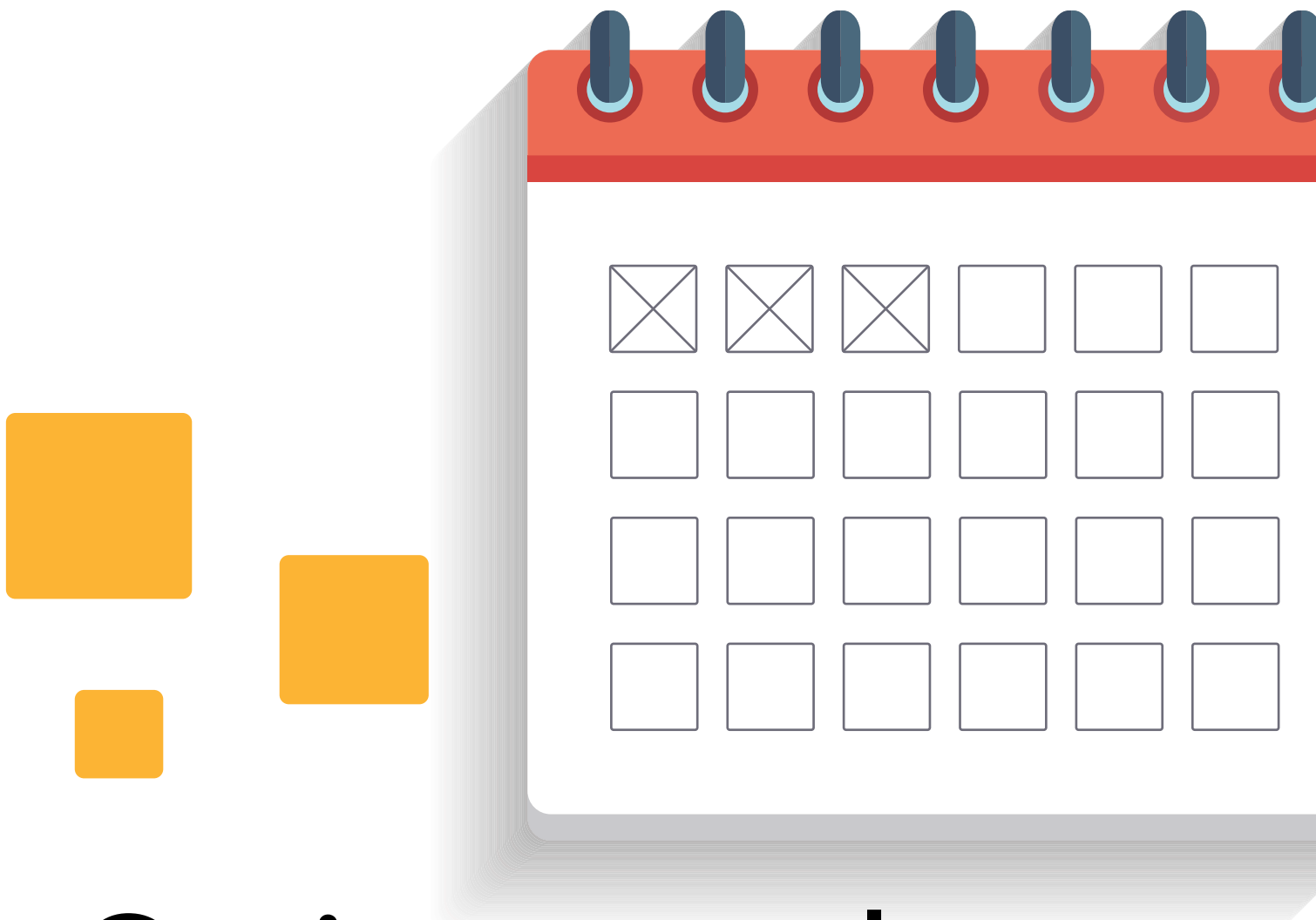


30 DAYS TO KATANA SUCCESS

FOUNDRY.



Getting started

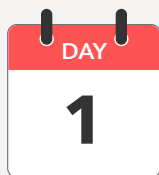
Welcome to your Katana calendar—giving all you need to get **up and running** in the powerful lighting and look development tool. This calendar is designed to help you through your Katana journey, giving you all the tips, tricks, and tutorials you need to master the toolset and lighting workflows.

Drop us a message and let us know how you're getting on—we'd love to hear from you on **Twitter**, **Facebook** or **Instagram**!

Time to set your creativity alight 

Before you start, take a sneak peek at what's to come in the next 30 days and see how you can utilize the power of Katana.

LET'S BEGIN! 🎉



Let's start simple with Installation and set-up

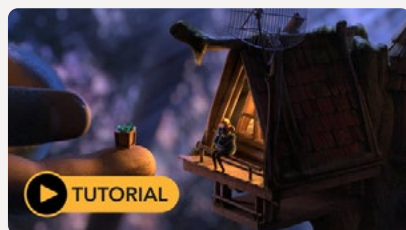
Tick the boxes once completed!

DAY 2



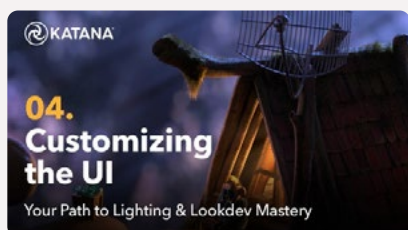
Bright idea of the day
Learn how to set up a launcher script

DAY 3



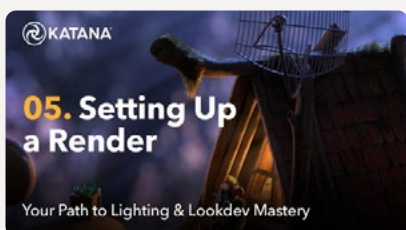
Learning Methodology:
Intro to UI and Key Concepts

DAY 5



Customizing the UI

DAY 7



Setting Up a Render

DAY 10



GafferThree Intro

DAY 12



Bright idea of the day
Learn how to use the GafferThree node for light inheritance from an incoming scene



Asset courtesy of Pixar

DAY 15



Half way there!

Time to check in with what you've learned so far and look at some of Katana's **key concepts**

DAY 17



Introduction to Cel Statements part 1

DAY 19



Introduction to Cel Statements part 2

DAY 22



Collections

DAY 24

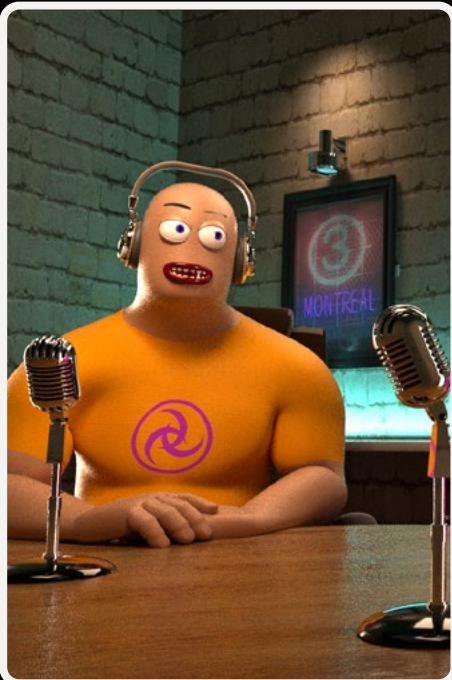


Bright idea of the day
Learn how to export extra attributes from Maya to Katana

DAY 25



Interactive Render Filters



DAY 28

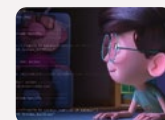


You're almost there!
Let's dive into **LiveGroups**

DAY 30



This isn't the end, it's only the beginning—**check out** multi-shot lighting made easy in Katana 5



Bonus:
How to set up Nuke Bridge



Looking for more on your path to Lighting and Look Development Mastery in Katana? Check out the tutorials on **Materials and Look Files**.