PERFORCE

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

An Introduction to:

HelixCore  HelixDAM
Version Control
101
What Is **Version Control**?
Without Version Control

File_A
File_A_new
File_B_testing
File_A_combined
File_B_from-3
File_A_final

1

2

3

File_A
File_B
File_A_new
File_A_combined
File_A_final_new
File_A_combined
File_A_new
File_B
With Version Control

1. User 1 selects File_A and File_B.
2. User 2 selects File_A and File_B.
3. User 3 selects File_A and File_B.

HelixCore
Where Does It Fit?
How Does It Help?
Where Does It Fit?
How Does It Help?

Any Time Creating or Using 3D Assets!
Smart Tagging & Robust Search
Asset Reuse
Quick Access Versioning
Kanban Style Creative Review
In-Context Feedback
Project Level Access Control
On-Set Production

- Director
- Producer
- Onset Unreal Artists
- Virtual Production Supervisor
- VFX Supervisor
- Stage Operators
Post-Production

Director

VFX Producers

VFX Companies
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

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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
Q&A