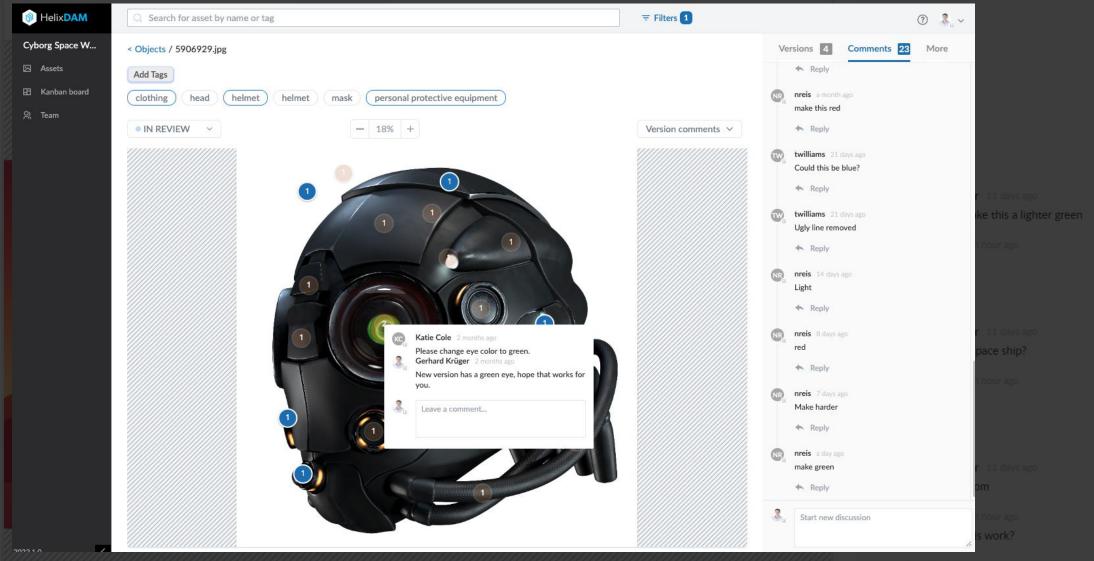


Kanban Style Creative Review

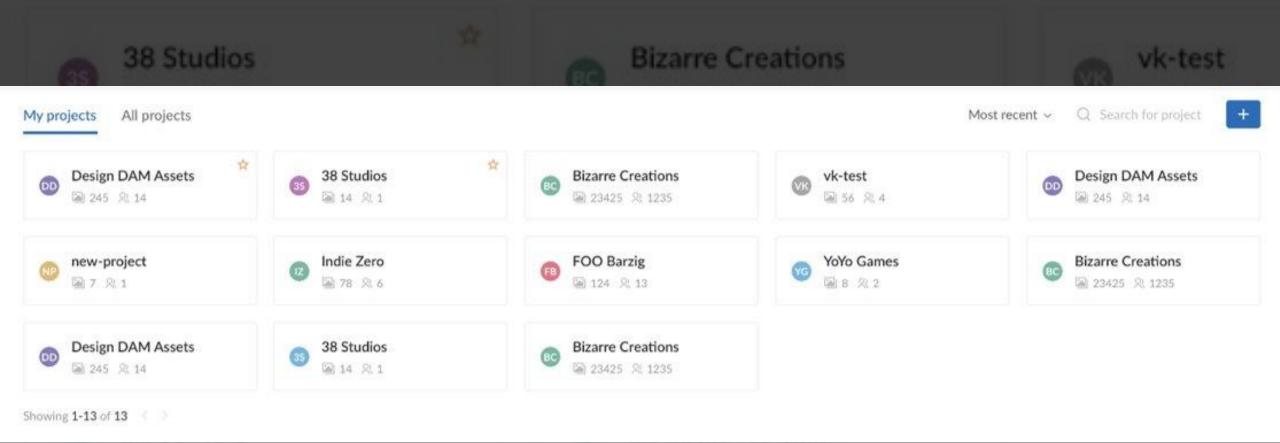


1781.psd 6 days ago

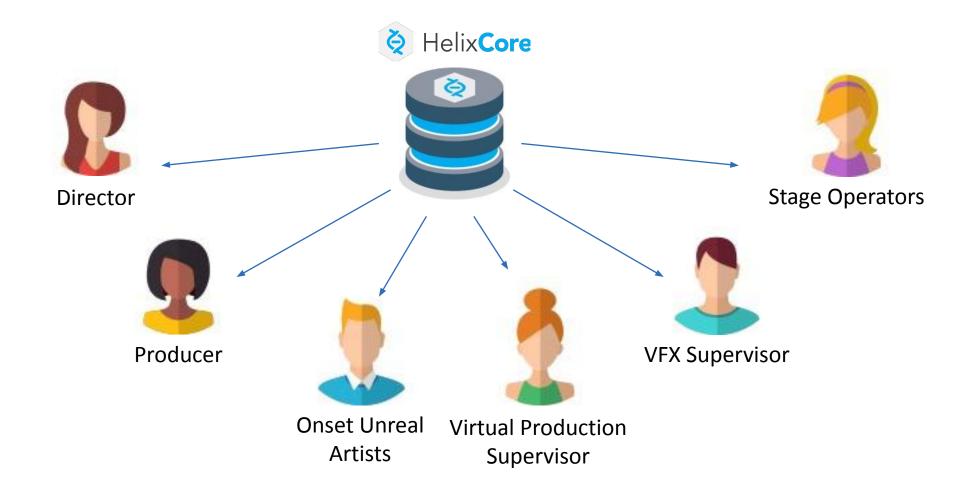
In-Context Feedback



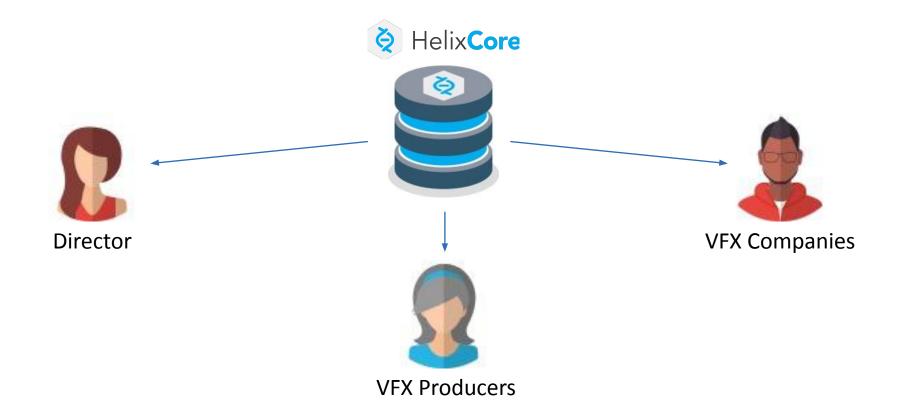
Project Level Access Control



On-Set Production



Post-Production



Why Perforce Helix Core?

Gold Standard For Use With Game Engines

- Endlessly Scalable
- Highly Secure with Granular Permissions
 - User Friendly Integrations & APIs









College of Virtual Production

perforceu.perforce.com/catalogue



Current Course List:

- Virtual Production 101
- Introduction to Perforce Helix Core Source Control
- Perforce Helix Core Work Principals
- Perforce Helix Core Advanced Work Principals
- Merging and Collaborating with Unreal Engine

Helix Core Free to Try & Free For Five

perforce.com/vcs/virtual-production-studio-pack

Helix DAM

https://www.perforce.com/products/helix-dam

