

September 2020

Top threads this month

Number of threads posted to: **57**

Number of new threads: **42**

1. [Proposal: Generalizing Connectable Nodes Beyond UsdShade](#) : **12**
2. [Error when running latest Usd Maya plugin...](#) : **11**
3. [usd-interest access](#) : **10**
4. [New Schema Classes and Attribute Metadata](#) : **9**
5. [BUILDING USD PXR with python 3.7: can not be used when making a shared object; recompile with -fPIC](#) : **9**

Top threads past 6 months

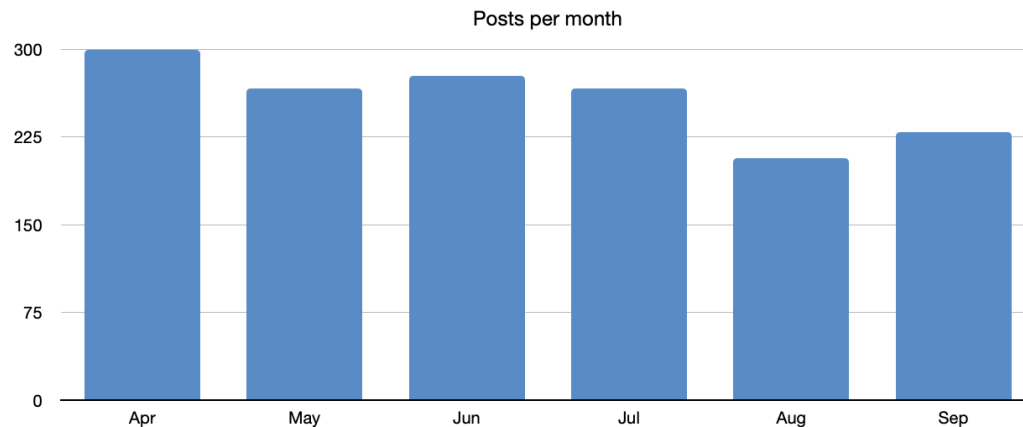
Number of threads posted to: **325**

Number of new threads: **293**

1. [Proposed changes to UsdLux, Hydra, and Render Delegates for Lights](#) : **35**
2. [NVIDIA Update to USD Developer Site](#) : **35**
3. [UsdGeomPoints for point cloud viz](#) : **30**
4. [what is the "official" way to store vertex color in DCC?](#) : **22**
5. [Proposal: Generalizing Connectable Nodes Beyond UsdShade](#) : **18**
6. [Announcing usd-noodle](#) : **17**
7. [Point Instancer example](#) : **17**
8. [Error in RenderMan UsdPreviewShader?](#) : **17**
9. [USD Preview Surface Specification for Review](#) : **17**
10. [How to do extra renderer-specific data in Hydra](#) : **16**

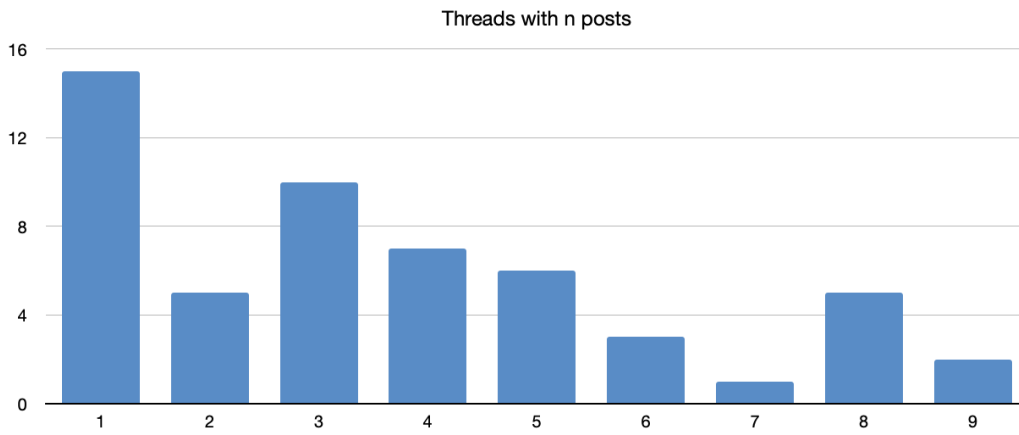
Posts per month

Total number of posts: **1547**



Number of posts per thread

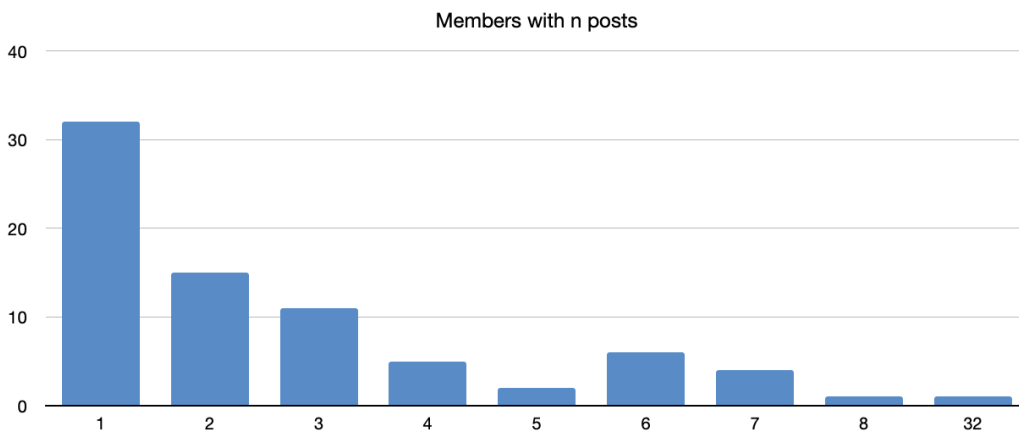
Most popular thread: [Proposed changes to UsdLux, Hydra, and Render Delegates for Lights](#)



Number of posts per member

Active members in April - September 2020: **232**

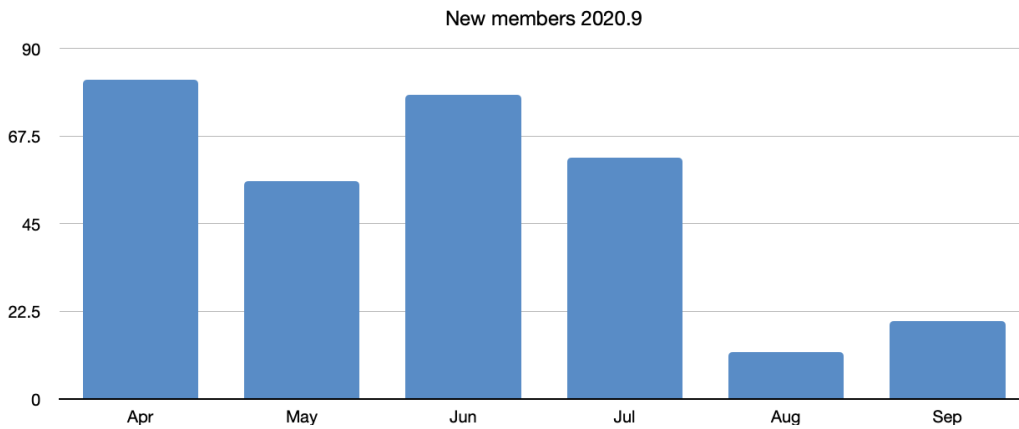
~50% of posts come from **20%** of active members



New members

New members in September 2020: **20**

Total number of members end of September 2020: **2832** (+0%)



Topic word cloud



python

UsdShade!

Attribute
Primvar

read

Right
load
texture
notification
Reference
instancing

using
variant
BUILDING
ASWF
use
automated
ValueClips
Windows