

# USD Working Group

Welcome to the [USD Working Group Wiki](#)! This space is an open collaboration platform for the USD community - we welcome contributions from across the USD community. Want to contribute but not sure where to begin? Have a look at our [Content Guide](#) to see proposals for new content to add to this space.

## Mission

The Academy Awards Software Foundation's OpenUSD data Working Group is a collaborative effort aimed at advancing the development of the Universal Scene Description (USD) format. OpenUSD is an open-source format designed for efficient and scalable interchange of 3D computer graphics data. The working group brings together experts from various industries to share knowledge and contribute to the ongoing development of OpenUSD.

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## Meetings (every other week on Wednesday at 1pm PT)

Meetings for the ASWF OpenUSD working group serve as a forum for members to discuss and collaborate on the development of the OpenUSD format.

During these meetings, members share updates on ongoing projects, propose new features, and discuss any issues or challenges related to OpenUSD adoption and integration. The meetings also provide an opportunity for members to network and exchange knowledge with other professionals in the industry.

Ultimately, the goal of these meetings is to facilitate the continued evolution of OpenUSD as a reliable and efficient standard for 3D data exchange and management.

## Get Involved

Whether you're a developer or a creative, getting involved with the ASWF OpenUSD group is a great way to be a part of the ASWF Sci-Tech community.

By attending meetings you'll have access to a litany of like-minded professionals who are passionate about advancing the state of the art in 3D graphics. By contributing to the development of OpenUSD, you can help shape the future of the industry and make a lasting impact on the tools and technologies used by millions worldwide.

We invite you to join the ASWF OpenUSD group, explore the resources available on the homepage, and become part of a vibrant community dedicated to pushing the boundaries of what's possible in 3D graphics.

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## USD Sub-Working Groups

### USD Camera

**Objective:** a proposal to create a unified Camera schema which simplifies workflows in computer generated imagery

**ASWF Slack Channel:** [#wg-usd-camera](#)

### USD MaterialX

**Objective:** Interoperability in USD/Hydra

**ASWF Slack Channel:** [#wg-usd-materialx](#)

### USD Web Visualization

**Objective:** Building USD as WebAssembly, Hydra rendering on the web, streaming, etc.

**ASWF Slack Channel:** [#wg-usd-web](#)

### USD Games

**Objective:** Discuss and improve the use of the USD format in games, from source content and assets to game engine integration.

**ASWF Slack Channel:** [#wg-usd-games](#)

### USD Assets

**Objective:** Provide guidance on how to correctly import, export, and structure USD assets such that tools, pipelines, and assets participate well in the USD ecosystem - the overarching goal of this group is to bolster the U of USD.

**ASWF Slack Channel:** [#wg-usd-assets](#)

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## Frequently asked questions

- Q: I'm having trouble logging into the ASWF wiki using SSO, how do I get unstuck?
  - A: Check the [Linux Foundation SSO FAQ](#)
- Q: How do I get started with USD?
  - A: Check out these resources:
    - Pixar/ [USD FAQ](#)

## USD Resources

[Expand all](#) [Collapse all](#)

- Pixar/ [USD Tutorials](#)
  - Pixar/ [USD Glossary](#)
  - Remedy Entertainment/ [Book of USD](#)
  - Colin Kennedy/ [USD Cookbook](#)
  - Luca Scheller/ [USD Survival Guide](#)
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