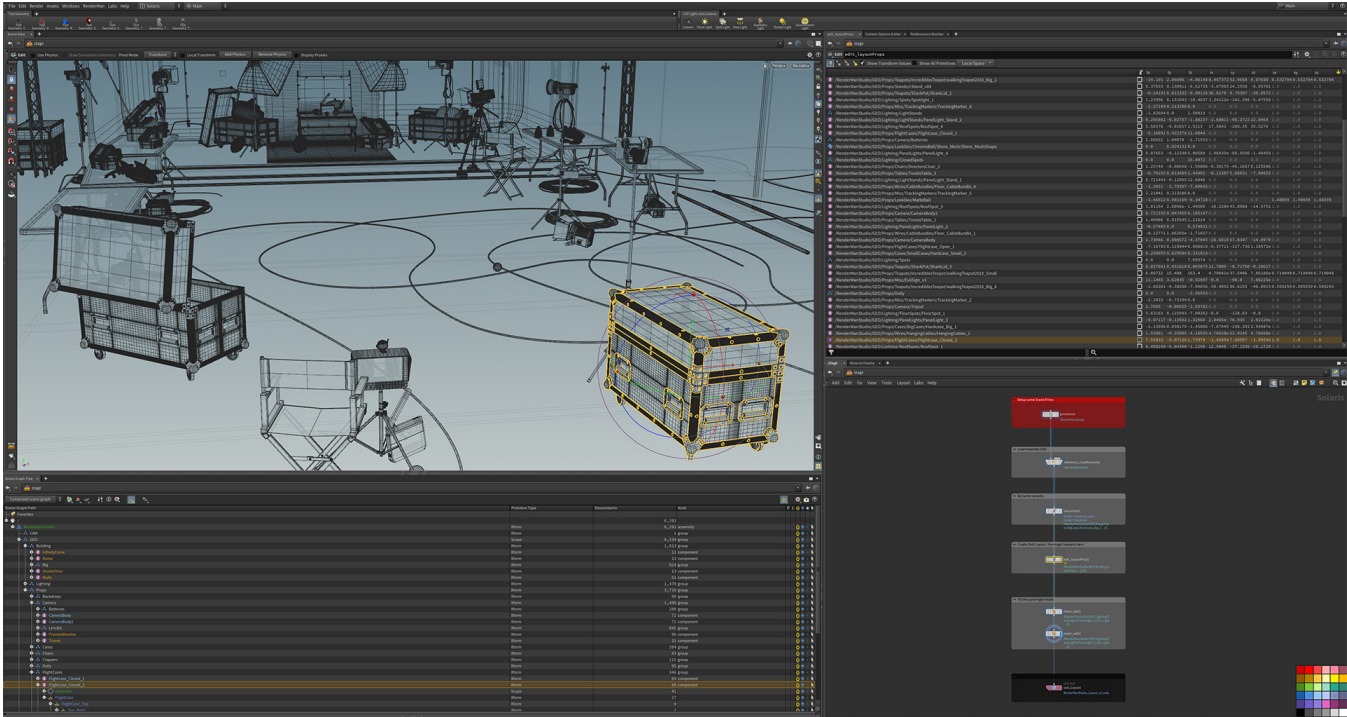# Layout Stage

RenderManStudio_Layout_v01.hip

This scene is where the layout magic happens.

The *$HIP/usd/Assembly/RenderManStudio_Assembly_v01.usda* file is referenced and then using both the *setvariant* and *edit* nodes, the assets are laid out and the scene formed.

Feel free to drop a camera here as well, but don't forget to add a *layerbreak* node if you don't want that layout camera to be saved

Once happy with the layout, use the *usd_Layout* USD rop to save out the layout file *$HIP/usd/Layout/RenderManStudio_Layout_v1.usda* - ready to be loaded in the next and final stage - Lighting, FX, and Rendering !!