## **Assembly Stage**

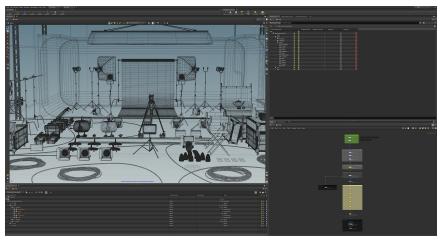
## RenderManStudio\_Assembly\_v01.hip

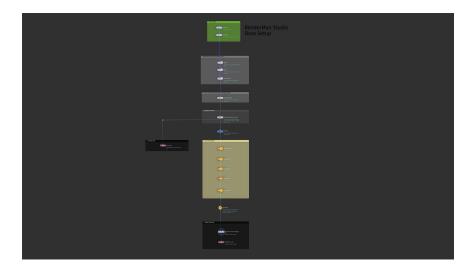
This scene contains all the studio assets in a default layout, ready for you to create your own scene. Feel free to explore through the *stagemanager* to see all the fun model and shading variants that live with the USD assets.

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