

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.

[Getting Started with Omniverse Launcher](#)

[Omniverse USD Composer \(Create\) - Navigation Basics](#)

[Omniverse USD Composer \(Create\) Overview](#)

[Omniverse USD Composer \(Create\) Rendering Overview](#)