

USD for USD Engineers / Implementors

What's a USD Engineer / Implementor?



- 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

Learning Resources

Guides

- [Book of USD by Remedy](#)

Tutorials

- [OpenUSD Tutorials](#) - A list of tutorials in Python getting started with USD
- [USD Skel Tutorial / Walkthrough](#)

Additional Resources

- See [USD Resources Index](#)
- [Awesome OpenUSD](#) - A list of links to various OpenUSD resources
- [NVIDIA OpenUSD Resources](#)
- [USD HelloWorld](#) and accompanying [b log posts](#)

Helpful Tools

- [Python Documentation](#)
- [C++ Documentation](#)
- [OpenUSD Toolset](#) - Set of command line tools that are helpful when working with usd files including creating and unwrapping USDZ files ([usdzip](#)), checking validity of USD files ([usdchecker](#)), fixing simple USD errors ([usdfixbrokenpixarschemas](#)), capturing an image of a usd scene through the view of a usd camera ([usdrecord](#)), and viewing a usd scene ([usdview](#))
- [Reality Converter & Other Apple Tools](#) - Can be helpful for converting from some 3D formats into USDZ
- [guc](#) - glTF to USD converter that supports MaterialX

Frequently Asked Questions

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

- **Where is the OpenUSD Codebase?**
 - [OpenUSD GitHub](#)
- **Where can I propose an update to OpenUSD or view upcoming updates to OpenUSD?**
 - [OpenUSD Proposals](#)
- **When are OpenUSD related community meetings?**
 - [ASWF Meeting Calendar](#)