

USD

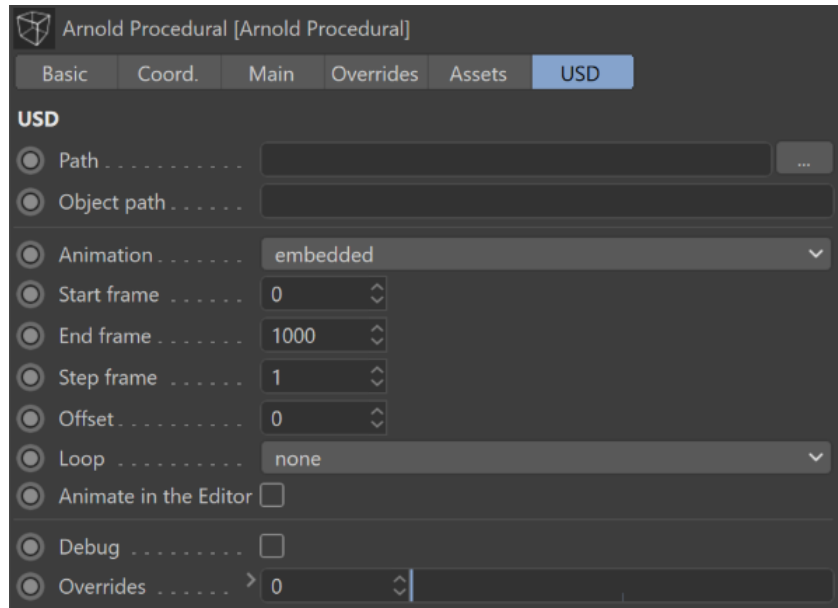


USD kitchen set asset available [here](#).



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

A procedural node that is capable of reading USD files.



i Information about common Arnold settings can be found [here](#).

Path

The path to the USD file.

Object Path

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

Animation

Specifies how animation is written to USD files.

- *embedded*: A single USD file contains all keyframes of the animation. That's the most common use case.
- *file sequence*: In case of exporting animation to USD from the Arnold Scene Export dialog, the animation is written to a file sequence, which can be loaded in this mode.

Start Frame

First frame of the animation when a frame sequence is defined.

End Frame

Last frame of the animation when a frame sequence is defined.

Step Frame

Frame step of the animation when a frame sequence is defined.

Loop

Defines how the animation is repeated.

- **none**: no repeat, nothing is displayed when the animation is ended.
- **freeze**: keeps the last frame rendered when moving further on the timeline.
- **repeat**: repeats the animation from the beginning.
- **ping pong**: will animate forward, then in reverse, then forward again, and so on.

Animate in Editor

When enabled the procedural is animated in the viewport. Note that this requires reading geometry from the Alembic file in each frame which can slow down the playback.

Debug

Dumps verbose logs about the USD nodes being created.

Overrides

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