

Learning Content



See USD Resources

This information has been consolidated to the [USD Resources](#) page

This page lists content specifically focused on learning USD. This can include overviews, tutorials, or examples, for beginner to advanced audiences.

Overview / Core Concepts

- [Book of USD](#): An introduction to core USD concepts from Remedy.
- [USD Basics for Houdini Solaris](#): An introduction to USD from SideFX.
- [Understand USD Fundamentals](#) (video): An introduction to USD fundamentals from Apple.
- [Universal Scene Description \(OpenUSD\) for Developers](#) (video series): Introduces 4 key features of OpenUSD and breaks them down over the course of the video series.
- [Working with USD](#) (video): An introduction to USD with Apple platforms and frameworks, from Apple.
- [What is USD](#) (video): An introduction to USD concepts from Robin-Yann Storm. Assets used in the video are available [here](#).

In-depth Tutorials

- [openusd.org Tutorials](#): A series of tutorials covering core concepts like composition, layering, variants, and schemas.
- [NVIDIA: USD Resources](#): The hub of USD developer resources from NVIDIA.
- [NVIDIA: Getting Started with the Basics of OpenUSD Authoring and Querying](#): An in-depth course on how to programmatically author and query USD data.
- [NVIDIA: USD Developer Guided Learning](#): Learning paths, courses, coding tutorials, and video tutorials teaching USD for developers.
- [USD Code Samples](#): Short code snippets demonstrating common tasks and features of USD.
- [USD Cookbook](#): A set of projects and tutorials by Colin Kennedy that highlight core and advanced USD features.