



NVIDIA Partner Expert Program

Omniverse Expert Self-Paced Learning - Introductory

Suggested public content to watch before joining the Omniverse Masterclasses

[Omniverse Enterprise for IT Professionals](#)

Get started with a few units from the Omniverse for IT Professionals course, providing a comprehensive introduction to the Omniverse platform and its capabilities for real-time collaboration and simulation across multiple domains.

[Getting Started with Universal Scene Description](#)

To help developers get started leveraging OpenUSD to build tools for virtual worlds, NVIDIA is releasing an exclusive OpenUSD video series. The series delivers a foundational understanding of what many have called the HTML of the metaverse.

[NVIDIA Omniverse Warehouse Demo Project](#)

This tutorial series will walk through creation of a demo warehouse scene, with models, objects, lamps & lighting and even add physics.

[Omniverse Physics 101](#)

This series covers the basics of the physics extension in Omniverse Kit, from the UI to fluid dynamics. We cover how to set up basic scenes, group objects for physics, and run and interact with simulations. Also we explore the different sample scenes provided in the application and start working with rigid bodies.

[Synthetic Data Generation Tutorial](#)

Training high-performing AI models often relies on real-world data that may be scarce and often expensive to collect and label. Synthetic data generated from custom pipelines built on NVIDIA Omniverse Replicator provides a way to generate training data from 3D simulations. You will learn how to train a defect detection model with synthetic data using Omniverse Replicator.
