



## D5.7 Report on Environment Adaptation A



sauce

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<b>Abstract</b>	This document covers the topic of the Flix extension to be useable in new contexts, for different post-production tasks and purposes. Covering Flix as an asset store and Flix workflow extensions enabled by interoperability with other pipeline tools.
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## 1 EXECUTIVE SUMMARY

This report provides details of new environments in which Foundry's storyboarding tool Flix can operate in, as a result of the updates made within the SAUCE project to separate the front and back end of Flix to make it more open and asset-type agnostic. It begins by giving a background to Flix, and its traditional user base. It then summarises the contribution that WP7 and WP5 have made to the Flix within the SAUCE project. It continues by considering how these changes could enable Flix to be used as a generalised VFX assets store, as well as detailing the results of our interoperability experiments with Shotgun, a production tool, and Hiero, Foundry's timeline tool.

This deliverable is intended as a high level overview of work completed to the Flix backend in WP7 and D5.6, and how these changes enable novel use cases outside of storyboarding which is the usual Flix use case. This deliverable does not describe how these changes were made, for more technical detail in those areas the reader should turn to D5.6 Demo of Asset Transcode Mechanism, and D7.1 Design of Asset Store.