

# July 2020

## Top threads this month

Number of threads posted to: **64**

Number of new threads: **51**

1. [what is the "official" way to store vertex color in DCC?](#) : **22**
2. [Getting empty HdMaterialNetworkMap in USD-20.05](#) : **12**
3. [Python3 + Windows, usdview has low framerate and constant hourglass](#) : **11**
4. [Maya USD Plug-in Install, how to install?](#) : **11**
5. [Collection-based materials for point instancers don't appear in usdview using Hydra GL Renderer](#) : **10**

## Top threads past 6 months

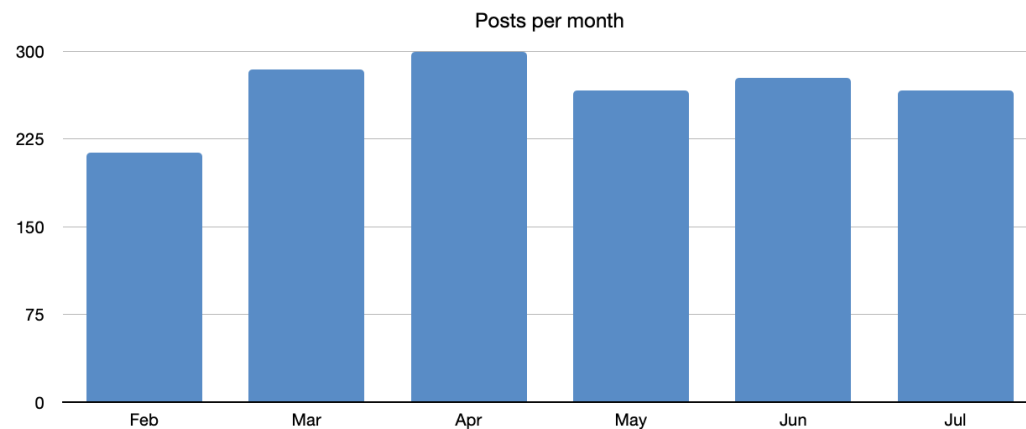
Number of threads posted to: **344**

Number of new threads: **313**

1. [NVIDIA Update to USD Developer Site](#) : **39**
2. [Proposed changes to UsdLux, Hydra, and Render Delegates for Lights](#) : **35**
3. [what is the "official" way to store vertex color in DCC?](#) : **22**
4. [usdview on macOS](#) : **17**
5. [Error in RenderMan UsdPreviewShader?](#) : **17**
6. [USD Preview Surface Specification for Review](#) : **17**
7. [Point Instancer example](#) : **17**
8. [Proposed improvements to OpenvDBAsset in UsdVol](#) : **16**
9. [How to do extra renderer-specific data in Hydra](#) : **16**
10. [Ndr, Sdr, and info:implementationSource=sourceCode...](#) : **15**

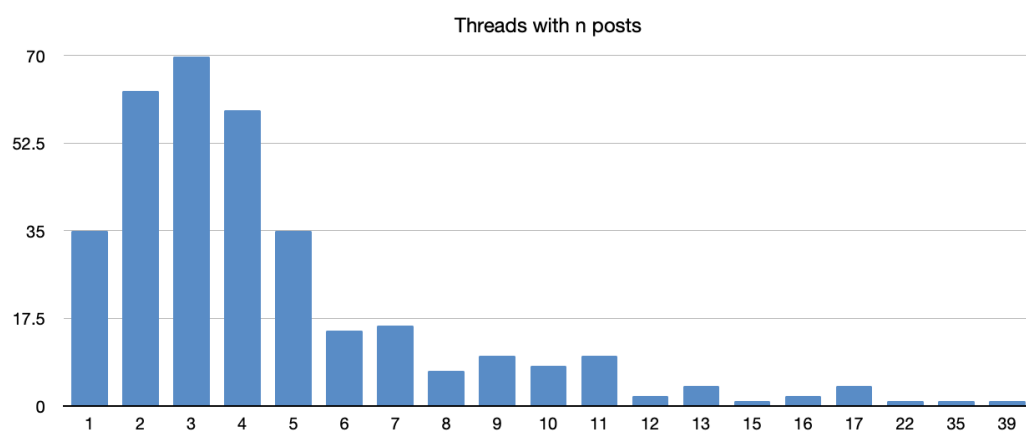
## Posts per month

Total number of posts: **1607**



## Number of posts per thread

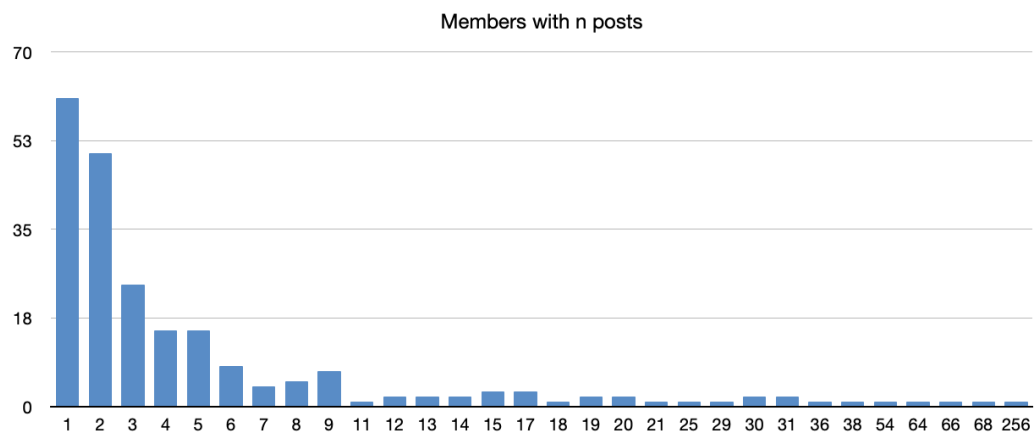
Most popular thread: [NVIDIA Update to USD Developer Site](#)



## Number of posts per member

Active members in February - July 2020: **221**

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



## New members

New members in July 2020: **62**

Total number of members end of June 2020: **2832** (+2%)

New members 2020.7

