USD for Technical Artists

What's a Technical Artist?

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

Learning Resources

Guides

- [NVIDIA: Getting Started with the Basics of OpenUSD Authoring and Querying](): An in-depth course on how to programmatically author and query USD data.

Tutorials

- [Solaris is Sweet]() - intro to Solaris, the OpenUSD area of Houdini

Additional Resources

- See [USD Resources Index]()

- [Composition and Layering in USD]() - What are layers and composition and how does USD use them?

Helpful Tools

- [USD in Maya]() - <brief description (optional)>
    - [USD Maya plugin]() - link to Github repo of the plugin

Frequently Asked Questions

See also [AOUSD forum]() / [ASWF Slack channels]()

- **What is OpenUSD?**
    - [OpenUSD for Artists]() - examples shown within Maya
- **How is USD used in a production pipeline?**
    - [Renderman - Pixar's USD Pipeline]()