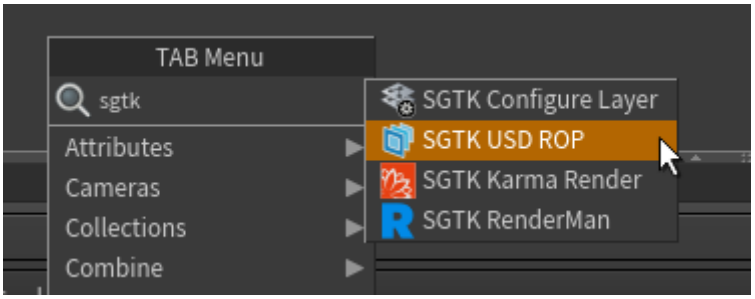
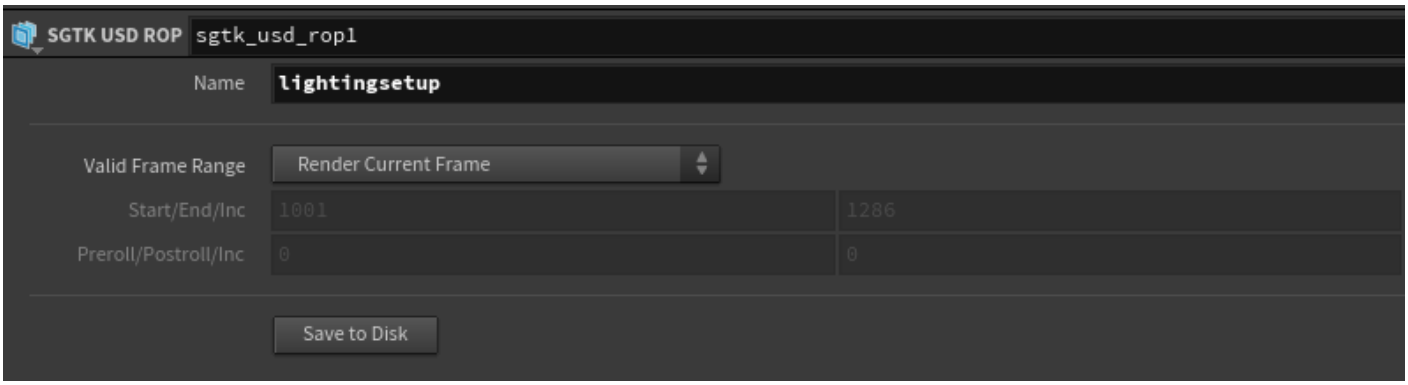
Houdini - ShotGrid - Exporting USDs

We don't have a great USD pipeline at school, but we do have a couple integrations that are useful when working with Solaris. One of these tools is the SGTK USD ROP. You can find it in the TAB menu when you're working on your Stage.



The node has a couple settings and a *Save to Disk* button:



It's essentially just an easy way of sharing the USD you've built with Solaris, as it wraps the regular *USD ROP*, taking care of file paths automatically. It's a decent all-round tool for publishing layouts, assets, etc. It's just not very configurable.

Once you've saved your files to disk you can publish them like normal in the *Publish* menu.

USD export tools by Gilles Vink.

Revision #4
Created 17 October 2024 09:41:51 by Mervin van Brakel
Updated 15 November 2024 12:40:55 by Mervin van Brakel