

October 2020

Top threads this month

Number of threads posted to: **55**

Number of new threads: **46**

1. [Proposal: Asset Resolution \(Ar\) 2.0](#) : **31**
2. [usd-interest access](#) : **23**
3. [Error when building codebase](#) : **22**
4. [Human-readable comma formatting in USD Ascii arrays](#) : **16**
5. [Substance Materials and USD](#) : **15**

Top threads past 6 months

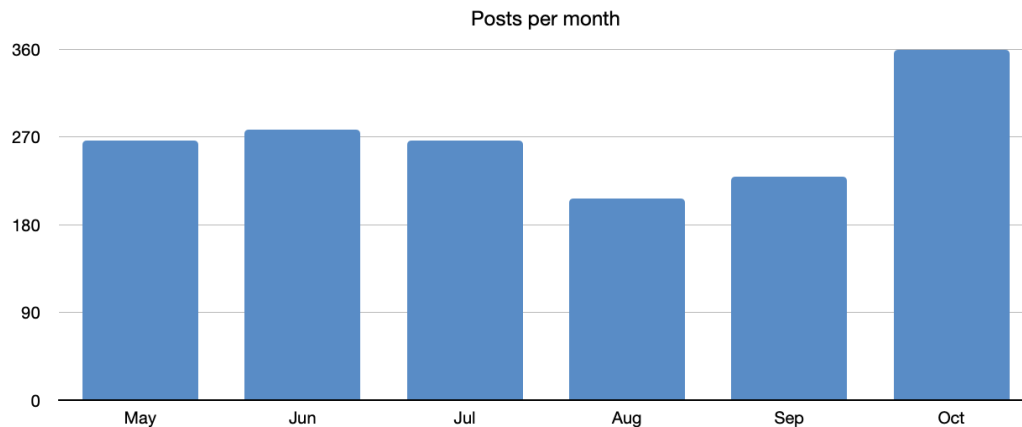
Number of threads posted to: **313**

Number of new threads: **279**

1. [Proposed changes to UsdLux, Hydra, and Render Delegates for Lights](#) : **35**
2. [usd-interest access](#) : **33**
3. [Proposal: Generalizing Connectable Nodes Beyond UsdShade](#) : **31**
4. [Proposal: Asset Resolution \(Ar\) 2.0](#) : **31**
5. [UsdGeomPoints for point cloud viz](#) : **30**
6. [Error when building codebase](#) : **26**
7. [what is the "official" way to store vertex color in DCC?](#) : **22**
8. [Point Instancer example](#) : **17**
9. [Announcing usd-noodle](#) : **17**
10. [Error in RenderMan UsdPreviewShader?](#) : **17**

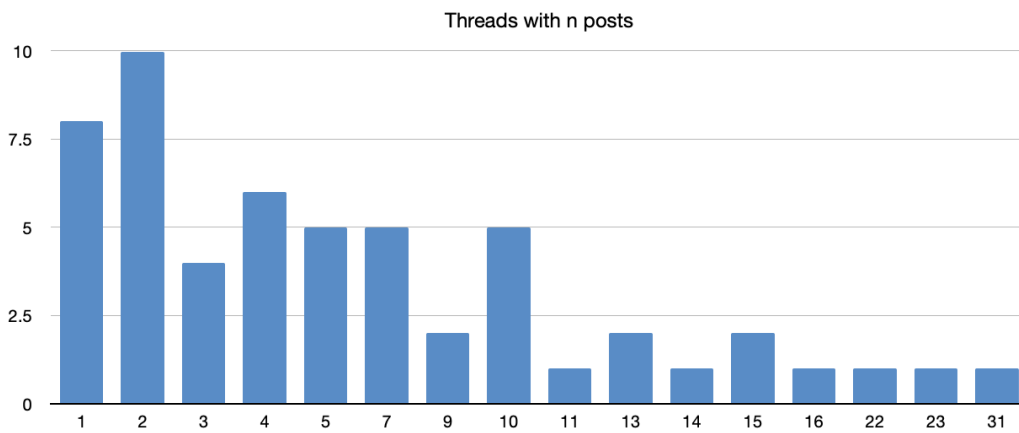
Posts per month

Total number of posts: **1609**



Number of posts per thread

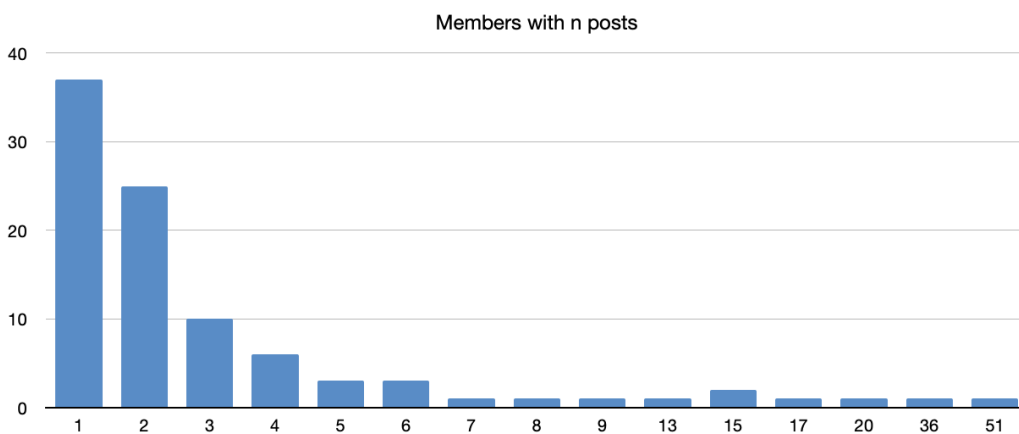
Most popular thread: [Proposed changes to UsdLux, Hydra, and Render Delegates for Lights](#)



Number of posts per member

Active members in May - October 2020: **244**

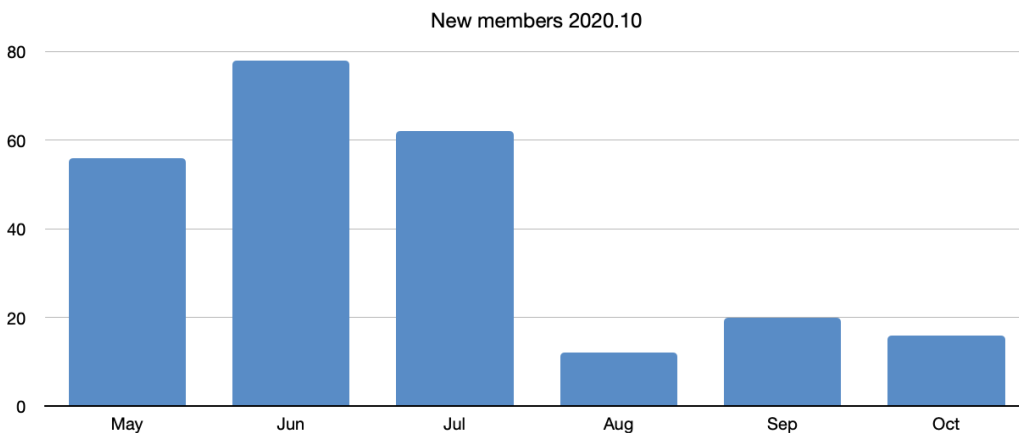
~50% of posts come from 10% of active members



New members

New members in October 2020: **16**

Total number of members end of October 2020: **2836** (+0%)



Topic word cloud

