



Multiverse | USD

Version 6.6

Oct 9, 2020 — Yokohama, Japan

J Cube releases Multiverse v6.6 and announces MUSE™

J Cube Inc continues innovating at fast pace with the new major release of Multiverse v6.6. Introducing a novel, comprehensive and production-ready support for USD Variants in Maya, new custom attributes writing for both Maya and USD-typed attributes, V-Ray 5 support, and countless other improvements on performance, rendering, Metal API, UI/UX. Last but not least, introducing MUSE™, JCube's new "Multiverse Usd Standalone Editor" to interactively visualize and non-destructively edit / compose / override any USD file, all without the need for a DCC application.

* MUSE is currently an Alpha version provided exclusively to clients of the Multiverse Pro Version as a "tech preview".

With fast-paced innovation, a wide adoption its flexible dual licensing scheme (Free & Pro), and dedicated pro support services, Multiverse has progressively become the USD solution of choice for Autodesk Maya® 2018, 2019, 2020. Multiverse extends inter-op workflows with all other major DCC apps and grants full support for all production rendering engines. On macOS integration keeps improving thanks to constant enhancement of the Metal API and support of iOS and AR workflows in the Apple® ecosystem.

Multiverse enables *anyone* to non-destructively author, layout and look-dev complex 3D scenes with layering, compositions & overrides. Stream interactively to Hydra-based viewports for previews and playback. Inter-op with USD-ready DCC apps and game engines. Render procedurally with low TTFP with all major production rendering engines.

Designed to deliver an easy and logical workflow to artists users under tight work deadlines and budgets.

Featuring UI and UX that are clear, well thought and pleasant.

Ready for deployment in production environments of *any* scale, with a Python API that is straightforward to use and integrate, abstracting the vastness of the USD APIs.

Multiverse | usd is available in two versions:

- **Pro** — with mission critical support services to meet the most demanding production needs,
- **Free** — fully featured, indie-friendly, commercially usable and *completely free*: its only requirement being connected to the internet.

Multiverse: the production-ready, easy to use, native usd solution for Maya, dcc inter-ops and rendering with all leading render engines.

Since 2015, Multiverse is used worldwide by an increasing number of indies & professionals working on high-profile content such as Hollywood feature films, original TV series by Netflix, Amazon, HBO, Hulu and Apple, elaborate TV commercials, game development, anime-style & CGI animation, and so much more.

Highlights of Version 6.6

- **USD Variants** — Easily and efficiently author, edit, write, select, override and render both hierarchy-based & attribute-based variations (with support for animated attributes), whether originating from Maya data or from USD data encapsulated in Compounds.
- **Custom Maya/USD Attributes** — Custom attributes can be written both from Maya data and from USD data encapsulated in Compounds via Attribute Overrides in MEOW.
- **Compound Consolidation** — It is now possible to consolidate all layers in a Compound with one click from the UI: the consolidated composition will be written and optionally re-loaded automatically.
- **Subdivision Creases** — Automatic recognition of subdiv creases when writing assets. Subdivision surfaces with vertex and edge creases can then be rendered by the available procedurals.
- **Remove Material Override** — Introducing the action of removing a material assignment as an override: assign a *null* material in MEOW as an override will effectively remove a pre-existing material assignment in a non-destructive way.
- **Composition with Time Settings** — When writing compositions the following time setting in USD are now recognized: time offset and speed multiplier.
- **Flattened Parent Transforms** — The Asset Write UI now allows to flatten parent transformations at the current selection (*known in Alembic as the “worldspace” option*).
- **Updated Documentation** — Added new sections and improved existing content. Now also featuring a blog for tech-related posts.
- **Python API extensions** — Extended the Multiverse Python API with modules and functions to handle all the new functionalities. Along with other general improvements and documentation.

Pro Version features now available in 6.6.0:

- Added support for rendering with V-Ray 5 — *introduced in v6.5.2*
- Resolved special write permission issues on NFS on Windows — *introduced in v6.5.2*
- Added support for velocity-blur in V-Ray — *introduced in v6.5.1*

Introducing MUSE™

J Cube Inc introduces MUSE, the “*Multiverse Usd Standalone Editor*”. In a nutshell, MUSE allows users to open, interactively visualize, playback and non-destructively edit / compose / override any USD assets and compositions without the need for a DCC application.



The aim of MUSE is to provide a fast and non-destructive multi-editing of attributes in a USD file, adding references to other USD files, write USD overrides and write USD compositions with overrides.

MUSE is currently in Alpha and is provided exclusively to clients of the *Multiverse Pro Version* as a “tech preview”, it will briefly check for the presence of a license server but won’t consume Multiverse licenses. To know more about the present and future of MUSE consult the [MUSE FAQ](#) and have a look at the [MUSE Alpha Video](#).



“Multiverse makes USD possible in _days_ instead of months of pipeline changes thanks to its ease of use. We have incredible speed in Maya and in render time to first pixel! Also, passing assets from Maya to Houdini and back to Maya again have never been easier! Multiverse scales up the complexity of our CGI imagery while dramatically simplifying the workflow. It is the backbone of our pipeline.”

— Christian Korhonen, CG Supervisor, Gimpville.

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