

June 2020

Top threads this month

Number of threads posted to: **63**

Number of new threads: **51**

1. [Proposed changes to UsdLux, Hydra, and Render Delegates for Lights](#) : **35**
2. [USD Preview Surface Specification for Review](#) : **17**
3. [Error in RenderMan UsdPreviewShader?](#) : **16**
4. [How to do extra renderer-specific data in Hydra](#) : **16**
5. [UsdMaya module and Solaris Lopnet issues](#) : **11**

Top threads past 6 months

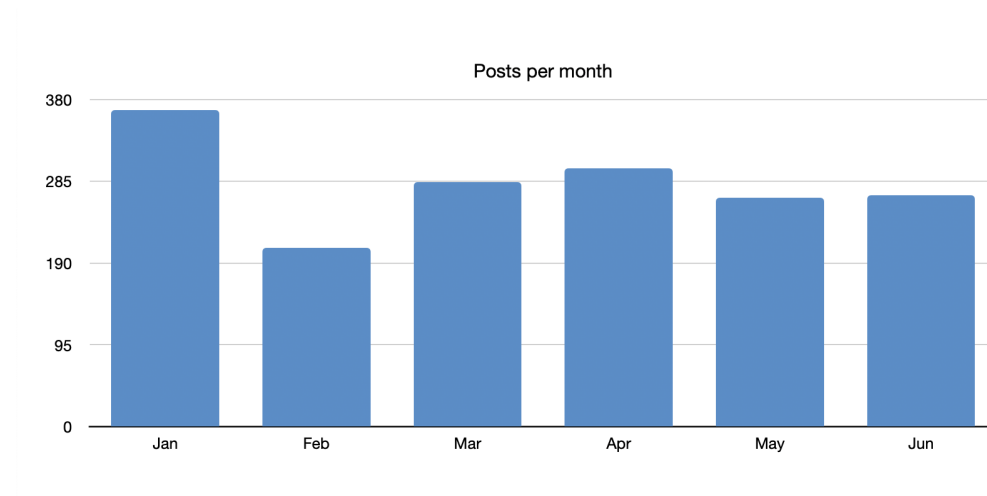
Number of threads posted to: **354**

Number of new threads: **318**

1. [NVIDIA Update to USD Developer Site](#) : **39**
2. [Proposed changes to UsdLux, Hydra, and Render Delegates for Lights](#) : **35**
3. [Generating and updating asset.usd / shot.usd \(pipeline\)](#) : **25**
4. [usdview on macOS](#) : **22**
5. [Issues with Writing USD Files over Samba](#) : **21**
6. [USD Preview Surface Specification for Review](#) : **17**
7. [Point Instancer example](#) : **17**
8. [Difficulty building Autodesk Maya-USD plugin \(Windows 10\)](#) : **16**
9. [Proposed improvements to OpenvDBAsset in UsdVol](#) : **16**
10. [How to do extra renderer-specific data in Hydra](#) : **16**

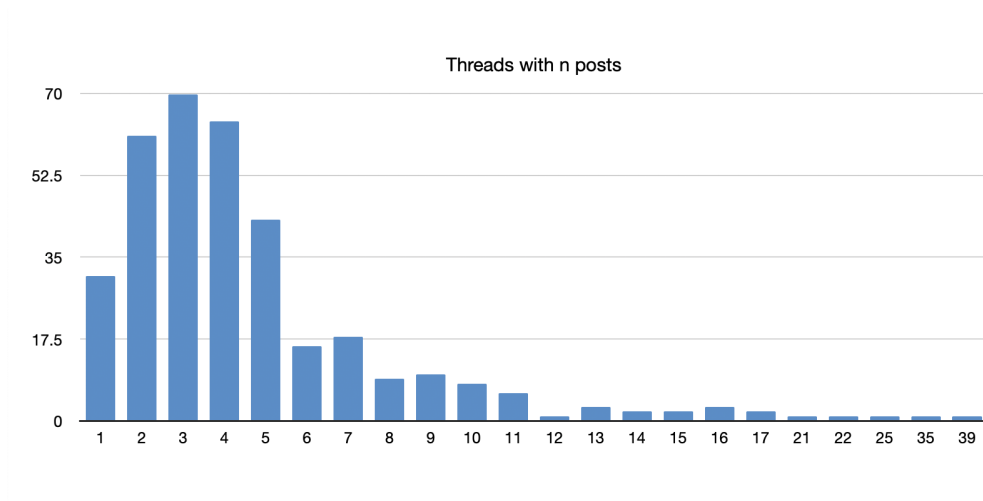
Posts per month

Total number of posts: **1697**



Number of posts per thread

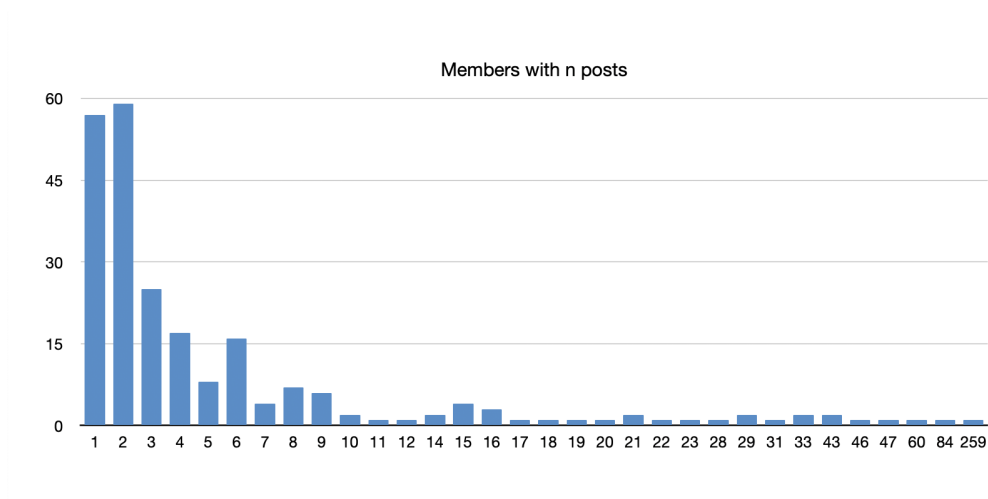
Most popular thread: [NVIDIA Update to USD Developer Site](#)



Number of posts per member

Active members in January - June 2020: **233**

~**50%** of posts come from **7%** of active members



New members

New members in June 2020: **78**

Total number of members end of June 2020: **2786** (+2%)

