NVIDIA Omniverse Platform

"NVIDIA Omniverse is a powerful, multi-GPU, real-time simulation and collaboration platform for 3D production pipelines based on **Pixar's Universal Scene Description** and NVIDIA RTX™."

from NVIDIA Omniverse Platform Intro

- <u>IC Omniverse Connector</u> enables designers to harness the full productivity of iClone's rapid animation capabilities for characters, props, lights, and cameras. With this feature, designers can seamlessly preview Omniverse renders in real-time while animating in iClone, and also benefit from a two-way USD data transfer, fostering optimal collaboration in the design process., please refer to the <u>online manual</u>.
- <u>CC Omniverse Connector</u> can export characters and motions in Omniverse recognized USD format.

- **Omniverse Tutorials:** a comprehensive training courses, ranging from Omniverse USD Composer (Create) to each connector. If Omniverse Create is new to you, please watch the following courses first.

Omniverse USD Composer (Create) - Navigation Basics

Omniverse USD Composer (Create) Overview

Omniverse USD Composer (Create) Rendering Overview

Reallusion FAQ

https://kb.reallusion.com/Product/52978/What-is-Omniverse