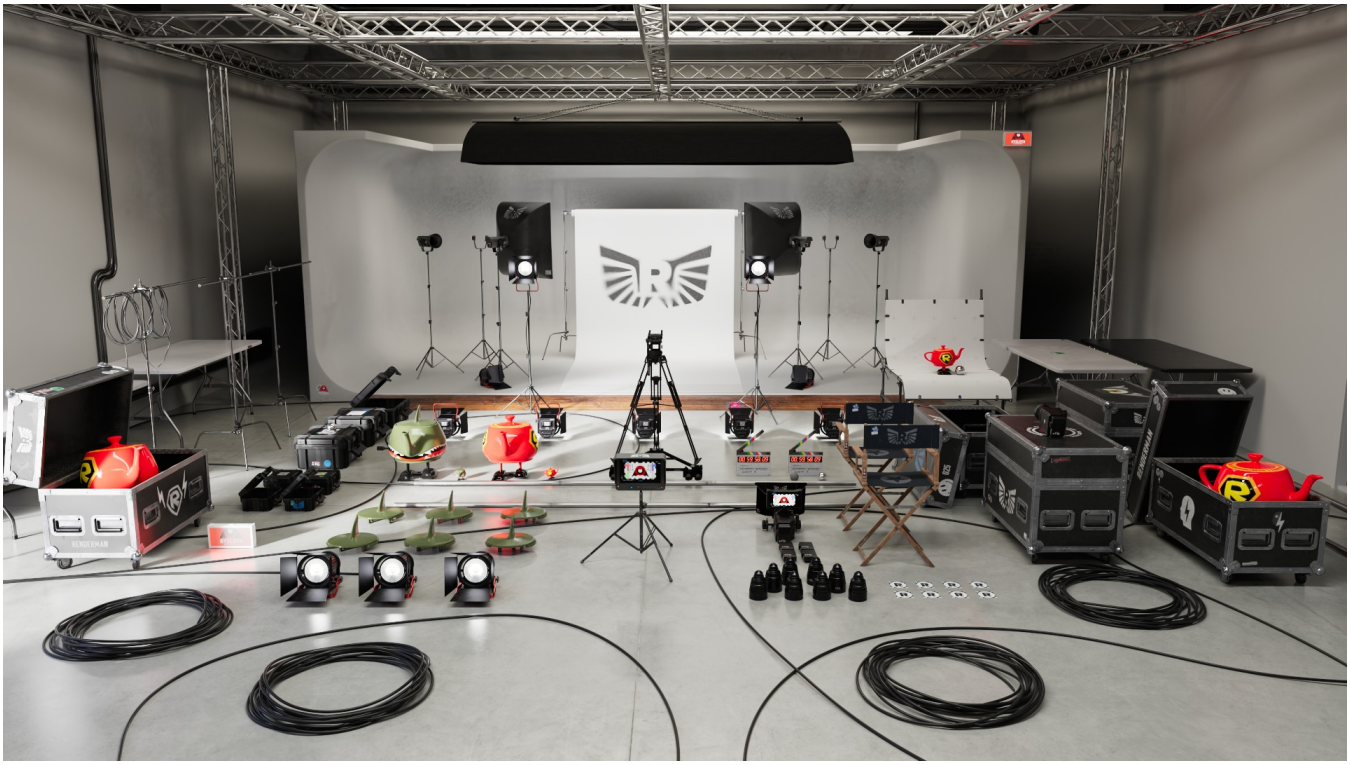
Assembly Stage

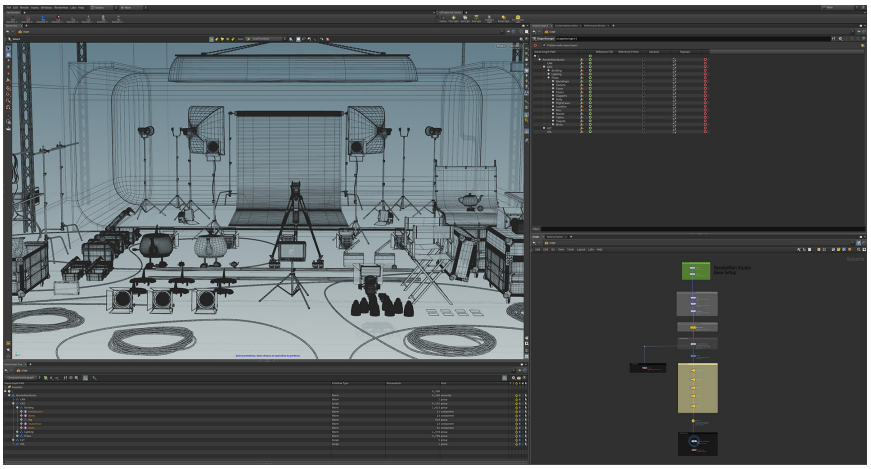
RenderManStudio_Assembly_v01.hip

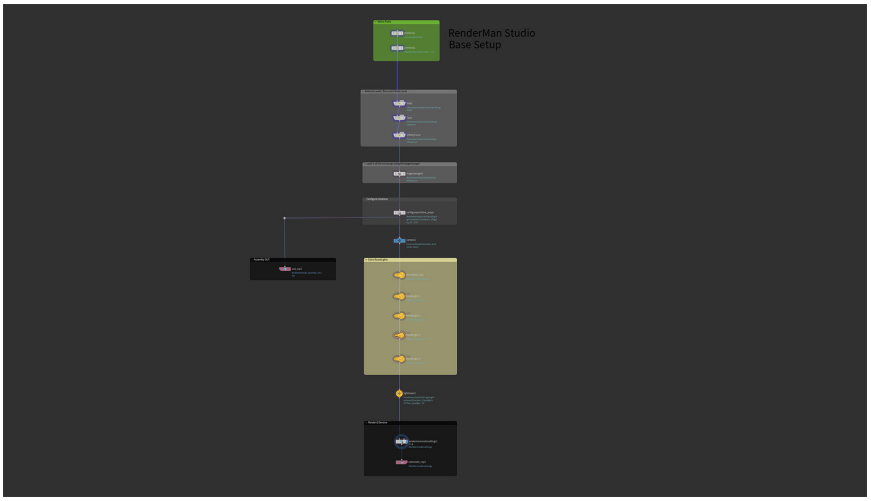
This scene contains all the studio assets in a default layout, ready for you to create your own scene. Feel free to explore through the *stagemanager* to see all the fun model and shading variants that live with the USD assets.

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







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