**11 Lights,Camera,Action!**

**Target:**

1. Double-click soccerball\_animtor. Press n, in Modify shelf select Extract.Add USD Export.Rename soccerball\_anim. Export tab set Valid Frame Range = Render Frame Range, Ouput File = $HIP/geo/soccerball\_anim.usd. Save to Disk；
2. Solaris desktop. Move three light nodes above backdrop；
3. Add Sublayer node under light nodes. Sublayer File section, select soccerball\_anim.usd. Rename soccerball\_anim；
4. Add transform node,set Primitives = /soccerball\_anim. Move and rotate the Ball；
5. Alt-drag assignmaterial node. Reassign the material to the new geometry；
6. Add Camera Node;
7. Add Light Mixer node；
8. Alt-drag the SHOT\_01 and Karma nodes. Render；

**UI:**

导出USD文件：按n全选 > Modify—Extract创建extract object > 进入节点，添加USD Export节点 > 导出保存。

在Solaris中导入USD文件：创建Sublayer节点，File Chooser选择usd文件；

渲染并保存动画文件：使用Karma节点渲染；  
**Nodes:**

**Object Merge**

从选中的物体或组件创建一个新的物体。

Merges geometry from multiple sources and allows you to define the manner in which they are grouped together and transformed.

**USD Export**

导出USD文件。

**Sublayer**

Imports from USD files or other LOP node chains into as sublayers, or removes / replaces / reorders existing sublayers.