

# USD: basic notes

## Chapters

- 1) How to do a variant
- 2) How to export data
- 3) export animation

### 1) How to do a variant

To add several geometry:

- a component Geometry per model
- a componentGeometryVariants to gather all components

To add several materials

- a component material per variant

All the time

- a material library with material path prefix `/ASSET/mtl/`
- a component output and click on button `saveToDisk` to export the variants (under export option, modify the type of export for example `usd`, `usda`..)

To check the variants or bring them back in scene

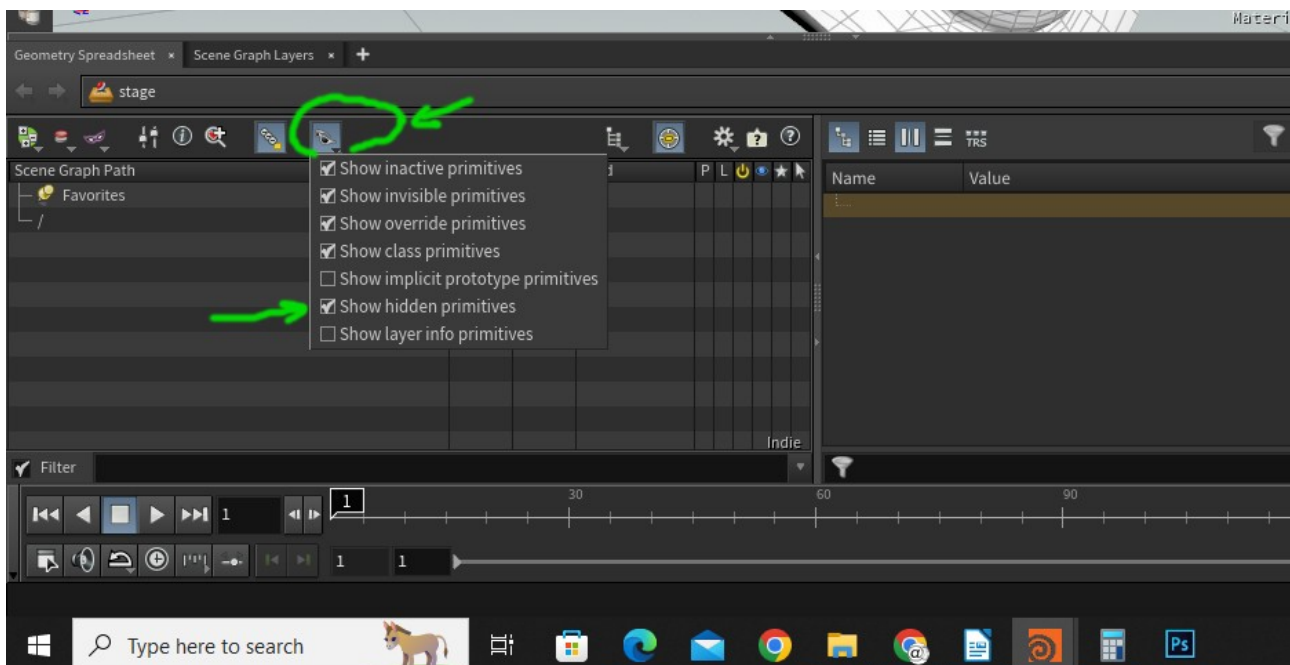
sublayer to load them all (when lucky in the solaris geometry spreadsheet there is an icon with a show hidden primitives menu that deploys all the variants)

setVariant node to choose which one will be in use

(either with variant set index and variant name index)

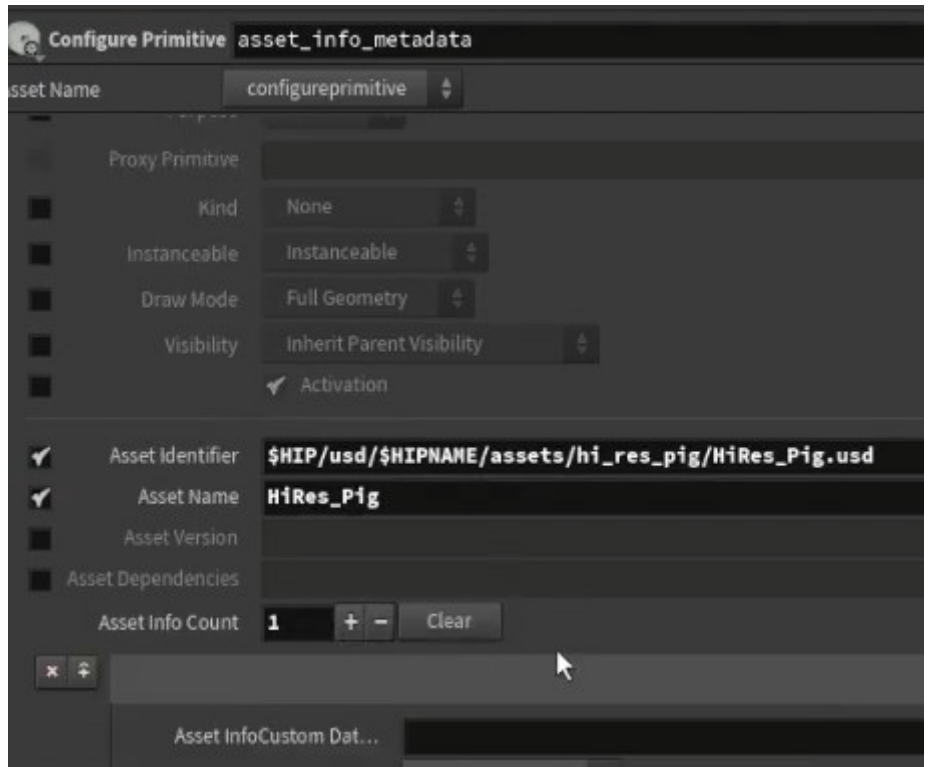
(or variant set mtl for example and then a variant name or variant set geo and variant name

the variant set can be found on componentGeometryVariants (geo by default) and componentMaterial (mtl by default))





before writing asset to disk add a primitive configure so it writes where the asset is coming from



add a configure layer to set up axis for example

see in graph layer window if correctly set up

