

USD for Technical Directors

What's a Technical Director?



- 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

Learning Resources

Guides

- [USD Code Samples](#): Short code snippets demonstrating common tasks and features of USD.
- [USDPluginExamples](#) A collection of example USD plugins and plugin build tools
- [USD Cookbook](#) Colin Kennedy's USD code and asset samples

Tutorials

- [USD Tutorials by Pixar](#)

Additional Resources

- See [USD Resources Index](#)

Helpful Tools

- [Animal Logic VSCode Highlighting](#) (.usd, .usda, .usdc)
- [Syntax Highlighting](#) for vim, emacs & sublime (.usda)
- [PyCharm Plug-in](#) (.usda)

Frequently Asked Questions

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

- **<question>**
 - **<answer>**