

USD



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

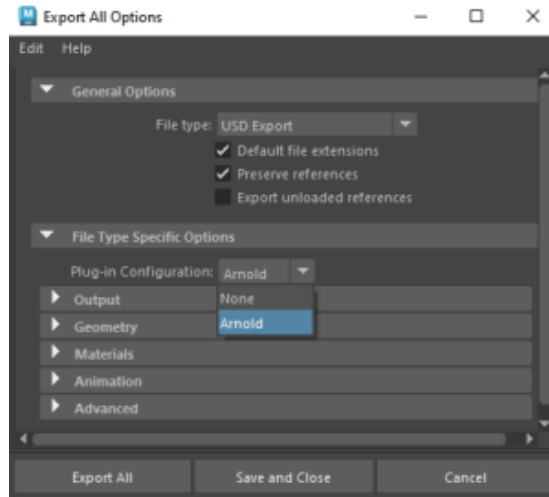
A procedural node that is capable of reading USD files.

This page provides information on USD (Universal Scene Description) compatibility in MtoA.

i An introduction to Arnold USD page can be found [here](#). Tutorials that cover using USD in Arnold can be found [here](#).

Maya USD Export

With a version of MayaUSD 0.15 or higher, an export option called *Plug-in Configuration* is available. Switching this option to *Arnold* will let mayaUSD export all of the necessary Arnold data on top of MayaUSD exports. It will then be possible to render the scene in standalone by running `kick scene.usd`. Also, loading this file with mayaUSD as a proxy shape or through an *aiStandIn* will allow to render it on top of another scene.



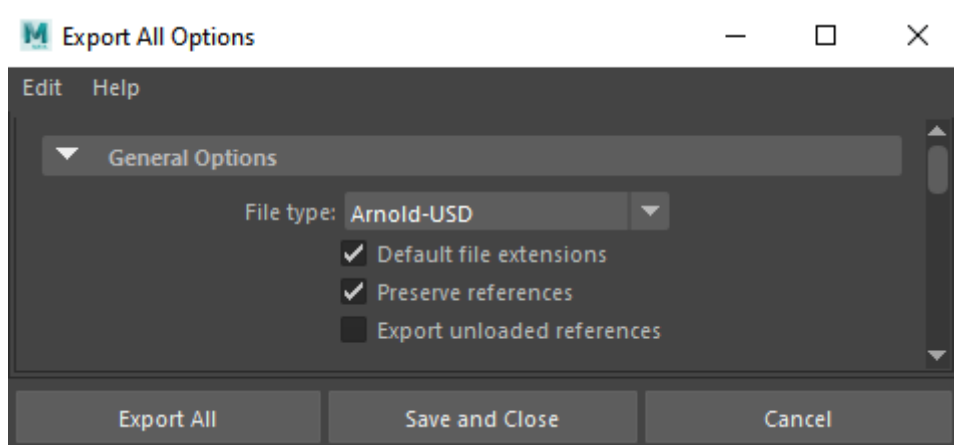
⚠ Known limitations:

- Importing such a usd file to maya won't import all the arnold data back to Maya
- In order to kick the export usd file, it is necessary to create a camera so that MayaUSD exports it. The default "persp" camera will be ignored by mayaUSD.

Note that if you don't see the "Arnold" in the "Plug-in Configuration" list, it means that you don't have a version of MtoA that is compatible with the installed version of MayaUSD.

USD/Stand-ins

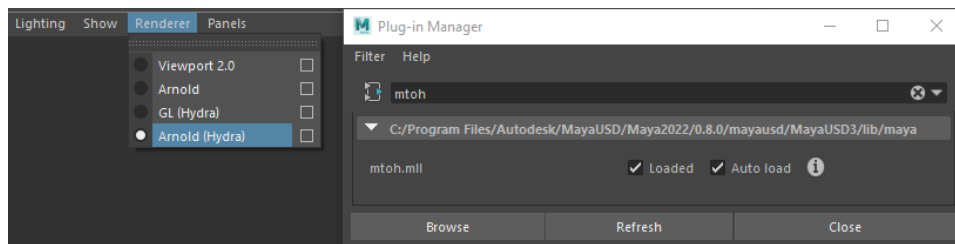
- USD files can be opened in **stand-ins** and rendered with MtoA.
- To export the scene/selection as a .usd file go to *Arnold -> Scene Export -> Export All/Selection to USD ..*



Arnold -> Scene Export -> Export All/Selection to USD

Maya to Hydra

In Maya USD there is also a plugin called ***mtoh.mll*** (Maya to Hydra). This allows you to enable the Arnold (Hydra) viewer in the viewport.



Maya to Hydra settings:

