SIGGRAPH 2023

DigiPro

Matte Painting A Brighter Future: A USD-Based Toolset In Nuke

- **Session details:** https://digiproconf.org/program/program-b/
- **Date:** Saturday, 5 August • 4:10pm – 4:30pm

ASWF Open Source Days

https://events.linuxfoundation.org/open-source-days/

Keynote Panel Session: Towards 3D Interoperability with Universal Scene Description (OpenUSD)

- **Session details:** https://sched.co/1O8hA
- **Date:** Sunday, 6 August • 1:30pm - 2:10pm

Adobe's USD file format plugins for interoperability

- **Session details:** https://sched.co/1O8fo
- **Date:** Sunday, 6 August • 2:30pm - 2:50pm

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Labs Hands-On Class: Build Custom 3D Scene Manipulator Extensions With NVIDIA Omniverse and OpenUSD

- **Session details:** https://s2023.siggraph.org/presentation/?id=gensubcur_110&sess=sess403
- **Date:** Sunday, 6 August • 3:45pm - 4:45pm
- **Location:** Rooms 150-153

BOF: The State of 3D Asset Interoperability using USD and glTF

- **Session details:** https://s2023.siggraph.org/presentation/?id=bof_153&sess=sess454
- **Date:** Monday, 7 August • 10:30am - 12:30pm
- **Location:** Room 514

NVIDIA: Reimagine your Curriculum with OpenUSD and NVIDIA Omniverse

- **Session details:** https://s2023.siggraph.org/presentation/?id=eduday_104&sess=sess427
- **Date:** Monday, 7 August • 12pm - 12:30pm
- **Location:** Room 306AB

Labs Hands-On Class: Fundamentals of Universal Scene Description (OpenUSD)

- **Session details:** https://s2023.siggraph.org/presentation/?id=gensubcur_111&sess=sess402
- **Date:** Monday, 7 August • 12:30pm - 1:30pm
- **Location:** Rooms 150-153

Labs Hands-On Class: OpenUSD for 3D Creators: Collaborative Workflows With Adobe Substance 3D Painter, Autodesk Maya, and NVIDIA Omniverse

- **Session details:** https://s2023.siggraph.org/presentation/?id=gensubcur_109&sess=sess404
- **Date:** Monday, 7 August • 2pm - 3:30pm
- **Location:** Rooms 150-153

Labs Hands-On Class: Bringing Characters to Life With AI and OpenUSD: A Blender, NVIDIA Omniverse Audio2Face, and Unreal Engine Workflow

- **Session details:** https://s2023.siggraph.org/presentation/?id=gensubcur_112&sess=sess401
- **Date:** Monday, 7 August • 3:45pm - 4:45pm
- **Location:** Rooms 150-153

NVIDIA Keynote

- **Session details:** https://s2023.siggraph.org/presentation/?id=featsp_103&sess=sess400
- **Date:** Tuesday, 8 August • 8:00am - 9:00am (save the date here)
- **Location:** South Hall K

Production Session: Adventures with USD in Animation

- **Session details:** https://s2023.siggraph.org/presentation/?id=pros_110&sess=sess296
- **Date:** Tuesday, 8 August • 11:15am - 12:15pm
- **Location:** Room 408 AB

Autodesk Vision Series: An Industry Connected: The Path to True Interoperability in VFX with OpenUSD ft. Pixar, Adobe, and NVIDIA

- **Session details:** https://autode.sk/visionseries2023
- **Date:** Tuesday, 8 August • 1:00pm – 1:45pm
- **Location:** Room 404A

BOF: USD, Hydra and OpenSubdiv: Pixar's Open Source Meetup

- **Session details:** https://s2023.siggraph.org/presentation/?id=bof_116&sess=sess266
- **Date:** Tuesday, 8 August • 2pm - 4pm
- **Location:** Room 518

Course: USD in Production

- **Session details:** https://s2023.siggraph.org/presentation/?id=gensub_281&sess=sess160
- **Date:** Wednesday, 9 August • 9am - 12pm
- **Location:** Room 515 B