

# Sample Assets

## Guidelines for Structuring Assets

See the USD-WG Assets repository on Github: <https://github.com/usd-wg/assets/blob/main/docs/asset-structure-guidelines.md>

## Sample Assets

A collection of USD assets downloadable around the internet

- [Samples from Pixar](#) Several assets are available for testing here
- [Samples from NVIDIA](#) Attic Scene and more in development
- [Samples from Blender Institute](#) Animated characters and fluid simulations
- [Samples from SideFX](#) Various scenes from Houdini launch events and tutorials
- [Samples from Walt Disney Animation Studios](#) Moana Island Scene data set
- [Photogrammetric Sponza data set from Intel](#) and additional add-on data
- [Poly Haven models](#)
- [UsdPreviewSurface samples](#) with physical lights by Eric Haines
- [Physically based materials and camera parameters](#) from [physicallybased.info](http://physicallybased.info)