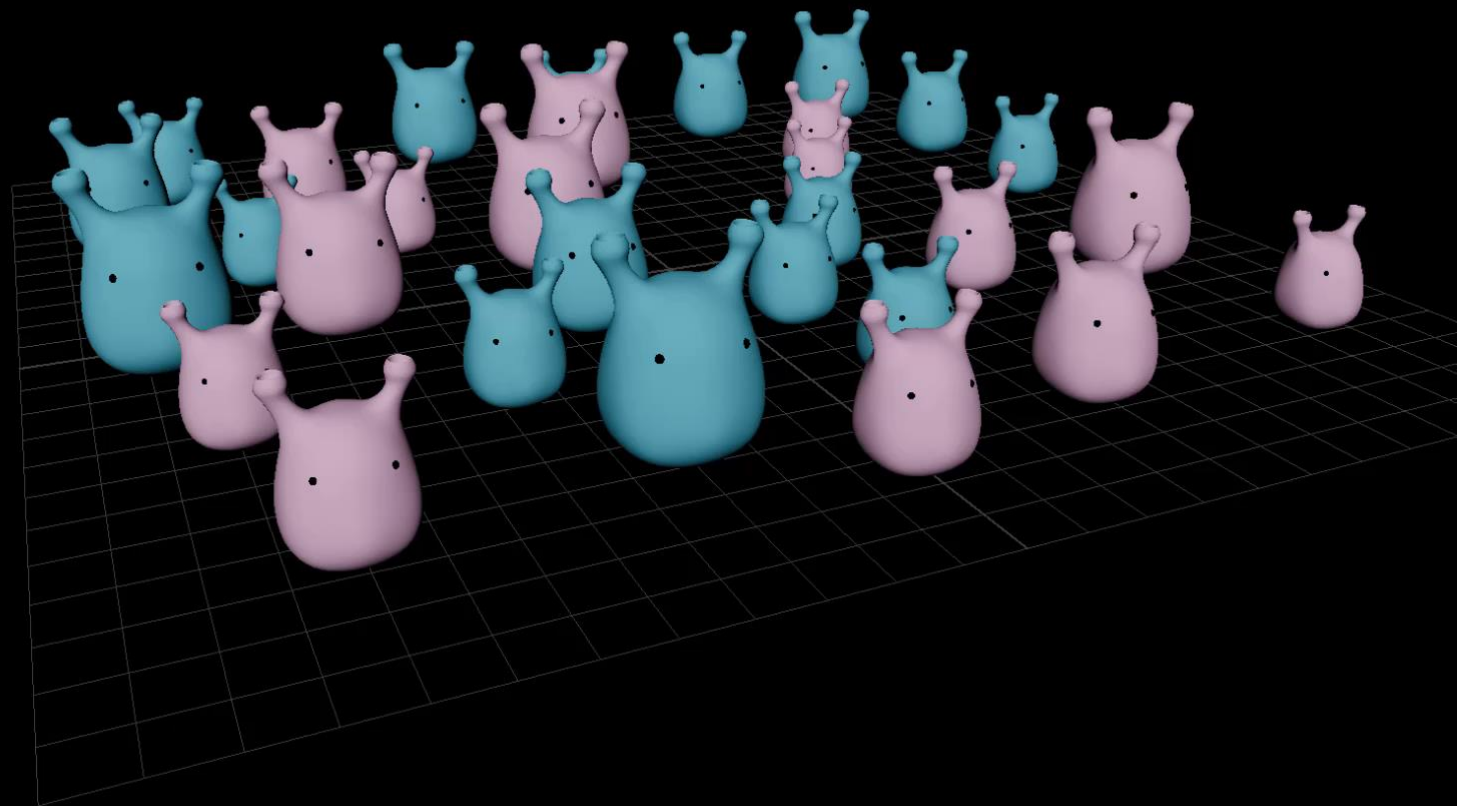


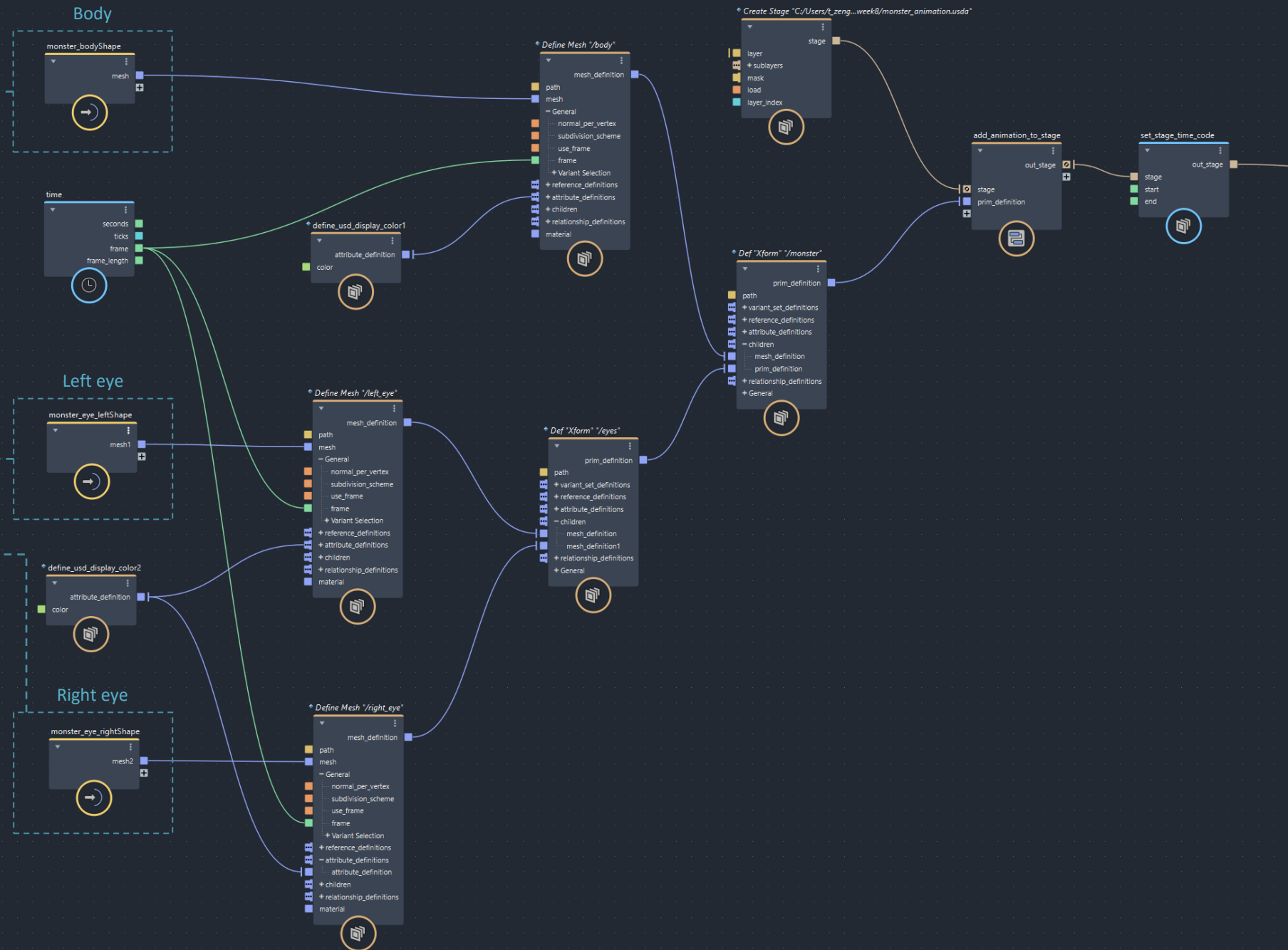
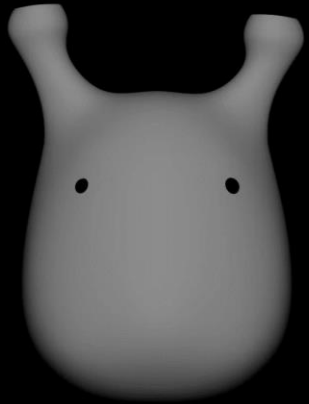
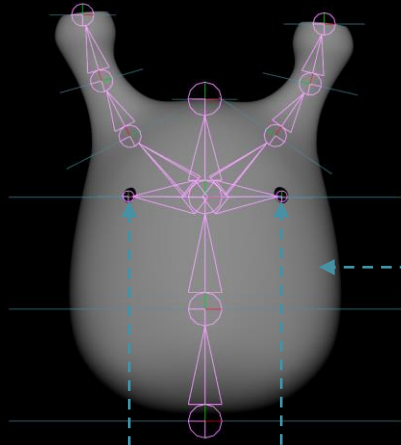
Bifrost Workshop

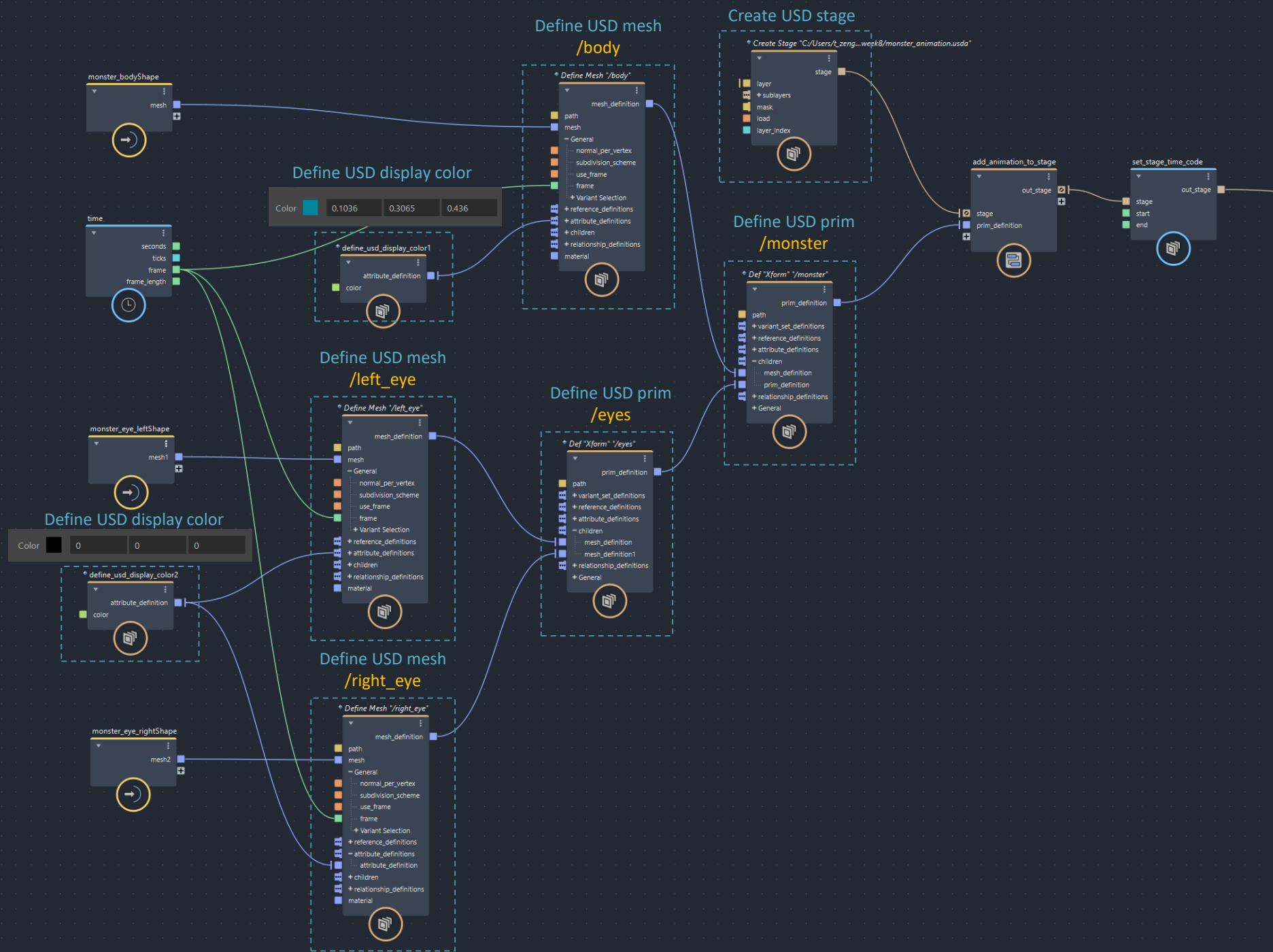
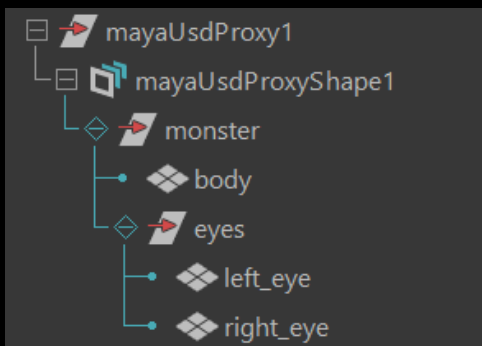
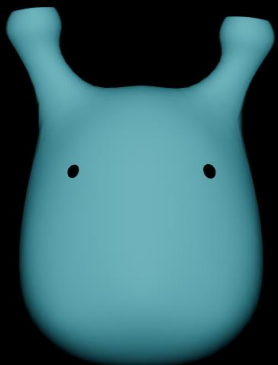
Lesson 9

USD: Part II



Create a simple animation in Maya and bring the meshes into Bifrost





define_usd_mesh
 Type: define_usd_mesh

Path

Mesh

General

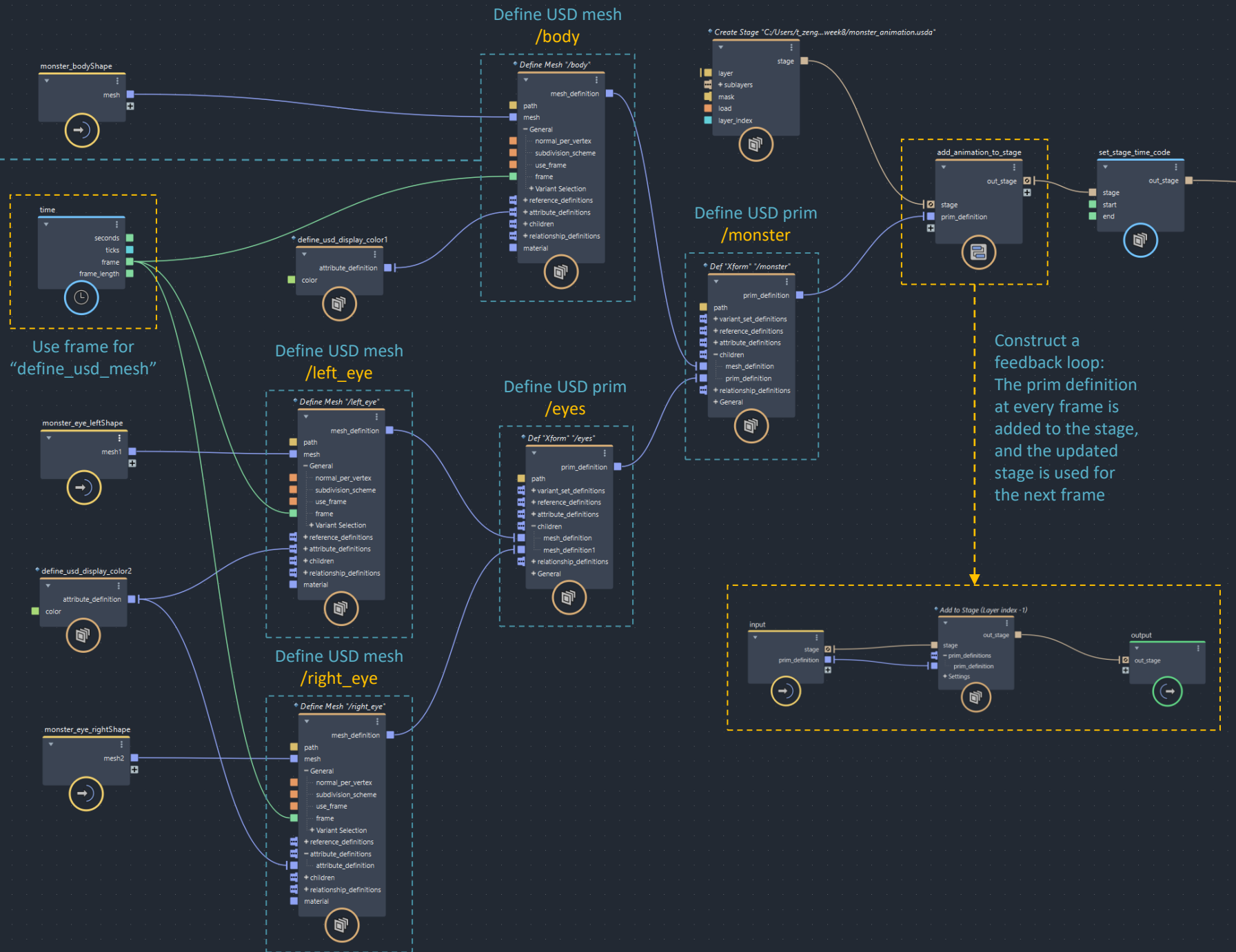
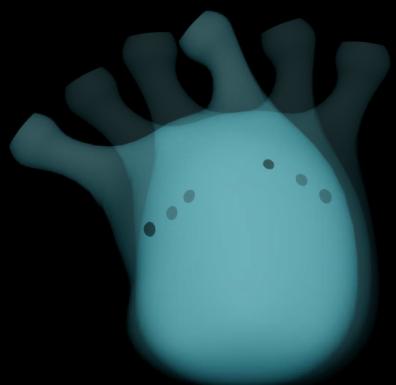
Normal Per Vertex ☒

Subdivision Scheme

Use Frame ☒

Frame

When "Use Frame" is selected, the node sets the geometry data at the specified frame.



define_usd_mesh

Type: define_usd_mesh

Path

/body

Mesh

bifrostGraphShape1.mesh

General

Normal Per Vertex

☒

Subdivision Scheme

catmullClark

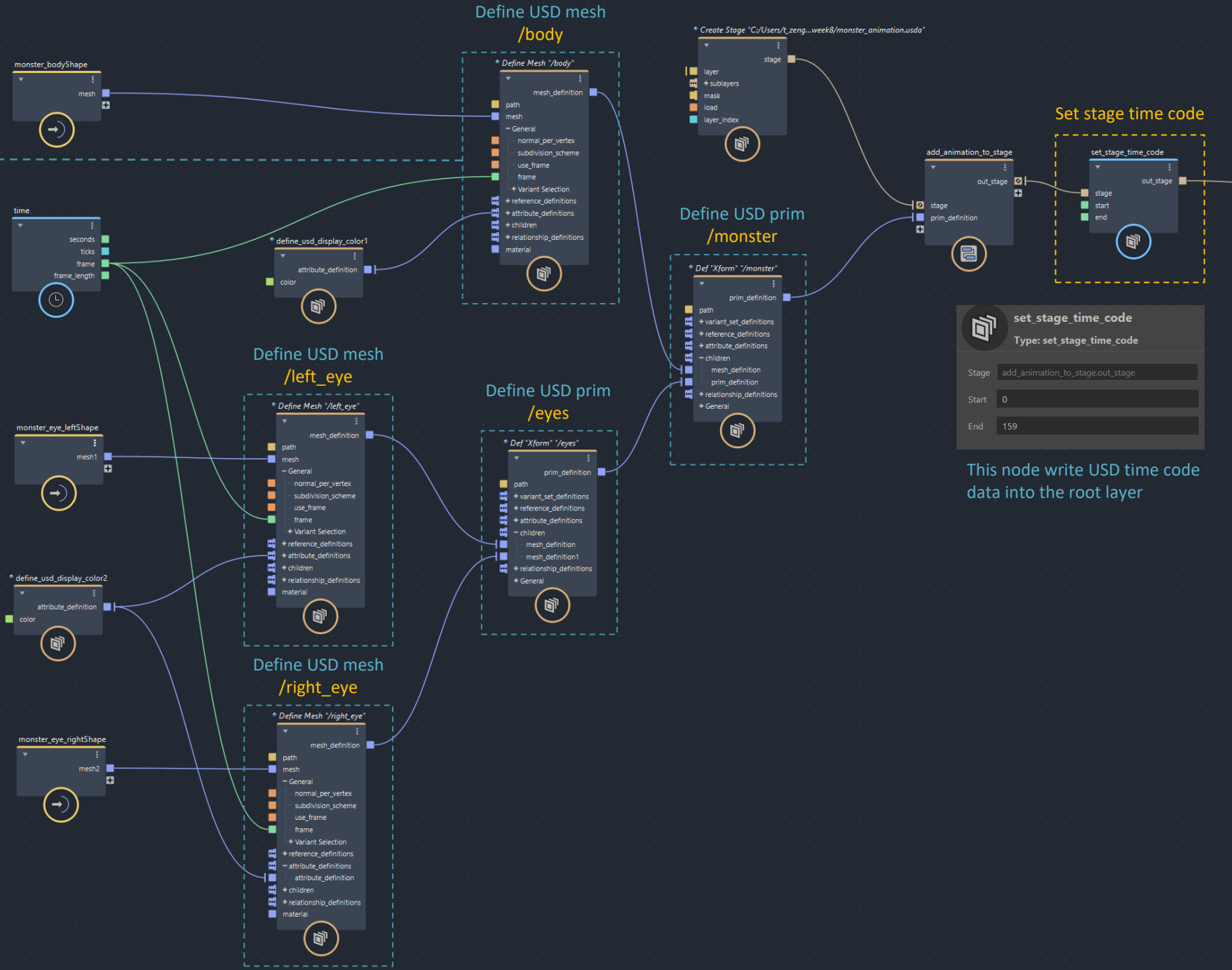
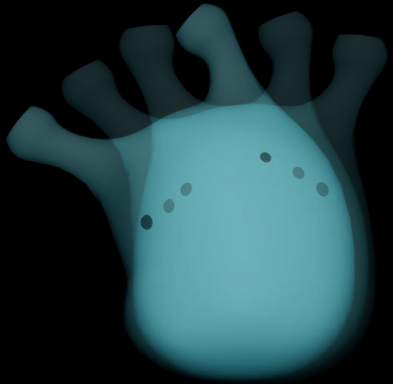
Use Frame

☒

Frame

time.frame

When "Use Frame" is selected, the node sets the geometry data at the specified frame.



set_stage_time_code

Type: set_stage_time_code

Stage

add_animation_to_stage.out_stage

Start

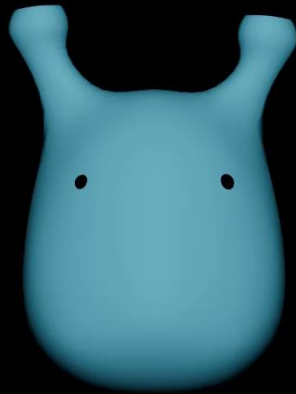
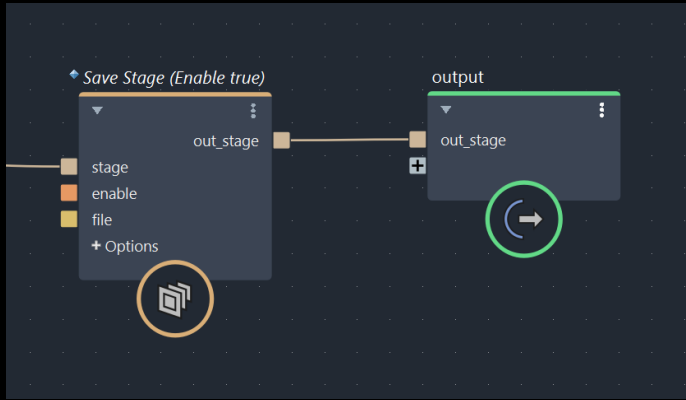
0

End

159

This node write USD time code data into the root layer

Save USD file

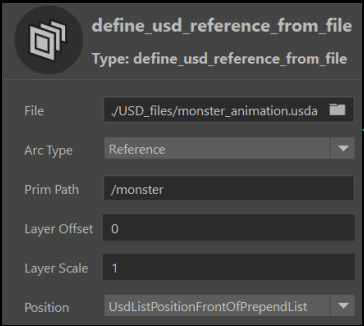
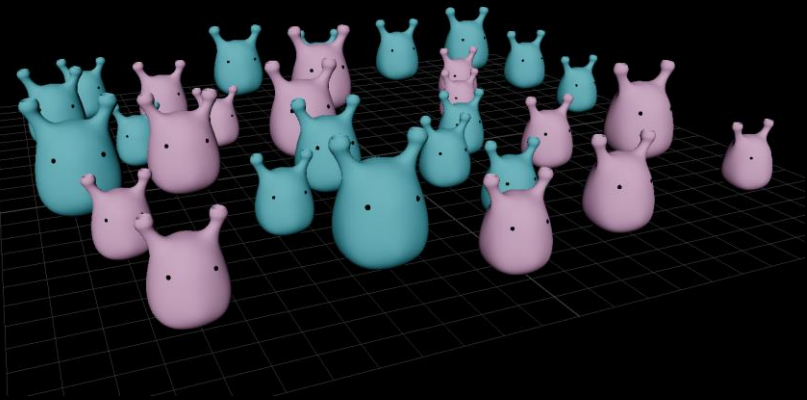


Saved file

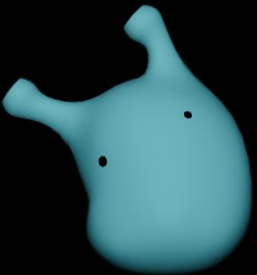
[illegible]

Step 2: Reference the USD file to create an
animated assembly

Create a group dancing stage

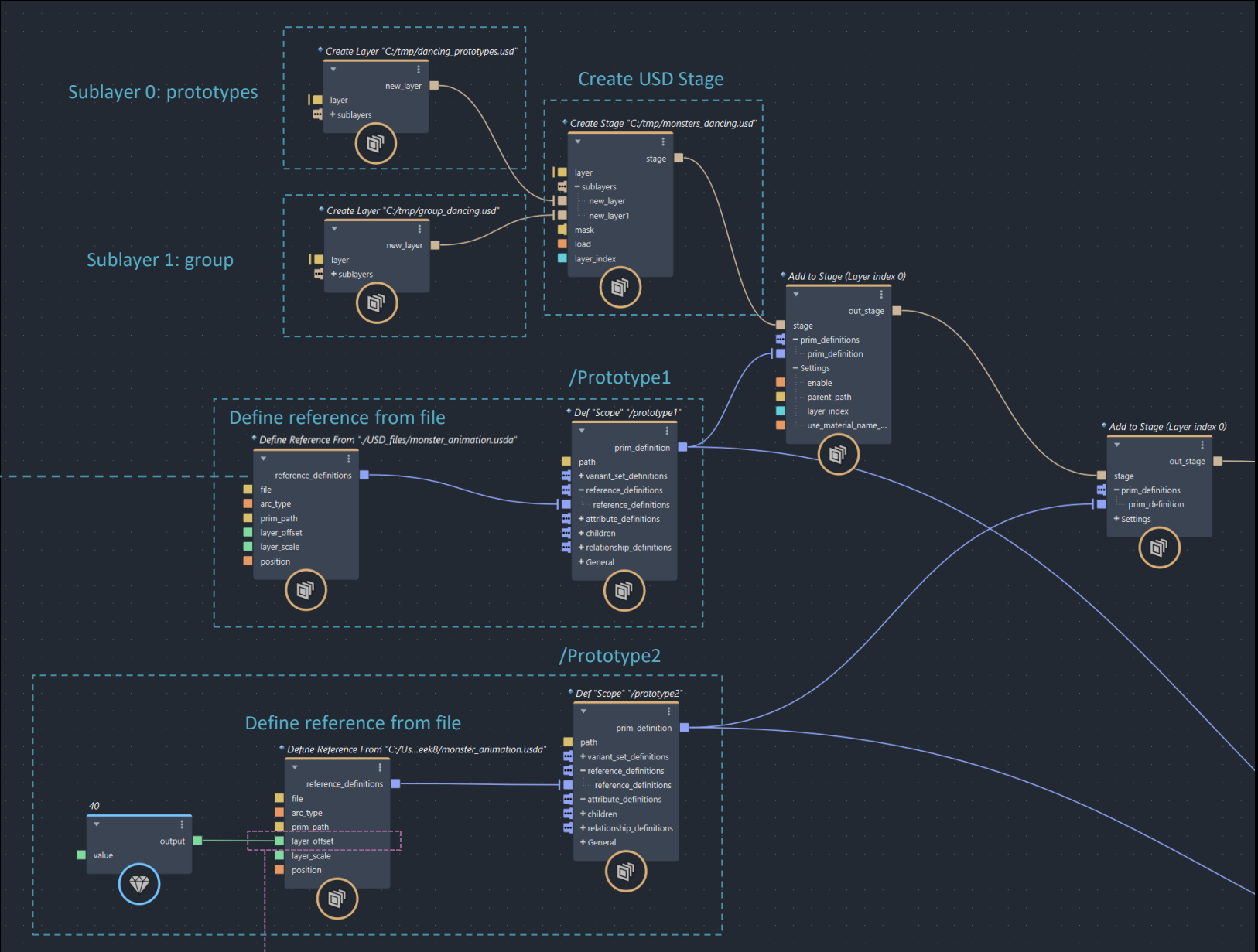


Prototype1 at frame 60

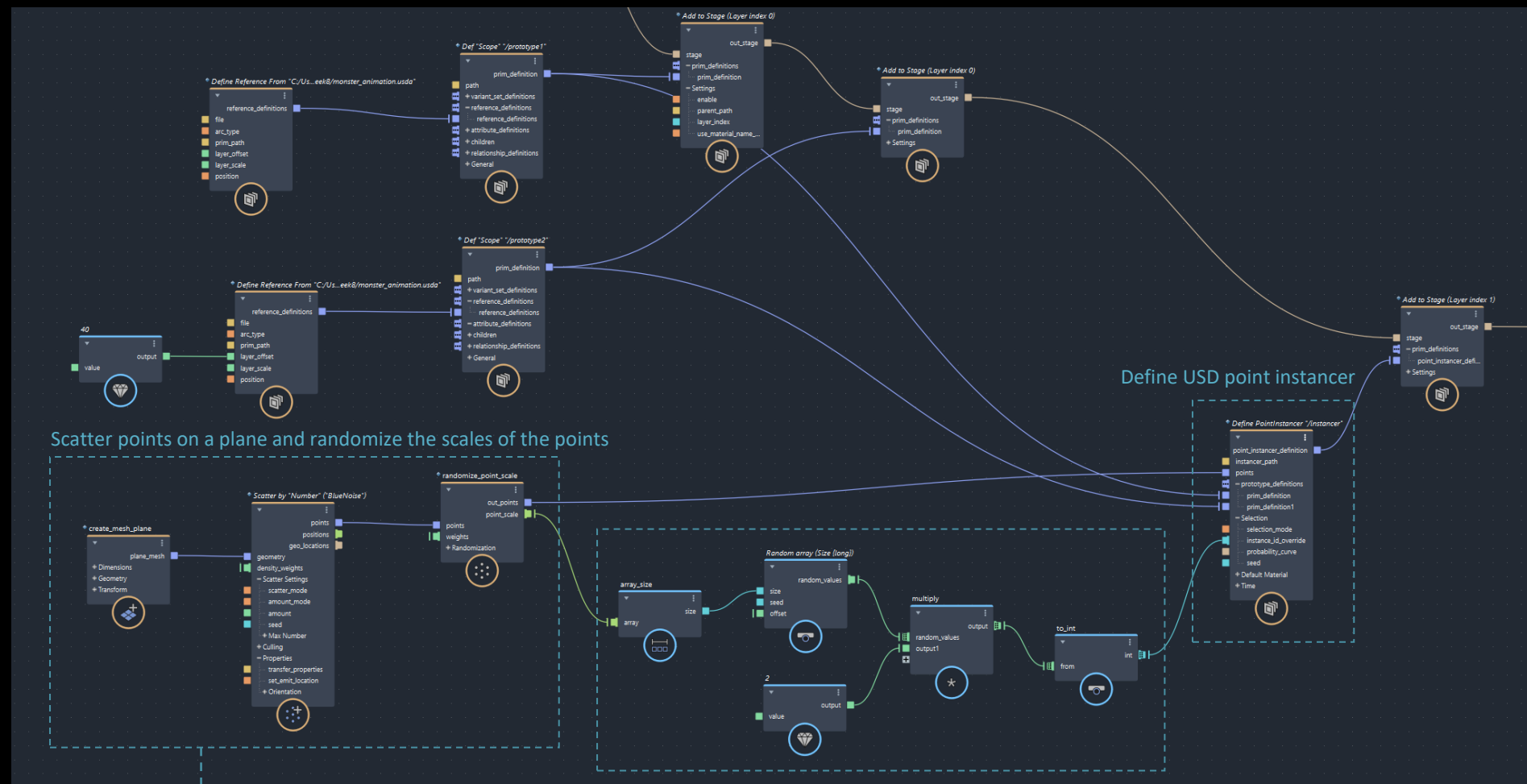
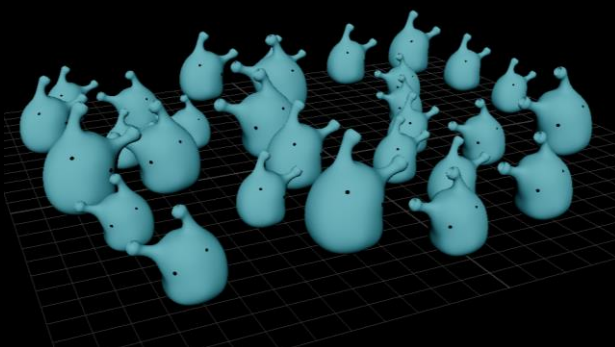


Prototype2 at frame 60

Reference the animation USD file that's just created



Layer offset: the time offset to apply to animation



Scatter points on a plane and randomize the scales of the points

Define USD point instancer

Create a random array of 0s and 1s to be used as the instance id:
 0 → prototype 1
 1 → prototype 2

