

USD Personas

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Personas

USD for Pipeline Technical Directors

- Responsible for writing and maintaining tools which will be used in production
- Maintain existing tools and troubleshoot problems as well as optimize current tools
- Provide direct help to artists and aid in solving pipeline related problems
- Liaise with the Systems/Technology/R&D department regarding possible new technology needs

USD for Technical Artists

- Works in tools like Maya, Houdini, Presto, etc
- Produces shotwork

USD for Technical Directors

- Has artistic background but not necessarily working on day-to-day shotwork
- Sets up everything needed for shots
- May be more likely to know Python than C++
- May generate custom schemas including codeless schemas
- May customize DCC tools via plugins and custom configuration

USD for USD Engineers / Implementors

- Uses USD to underpin tools/DCCs that artists, TDs, technical artists use
- Deepest level of coding involved, likely in C++
- May need to create custom schemas and libraries needed for their tool
- May submit PRs to OpenUSD project to request changes/add features to USD