

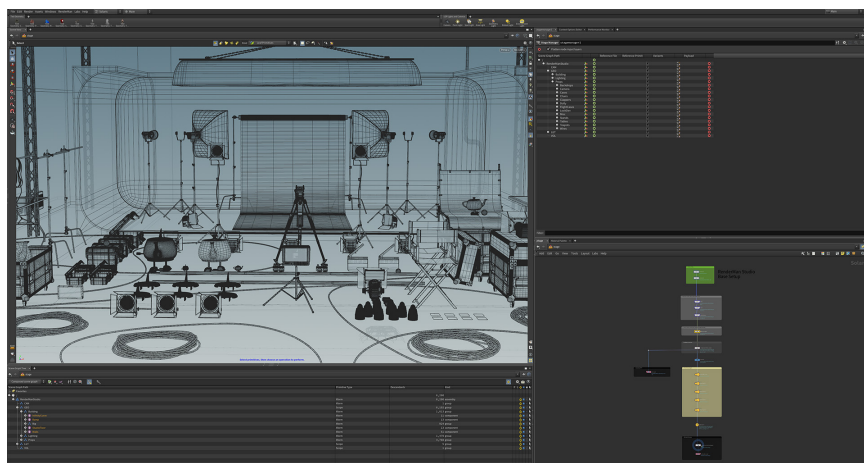
# Assembly Stage

## RenderManStudio\_Assembly\_v01.hip

This scene contains all the studio assets in a default layout, ready for you to create your own scene. Feel free to explore through the *stagemanager* to see all the fun model and shading variants that live with the USD assets.

Included in the scene is a camera and a number of lights which will give you the render you see below.

The *usd\_Assembly* USD rop node exists to save out this default layout to *\$HIP/usd/Assembly/RenderManStudio\_Assembly\_v01.usda* - which is referenced by *RenderManStudio\_Layout\_v01.hip*





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Feel free to add your own assets to the stage manager and then you can then move on to the next stage, [Shot Layout](#)