

Multiverse | v8

Production-proof USD solution for Maya® and render engines.

*I/O with Houdini and other DCCs, procedural rendering with
3Delight^{NSI}, Arnold, Redshift, RenderMan® and V-Ray.
Simple, powerful, performant.*

February 6, 2023 — Yokohama, Japan

Announcing the all new Multiverse v8

J Cube Inc to release Multiverse v8 with new file-formats support, USDZ material packages, and the new PRO CLOUD license for remote/WFH users.

Powered by a multi-threaded architecture, from scene construction to final rendering, Multiverse empowers Maya users with non-destructive author, playback, layout, look-dev, light & render large USD data sets. It is the ideal inter-op companion to Houdini Solaris and other USD-ready DCC apps. Data is interactively streamed to the viewport and to final frame rendering, in parallel and procedural fashion.

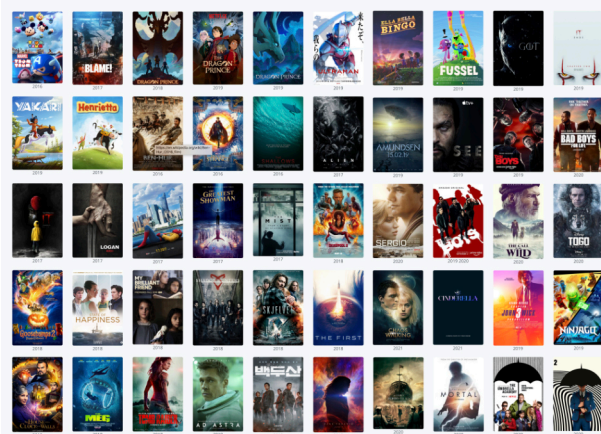
Multiverse is designed to deliver an easy and logical workflow to artists and real-world users under tight deadlines and budgets.

It Features UI and UX that are clear, well thought and pleasant. It is ready for deployment in production environments of any scale, with a Python API that is straightforward to use and integrate, abstracting the complexity of the vast USD APIs.

Multiverse 8 is now available in three versions: Free Solo, Pro Cloud and Pro Offline with pro support services to meet production needs.

Since 2015, Multiverse has been used worldwide on more than 50 high-profile productions between *Hollywood* feature films, original TV

series by *Netflix*, *Amazon*, *HBO*, *Apple*, elaborate TV commercials and so much more:



Christian Korhonen, CG Supervisor at **Gimpville** in Oslo, Norway comments:

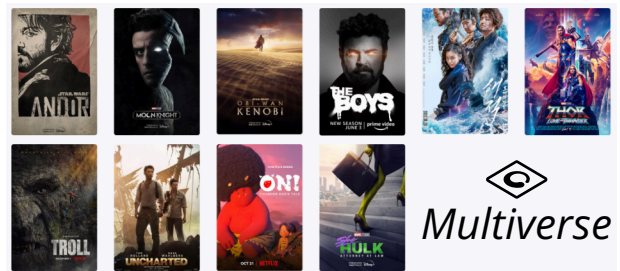
"Multiverse makes USD possible in a matter of days instead of months of pipeline changes because of its ease of use. We have incredible speed in Maya viewport and in render time to first pixel, passing assets from Maya to Houdini and back to Maya again have never been easier! Multiverse scales up the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

Highlights of version 8

- Multiverse is now able to read (stream), procedurally render or import the following new file formats: STEP, IGES, IFC, STL, OBJ (in addition to USD and ABC).
This opens up the usage of Multiverse for visualization and rendering of data from other applications such as Fusion360, Catia, Solidworks, PTC Creo, Siemens NX, Rhino, SketchUp, OnShape, Revit etc.
- Choose how data is read into Maya from the Asset Read UI, with the following options:
 - Compound: *read (stream)* data into a compound and into the renderers. No heavy data exists in Maya or in Maya files.
 - Maya Geo: *import* data as Maya data: all data exists in Maya as native Maya geometry.
 - Connected: *read (stream)* data into a compound and into the renderers, as well as *import* data as Maya data with *live connection* with the compound to allow easy round trip between the two.
- Delayed loading of prim items in MEOB which results in performance gains of 100x or even more. As a result it is now possible to open in MEOB very large hierarchies with hundreds of thousands of prim items without UI delays (e.g: the Moana scene).
- Faster prim item visibility in MEOB. Unlike USD, which offers one single visibility, Multiverse, in a similar fashion to Houdini, offers both *display (viewport)* and *rendering* visibility. Their computation in MEOB has been massively sped up.
- Introducing USDZ Material Packages: it is now possible to use pre-made materials containing textures, as USDZ files. For example you can now use any material from ambientcg.com whose extension has been changed from .zip to .usdz. These materials are serialized as `usdPreviewSurface` networks.
- USDZ Material Package Creation UI to easily create USDZ files with specific material values and textures. Materials are serialized as `usdPreviewSurface` networks. Materials created by Multiverse can also be previewed in USD viewers such as Apple Quick Look.
- Layering of USDZ Material Packages in a compound: once layered, materials can be assigned to prim items in MEOB.

- Write Hypershade shading networks (and textures) as USDZ Material Packages. These are `usdShade` networks specifying the native renderers' shaders (and not `usdPreviewSurface` networks).
- Procedural rendering of USDZ Material Packages in 3Delight^{NSI}
- USD Unit Conversion at read time
- PRO CLOUD unified portable license (both interactive & render): a cloud-based license with guaranteed uptime for distributed / WFH teams (no need for VPN access). It comes with choice of monthly or annual pricing and a customer portal to manage your subscription (link in the confirmation email after purchase).
- Arnold 7.2+ and MtoA v5.2+ support.
- V-Ray 6+ support.
- Redshift API 3501 & 3502 support.
- Updated USD library to OpenUSD v22.11
- Includes an optional AR2.0 resolver for unmodified filepaths, allowing to use relative paths for creation and loading of assets.
- To know more, read [full release notes](#) for v8.

Some of our clients' outstanding work in 2022:



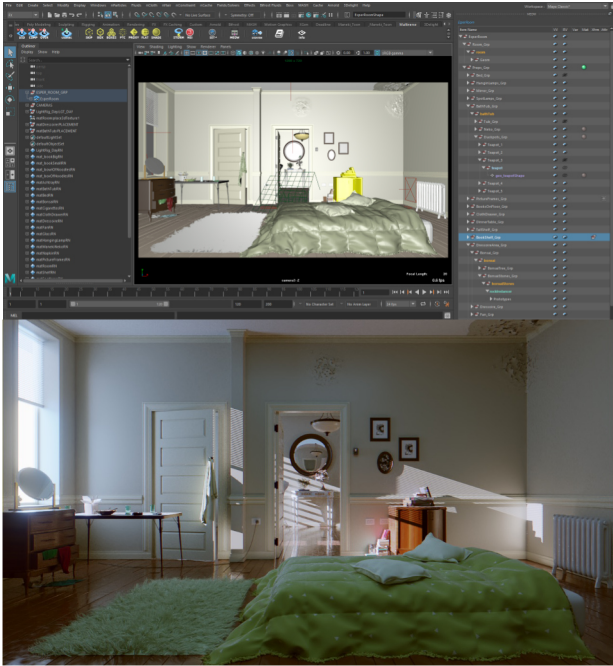
Download the FREE SOLO version and buy the PRO CLOUD or PRO OFFLINE versions at:
<https://multi-verse.io/buy>

Contact us or our authorized resellers:

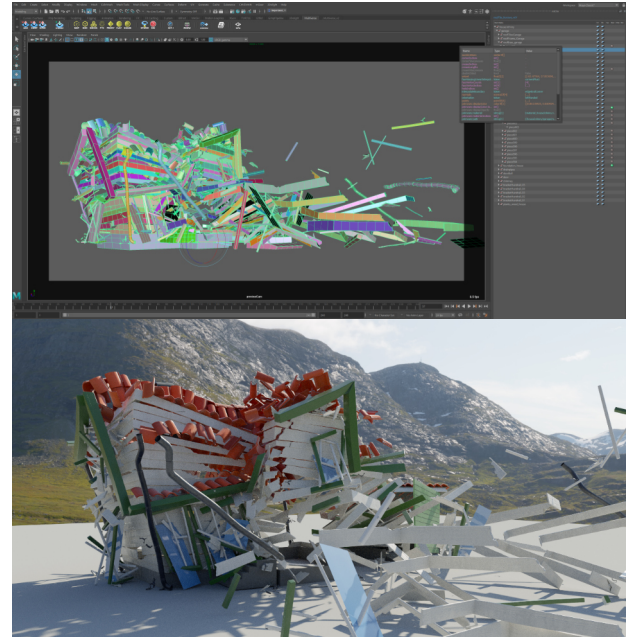
- J Cube Sales — sales@j-cube.jp
- Japan — [Crescent Inc](#) and [Born Digital](#)
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J CUBE, Inc.
10F Sangyo Boeki Center
2 Yamashita-cho Naka-ku, Yokohama
Kanagawa 231-0023, Japan
<https://j-cube.jp>

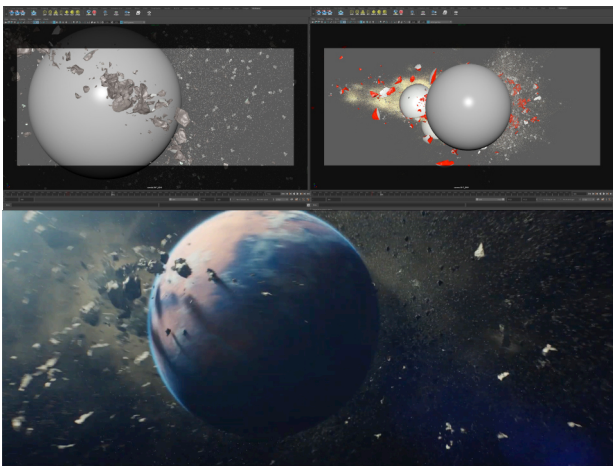




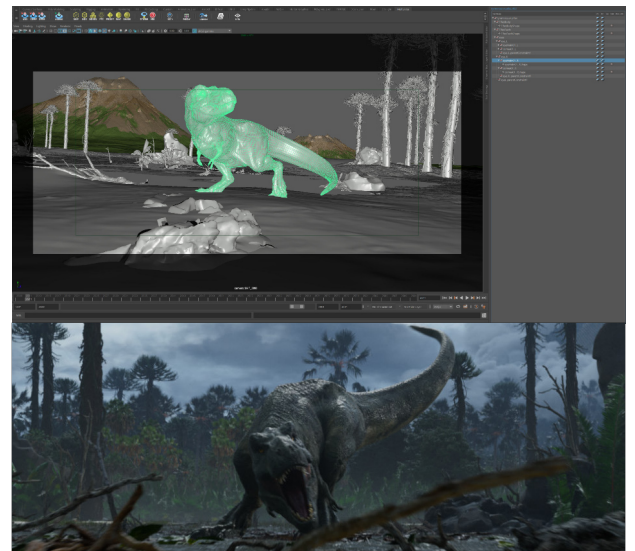
The Esper Room, J Cube Inc.



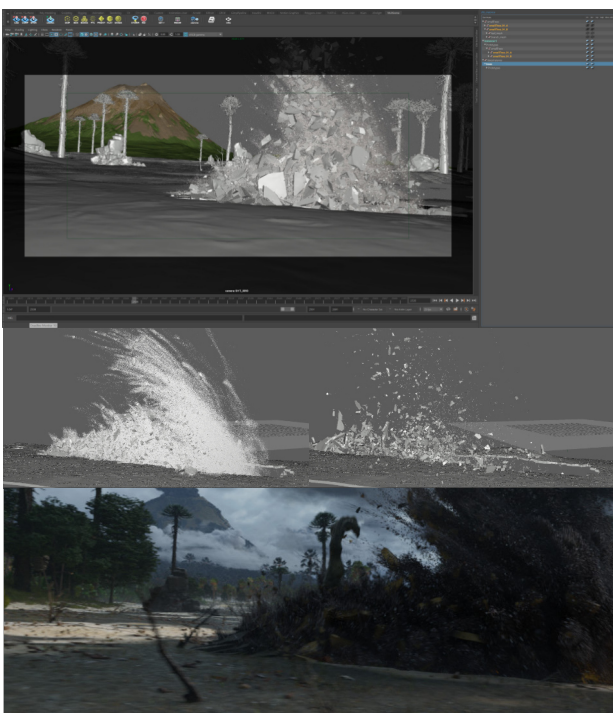
Destruction tests, Courtesy Gimpville



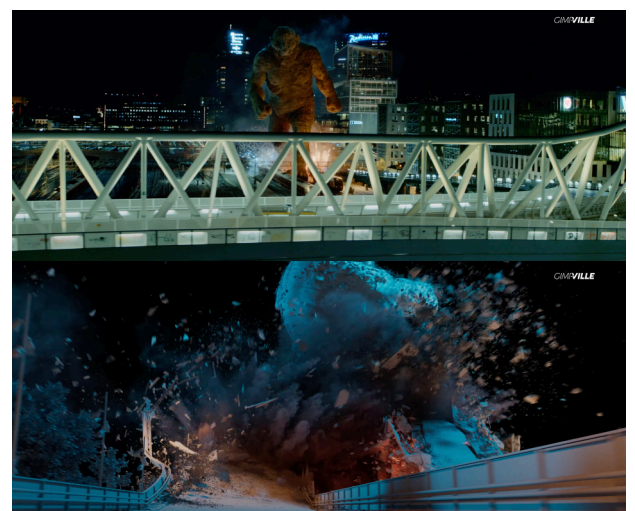
Telia Norge 5G, Courtesy Gimpville



Telia Norge 5G, Courtesy Gimpville



Telia Norge 5G, Courtesy Gimpville



Troll, Courtesy Gimpville