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

- IC Omniverse Connector 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 online manual.

- CC Omniverse Connector 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