

USD Working Group

Welcome to the [USD Working Group Wiki](#)! This space is an open collaboration platform for the USD community - we welcome contributions from across the USD community. Want to contribute but not sure where to begin? Have a look at our [Content Guide](#) to see proposals for new content to add to this space.

Frequently asked questions

- Q: I'm having trouble logging into the ASWF wiki using SSO, how do I get unstuck?
 - A: Check the [Linux Foundation SSO FAQ](#)
- Q: How do I get started with USD?
 - A: Check out these resources:
 - [USD FAQ](#)
 - [USD Tutorials](#)
 - [USD Cookbook](#)

USD Resources

USD Sub-Working Groups

USD Camera

Objective: a proposal to create a unified Camera schema which simplifies workflows in computer generated imagery

ASWF Slack Channel: [#wg-usd-camera](#)

USD Games

Objective: Discuss and improve the use of the USD format in games, from source content and assets to game engine integration.

ASWF Slack Channel: [#wg-usd-games](#)

USD MaterialX

Objective: Interoperability in USD/Hydra

ASWF Slack Channel: [#wg-usd-materialx](#)

USD Web Visualization

Objective: Building USD as WebAssembly, Hydra rendering on the web, streaming, etc.

ASWF Slack Channel: [#wg-usd-web](#)

USD Assets

Objective: Provide guidance on how to correctly import, export, and structure USD assets such that tools, pipelines, and assets participate well in the USD ecosystem - the overarching goal of this group is to bolster the U of USD.

ASWF Slack Channel: [#wg-usd-assets](#)

Browse by topic

A-Z

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[glTF](#)
[materialx](#)
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