



# Multiverse | USD

Version 6.7

<https://multi-verse.io>

## J Cube releases Multiverse v6.7

*Jun 6, 2021 — Yokohama, Japan*

*Announcing the immediate release of **Multiverse | USD 6.7** with new features such as USD purposes orthogonal to viewing modes, production-ready USD blend shapes with support for multiple targets and in-betweens and skeleton*

*animation, composition writing with overrides auto-save to facilitate consolidation of large scenes, Hydra Storm viewport controls for shading and selection, NURBS & timecode writing, plus all the relative Python API additions. On top of this all the usual improvements*

*and bug fixes that come from close collaboration with our customers. Last but not least, thanks to an ever increasing industry adoption, we are excited to announce the new **Studio License** designed for medium and large companies.*

With fast-paced innovation, a wide adoption its flexible licensing scheme, and dedicated PRO support services, Multiverse has progressively become the USD solution of choice for all versions of Autodesk Maya®.

Multiverse extends inter-op workflows with all other major DCC apps and offers support for all production rendering engines. On macOS Multiverse support the Metal API and the 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.***

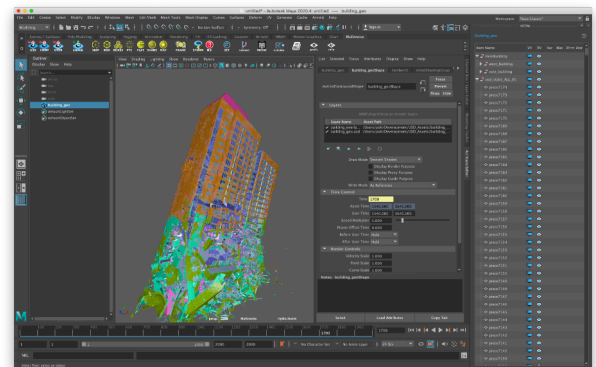
*Since 2015, Multiverse is used worldwide by an increasing number of indies & professionals working on high-profile content such as Hollywood feature films, original TV series by Netflix, Amazon, HBO, Hulu and Apple, elaborate TV commercials, game development, anime-style & CGI animation, and so much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

## Highlights of Version 6.7

- **USD Blend Shapes** — Write assets with Maya *blendShape* deformer as USD blend shapes. Multiple shape targets and in-between shapes are supported, data can be also written with skeleton animation and skin weights. USD blend shapes are present in MEOW, as well as in the viewport (if visible).
- **USD Purposes** — Choose whether to read *render*, *proxy*, and *guide* purpose before and after reading the data. Purpose is now orthogonal to the viewport modes. The *mvSet* node options have been extended to support tagging geometry with its purpose. Finally, purpose is indicated with visual cues in MEOW.
- **Auto-save overrides in Compositions** — Write pending (unwritten) overrides when writing compositions with automatic and unique filename. This allows users to read multiple Compounds, set Overrides and with a single Write Composition operation write all pending overrides, facilitating consolidation of large scenes.
- **Hydra Viewport Settings** — New settings window to control the Hydra Storm viewport and customize the look of shading of Compounds and of selected items.
- **NURBS Writing**— Added support for writing Maya NURBS to the Asset Writer. NURBS curves are typically used to guide curve grooming of fur & hair in Maya / Houdini pipelines.
- **FPS Writing** — Added option to all writers for specifying frames per second (also known as "timecodes per second"), default to 24.
- **Python API extensions** — Extended the Multiverse Python API with modules and functions to handle all the new functionalities.
- **VRay & Redshift procedurals** — Up to 30x performance improvement in startup/closing time with scenes with many Compounds.
- **Arnold** — Support for Arnold 6.2 / MtoA 4.2.
- **MEOW** — RMB option to inspect a material override without selecting it.
- **VRay** — Support for Maya and VRay displacement.
- **Python API:**
  - API function to control active state of items.
  - Ability to specify a custom export root path as a prefix.
  - Ability to ignore specific node types when writing assets.
  - Support for syncing selection made via API in MEOW.
  - Added new function to query existing USD attribute names.



Skjelvet — © Nordisk Filmdistribusjon — Courtesy Gimpville



*"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.*

### Pro features now available in 6.7.0 Free:

- **Activity State** — Support for activating/deactivating items in a Compound as a override action.
- **Attributes** — Support for primvars on point instancers and custom USD attributes of type bool.

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