



NVIDIA Partner Expert Program

Omniverse Expert Self-Paced Learning - Advanced

Suggested deep dive content from NVIDIA for Partner Expert Program members that want to learn more:

[Getting Started with USD for Collaborative 3D Workflows](#)

In this self-paced course, you will learn how to generate a scene using human-readable Universal Scene Description ASCII (.USDA) files. You will be able to create own scenes within the USD framework and have a strong foundation to use USD in applications such as Omniverse, Maya, Unity, and Unreal Engine.

[Easily Develop Advanced 3D Layout Tools on NVIDIA Omniverse \(2 hours\)](#)

NVIDIA has built Omniverse reference applications like USD Composer, Drive Sim, and Isaac Sim to show you the capabilities of Omniverse Kit. Everything that you see in the reference apps is possible for your custom app and you can leverage many of the existing NVIDIA extensions to kickstart your own apps. Apps are made up of many extensions working together to address specific workflows. While end-users and content creators leverage the Omniverse platform to connect and accelerate their 3D workflows, developers can plug into the platform layer of the Omniverse stack to easily build extensions, apps and microservices using Omniverse Kit.

[How to Build Custom 3D Scene Manipulator Tools on NVIDIA Omniverse](#)

Become a developer for the next wave of physically accurate 3D virtual worlds and learn to build on NVIDIA Omniverse. In this self-paced course you'll build your own custom scene manipulator tools in Omniverse with hands-on exercises writing a few lines of Python code.

[Assemble a Simple Robot in Isaac Sim](#)

Step through the tutorial to rig a two-wheel mobile robot in a live Isaac Sim GPU environment. The tutorial takes about 30 minutes to complete. Upon completion, you will have a basic understanding of the Isaac Sim interface and documentation needed to begin your own robot simulation projects.
