

Tools with USD Integration



Moved to "Products Using USD"

Please see "Products Using USD" at https://openusd.org/release/usd_products.html for a more regularly maintained list of tools with USD integration. To propose edits to the "Products Using USD" page, file a pull request in the [OpenUSD Github!](#)

- Adobe [Aero](#)
- [Arnold](#) Luma Pictures USD bridge for Arnold
- Autodesk Maya
 - [Maya USD](#)
 - [AL_USDMaya](#) Animal Logic's plugin (now unified with the Autodesk Maya plugin)
 - [AL_USDMaya](#) Animal Logic's Asset Resolution system
 - [AL_USDMaya](#) Presentation about the AL_USDMaya workflow
- Blender
 - [Blender USD exporter](#)
 - [Blender](#) Work in Progress Blender Exporter
- [CityEngine 2020.1](#) has USD Import and Export support
- Foundry
 - Nuke
 - [Nuke USD Plugins](#)
 - [Nuke Hydra Plugins](#)
 - [DreamWorks Nuke Plugins](#)
 - Katana
 - [Katana USD Plugins](#)
 - [Katana](#) notes at Pixar
 - [UsdVol for Katana](#) UsdVol to Renderman bridge for Katana
 - Mari
 - [Mari USD Plugins](#)
- [Gaffer](#) by ImageEngine. USD is available for SceneReader node and SceneWriter node from v0.42.0.0
- [Millefiori](#) MPC's USD based Sequence Editor
- [Multiverse](#) Scene assembly, set dressing, and inter-op with DCC applications
- nVidia
 - [NVIDIA RTX](#) USD is supported for asset interchange on the RTX platform
 - [NVIDIA Omniverse](#) A USD collaboration and visualization platform
- [nxt_graphs_usd](#) A library of USD graphs/nodes for use inside NXT.
- [OpenWalter](#) Rodeo FX's USD plugin suite for Arnold, Houdini, Katana and Maya.
- Side Effects Houdini
 - [Solaris](#)
 - [HoudiniUsdBridge](#)
 - [DreamWorks](#)
 - [Houdini](#) Deprecated Pixar plugins
- [SketchUp](#) Dr. Wave's USD Sketchup plugin
- [TiltBrush](#) TiltBrush v15 can export USD camera tracks
- Unity
 - [Using the "USD Preview Package"](#)
- Unreal Engine
 - [Using the "USD Importer Plugin"](#)
- [Wizart DCC Platform](#) native and extensible USD Editor