

# Arnold USD

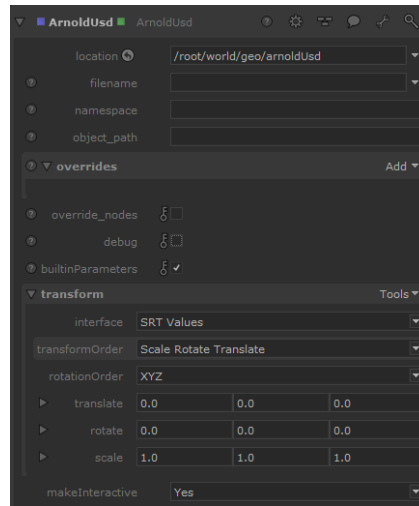


USD kitchen set asset available [here](#).



NVIDIA USD attic asset available [here](#).

A procedural node that is capable of reading USD files.



## Filename

The path to the USD file.

## Namespace

Create nodes in this namespace if present.

## Object Path

Determines which USD primitive(s) are rendered. When empty (default), it will render the whole USD file.

## Override Nodes

Serialized changes to be applied on top of the USD file, in USD ASCII format.