USD for Pipeline Technical Directors

What's a Pipeline Technical Director?

ⓘ
- 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

Learning Resources

Guides

- VFX USD Survival Guide - practical onboarding guide to USD for software developers and pipeline TDs
- USD Cookbook - collection of simple USD projects showing off a single feature or group of USD features

Tutorials

- <link> - <brief description (optional)>

Additional Resources

- See USD Resources Index

Helpful Tools

- VFX Plugins - minimal set of plugins to setup a production-ready pipeline
- USD in Houdini/Solaris

Frequently Asked Questions

See also *AOUSD forum* / *ASWF Slack channels*

- **<Add question here>**
  - <Add answer here>