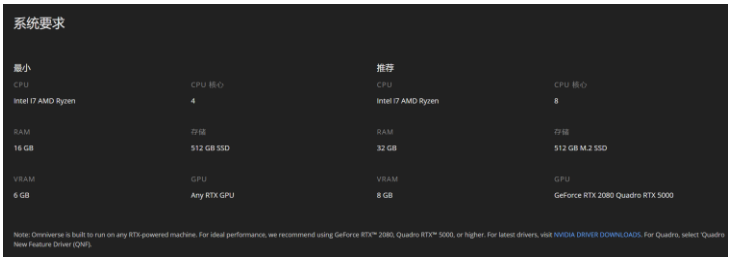
Omniverse USD 导入插件使用文档(v1.0.0)

功能：

将 USD 资产一键转换为 glb 文件并上传至 Daystar World 平台资产库

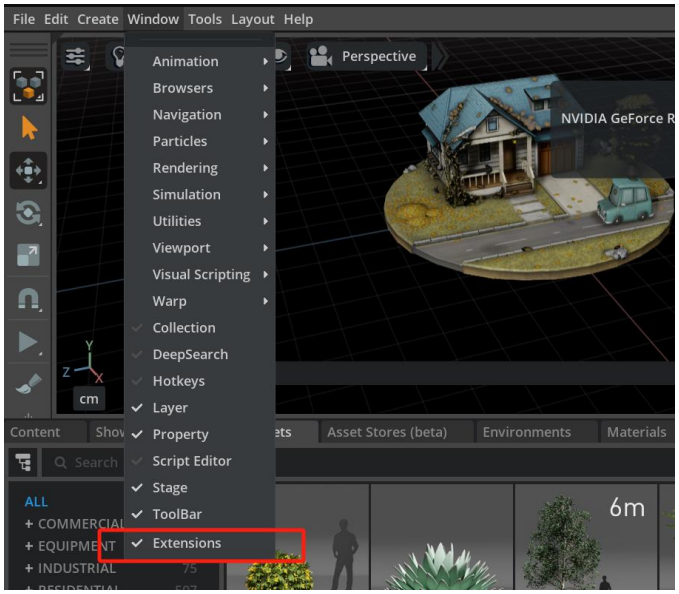
要求：

1、 USD Composer 2023.2.5
2、 其他要求与 Omniverse 官方文档保持一致

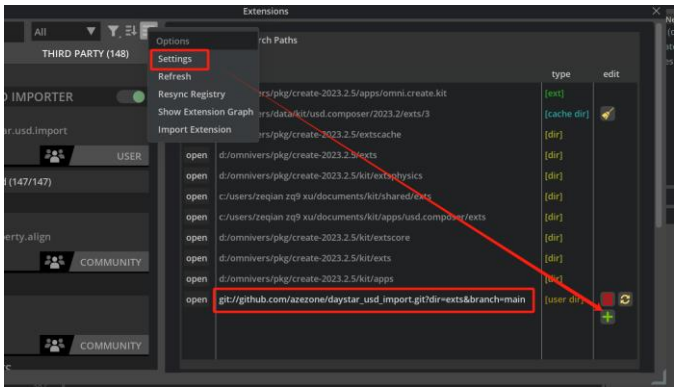


使用步骤：

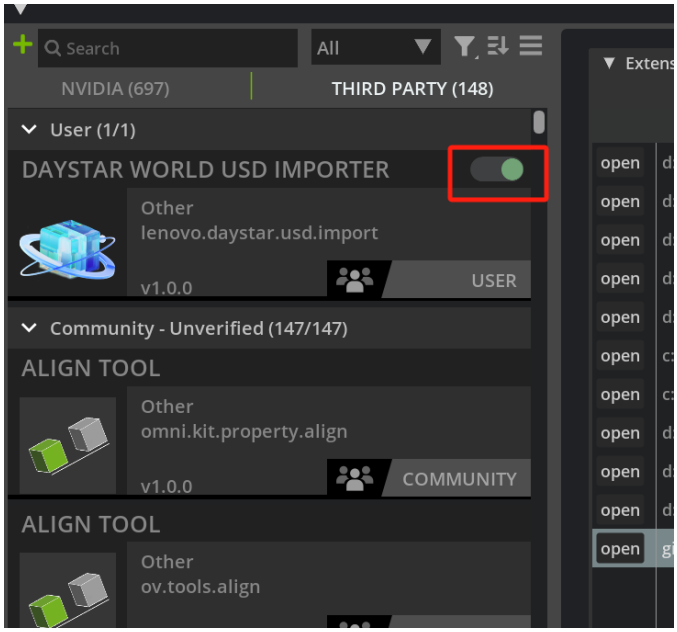
1、 Step1、打开 **USD Composer 2023.2.5**，安装插件 **`lenovo.daystar.usd.import`** 并启用
   a) “**Windows/Extensions**”打开扩展管理器



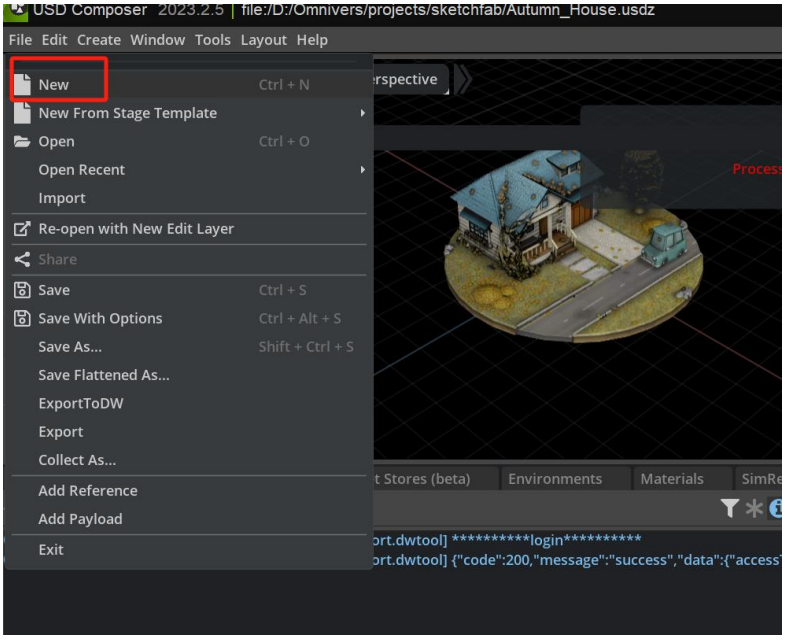
   b) 打开设置“**Settings**”，点击“**+**”按钮添加插件
   地址：git://github.com/azezone/daystar_usd_import.git?dir=exts&branch=main



c) 启用插件



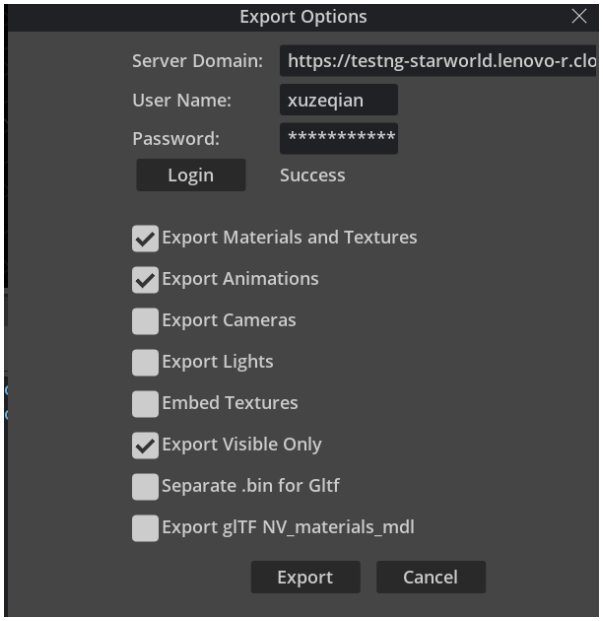
Step2、新建&编辑场景



Step3、单击“**File/ExportToDW**”打开设置界面

a) 配置好服务端地址、用户名、密码并登录

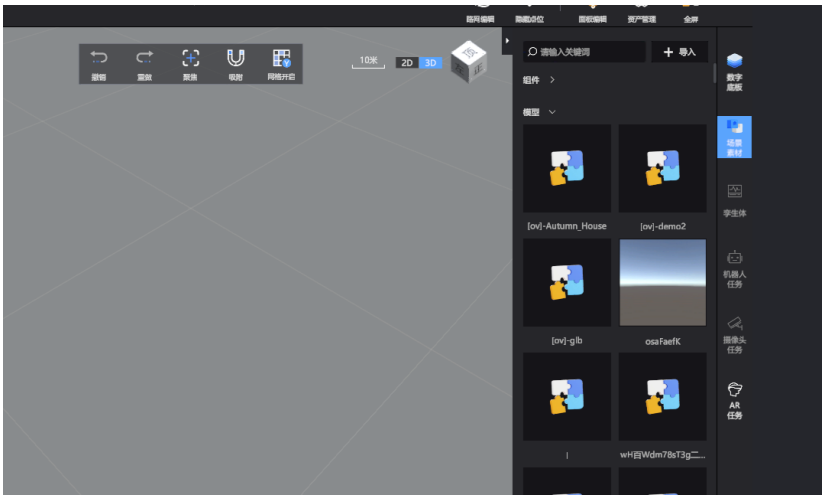
ex. 测试服地址：https://testng-starworld.lenovo-r.cloud:30007



b) 点击“Login”按钮，登录成功后会显示“Success”

Step4、点击“Export”按钮导出到 Daystar World

Step5、前往 Daystar World 平台，在“场景素材-模型”中找到对应的资产（名称为**[ov]+文件名**）



限制

由于此工具使用 Omniverse 官方转换服务，因此相关的限制与 Omniverser 官方文档一致

Features Supported

- Supports OBJ/FBX/glTF to USD and USD to those formats. Asset converter will fallback into Assimp if the format is not recognized. So all formats that are supported by Assimp should be supported too. But only OBJ/FBX/glTF are mainly supported and tested.
- Supports both glTF (text) and glb (binary) with/without embedding textures.
- Supports meshes/cameras/lights import.
- Supports rigid and skeletal animations.
- Supports to convert glTF materials into MDL with extensions KHR_materials_pbrSpecularGlossiness, KHR_materials_clearcoat, KHR_draco_mesh_compression, KHR_texture_transform, KHR_materials_volume, KHR_materials_emissive_strength, KHR_materials_ior, KHR_materials_sheen, KHR_materials_transmission.

Limitations

- It does not support recursive skeleton for glTF.
- Only OmniPBR, UsdPreviewSurface, and specified gltf.mdl are supported for exporting USD to other formats. It does not support to bake any MDLs into other material surfaces.

a) 不支持递归骨架
b) 只有 OmniPBR、UsdPreviewSurface 和指定的 gltf.mdl 支持 USD 资产的导出。不支持将任何 MDL 材质烘焙到其他材料表面