

Public SSB Fact Sheet: Universal Scene Description (USD)

Projects

Exported on 12/19/2023

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Short description/ Transmitted information	<ul style="list-style-type: none"> Open and extensible ecosystem for describing, composing, simulating, and collaborating within 3D worlds.
Normative document	<ul style="list-style-type: none"> Current state of the source code (https://github.com/PixarAnimationStudios/OpenUSD) and documentation (https://openusd.org/release/index.html). USD is planned to be standardized within the Alliance for OpenUSD (https://aousd.org/).
Version/ Release state	<ul style="list-style-type: none"> Version 23.11 (https://github.com/PixarAnimationStudios/OpenUSD/releases/tag/v23.11)
Release date	<ul style="list-style-type: none"> 26. October 2023
Application scope	<ul style="list-style-type: none"> Data Exchange Collaboration
Goals	<ul style="list-style-type: none"> Provide a rich, common language for defining, packaging, assembling, and editing 3D data, facilitating the use of multiple digital content creation applications. Allow multiple artists to collaborate on the same assets and scenes. Maximize artistic iteration by minimizing latency.
Promoting bodies	<ul style="list-style-type: none"> Pixar, NVIDIA, Alliance for OpenUSD
Type	<ul style="list-style-type: none"> Open-Source development
IT Standard classification	<ul style="list-style-type: none"> Interoperability Standard
Data format	<ul style="list-style-type: none"> Software
Additional available resources	<ul style="list-style-type: none"> https://openusd.org/release/index.html https://developer.nvidia.com/usd https://aousd.org/ https://openusd.org/release/usd_products.html

Relevant prostep ivip project groups	<ul style="list-style-type: none"> • Collaborative Digital Twins (CDT) ? • JT ? • FDX ? • SmartSE ?
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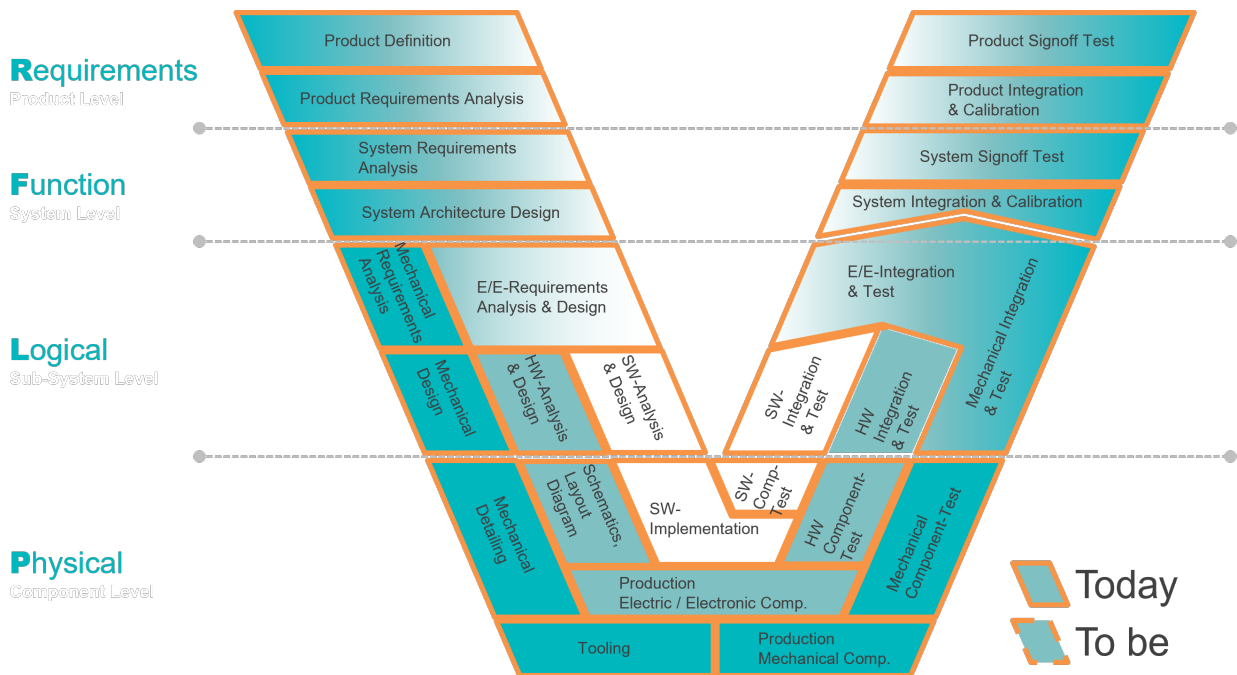
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- Development is currently somehow coupled to NVIDIA and its Omniverse software platform. This may change if USD is transferred to the Alliance for OpenUSD.
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- Potential overlap with <https://github.com/KhronosGroup/glTF>, <https://github.com/LudwigFriedmann/OpenMaterial/> and <https://www.asam.net/project-detail/asam-openmaterial/>

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- Hierarchical data model for scene description, incorporating concepts and APIs for geometry, shading, models and assets
- Matured and proven in movie production

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Datei	Geändert
USD.png ¹	Dez. 14, 2023 by Peter Tabbert ²

¹ <https://intranet.prostep.org/download/attachments/130580481/USD.png?api=v2>

² <https://intranet.prostep.org/display/~petertabbert>