NVIDIA Omniverse

Course Content –

- Introduction
- Overview of NVIDIA Omniverse Features and Components
- Installing the Omniverse Launcher
  Setting Up and Using Nucleus
- Working with Materials and RTX Rendering
- Using Omniverse Kit and APIs
- Using Omniverse Applications (Create, View, Audio2Face, Kaolin)
- Extending Omniverse (Connectors, Utilities, Extensions, and Services)
- Troubleshooting