



Overview

For: company name

/* ACADEMY
SOFTWARE
FOUNDATION

aswf.io

Why Open Source?

Why Open Source?

- Software development has a **cost**
 - Development
 - Maintenance
 - Documentation
 - Training
- Open Source ecosystems **share** those costs
- Empower developers to lead development

Open Source Projects



Get the browser that protects what's important

No shady privacy policies or back door advertisers. Just a lightning fast browser that doesn't sell you out.

Download Firefox



moz://a

Firefox Browsers Products Who We Are Inspiration
Firefox for Desktop

The collage includes:

- A screenshot of the Mozilla Firefox homepage with the slogan "Get the browser that protects what's important".
- A screenshot of the Blender.org website showing the "Blender 2.92 Release Candidate" news section.
- A screenshot of the WordPress.org homepage with the heading "Meet WordPress".
- A screenshot of the WordPress dashboard showing the theme library.

Open Source: Innovation Accelerator

Standardization on open technologies

Neutral environment for collaboration & cross-pollination

Innovation multiplier

Enables better interoperability

Minimizes fragmentation

Qualifies reference architectures

Lowers barriers to enter a new domain

Enables new business opportunities

Leads to better products

Allows shared cost of development

About the Academy Software Foundation

An Open Source Foundation Developed in Partnership



The Academy Software Foundation provides a neutral forum for open source software developers in the motion picture and broader media industries to share resources and collaborate on technologies for image creation, visual effects, animation and sound.



Why the Academy Software Foundation?



- Legal Framework
- Continuous Integration and Build Infrastructure
- Clear path to accepting contributions (neutral forum)
- Versionitis

ASWF created

August 10, 2018

Founding members:

Animal Logic

Autodesk

Blue Sky Studios

Cisco

DNEG

DreamWorks

Animation

Epic Games

Foundry

Google Cloud

Intel

SideFX

The Walt Disney

Studios

Weta Digital



Scitech
Council

Open source
Investigation
concludes

01

First project

October 23, 2018

OpenVDB

New members:

Sony Pictures

Entertainment

Warner Bros.

Blender Foundation

Visual Effects Society

02

February 8, 2019
OpenColorIO

03

May 1, 2019
OpenEXR
OpenCue

NVIDIA
ftrack
Red Hat

04

Open Source Day 1

July 29, 2019

OpenTimelineIO

Netflix

Amazon Web Services

Rodeo FX

MovieLabs

05

September 13, 2019
Apple
Microsoft

06

COVID
19

\$1M/
year

2020

April 16, 2020
Open Shading Language

AMD
DockYard

07

Open Source Days 2

August 19-20, 2020

Unity Technologies
Conductor Technologies
SMPTE

08

December 15,
2020

Adobe
ETC

09

Open Source Days 3

August 4-5, 2021

MaterialX

Maxon

10

January 28,
2022

WEVR

11

Open
Source
Forum

March 10, 2022

Rez

DPEL

RawtoACES

May

August

Nov

Feb

May

August

Nov

Feb

May

August

Nov

Feb

August

Jan

March

2018

2019

2020

2021

2022

Membership

Premier Members



General Members



Associate Members



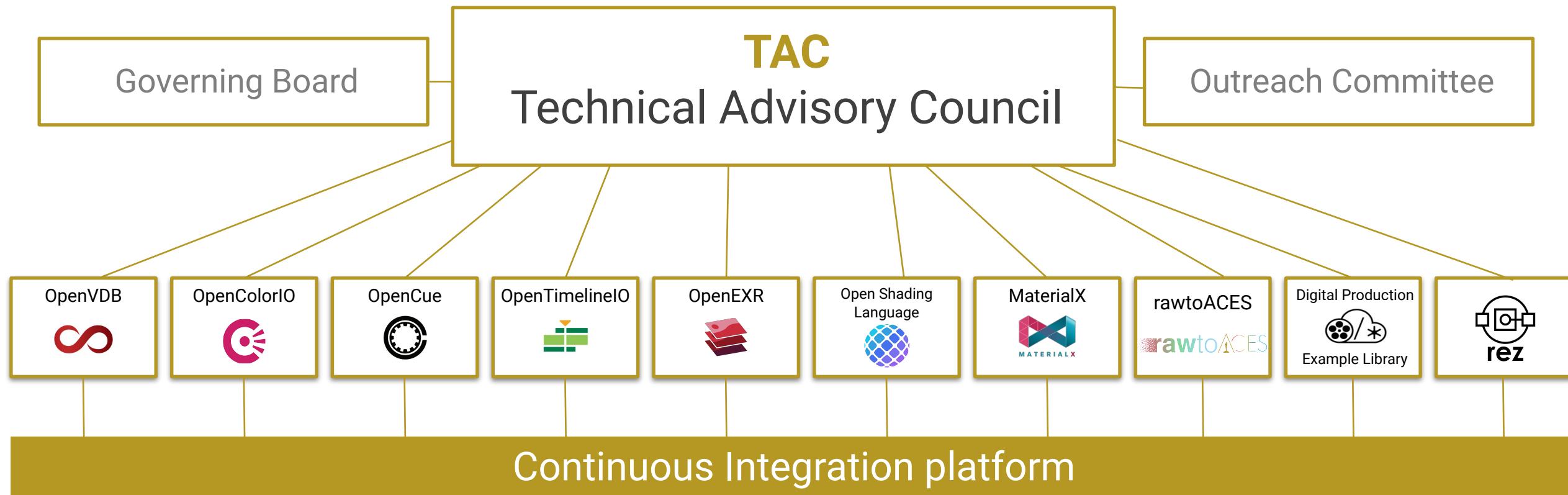
Our Mission

Increase the *quality* and *quantity* of open source contributions by establishing a *governance model*, a *legal framework* and a *community infrastructure* that lowers the barrier to entry for developing and using open source software.

Our Goals

- Provide a ***neutral forum*** to coordinate cross-project efforts, establish best practices and share resources.
- Develop an open ***continuous integration (CI)*** and build infrastructure to enable reference builds from the community.
- Streamline development for build and runtime environments through the sharing of ***open source build configurations, scripts and recipes***.
- Provide individuals and organizations with a ***clear path for participation*** and code contribution.
- Provide better, ***more consistent licensing*** through a shared licensing template.
- Create working groups for exploration of ***new or larger projects***.
- Focus on ***diversity and inclusion*** and raising the profile of software engineers in our industry.

Structure

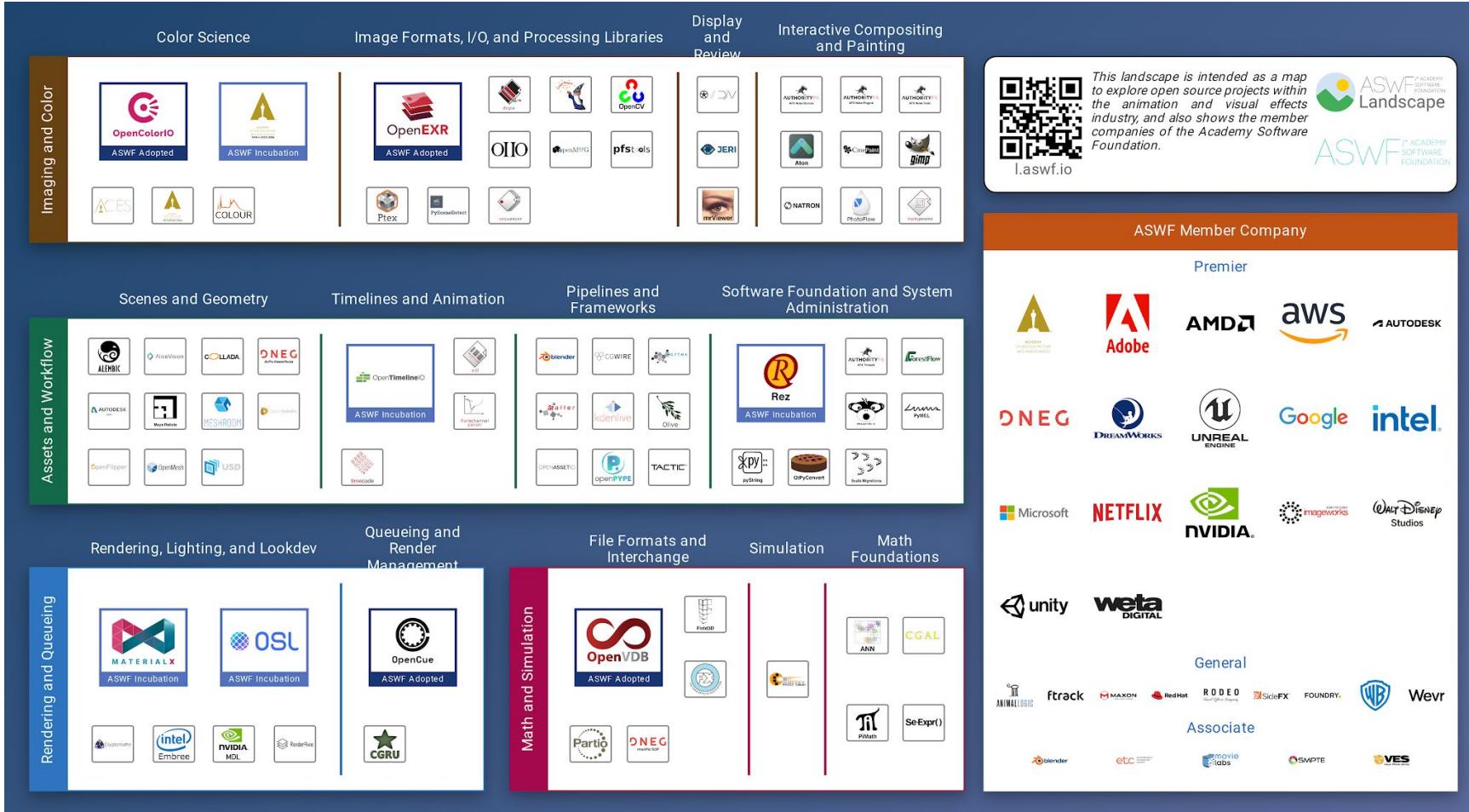


Diversity & Inclusion Working Group

“Open source has the power to break down racial, gender, and corporate barriers to unite people around a shared goal...”

Read more at aswf.io/diversity_inclusion.

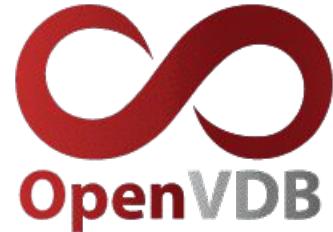
ASWF Landscape



<https://l.aswf.io/>

- Public list of open source projects in the animation and VFX industry
- Updates can be submitted via GitHub
- Goal is to have all active, open source projects in animation and VFX industries represented.

Our Projects

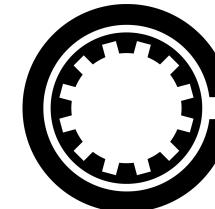


contributed by:
Dreamworks Animation



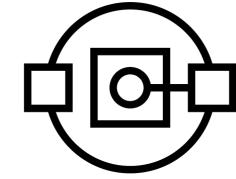
OpenColorIO

contributed by:
Sony Pictures Imageworks



OpenCue

contributed by: Google Cloud and
Sony Pictures Imageworks

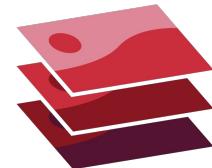


rez

contributed by:
Academy Software
Foundation



contributed by:
The Academy of Motion
Picture Arts and Sciences



OpenEXR

contributed by:
Lucasfilm



OpenTimelineIO

contributed by:
Pixar Animation Studios



open shading language

contributed by:
Sony Pictures Imageworks



MATERIALX

contributed by:
Lucasfilm



DPEL

Digital Production Example Library

contributed by:
Academy Software
Foundation



The Croods; courtesy of DreamWorks Animation

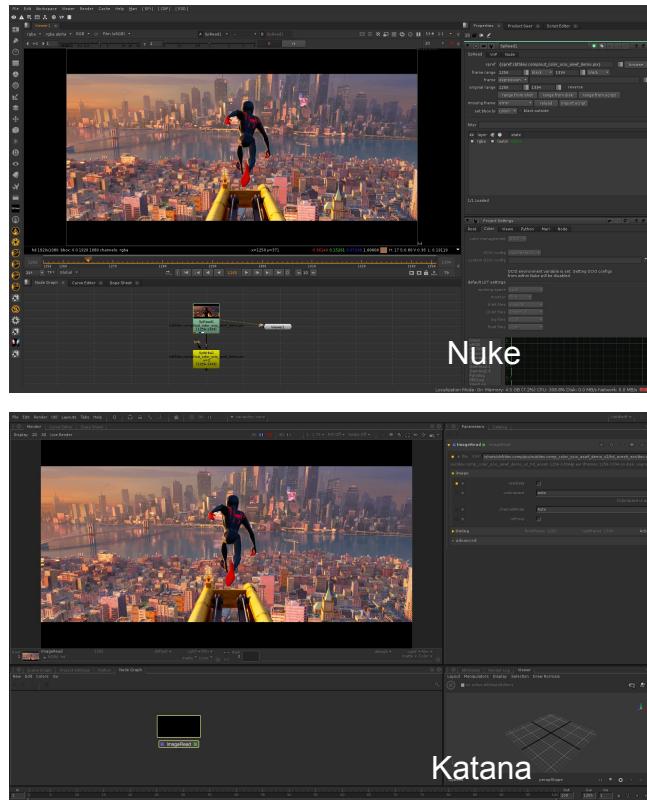


How to Train Your Dragon: The Hidden World; courtesy of DreamWorks Animation



github.com/AcademySoftwareFoundation/openvdb

- First project adopted by ASWF in Sept. 2018; first project to graduate to adopted status in July 2019.
- Developed by DreamWorks Animation in 2012.
- C++ library for volumetric representations including fluid simulations, animated volumes and environmental effects.
- Academy Technical Achievement Award recipient.
- Key contributors include DreamWorks, Autodesk, DNEG, Industrial Light & Magic, NVIDIA, SideFX, Weta Digital.



OpenColorIO

github.com/AcademySoftwareFoundation/OpenColorIO

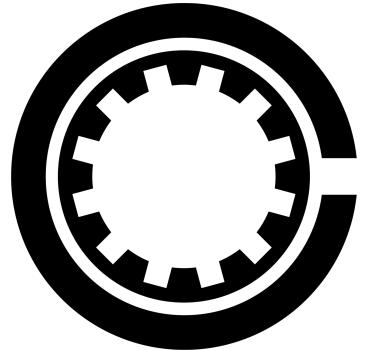


Spider-Man™: Into the Spider-Verse; all images courtesy of Imageworks

- Joined ASWF in Feb. 2019; adopted status in Nov. 2019.
- Developed by Sony Pictures Imageworks in 2003.
- Provides a consistent user experience across digital content creation applications; widely adopted in VFX and computer animation studios and software.
- Academy Technical Achievement Award recipient.
- Key contributors include Imageworks, Autodesk, DNEG, ILM, Foundry, Framestore.
- OCIO v2 released fall 2020, led by Autodesk.

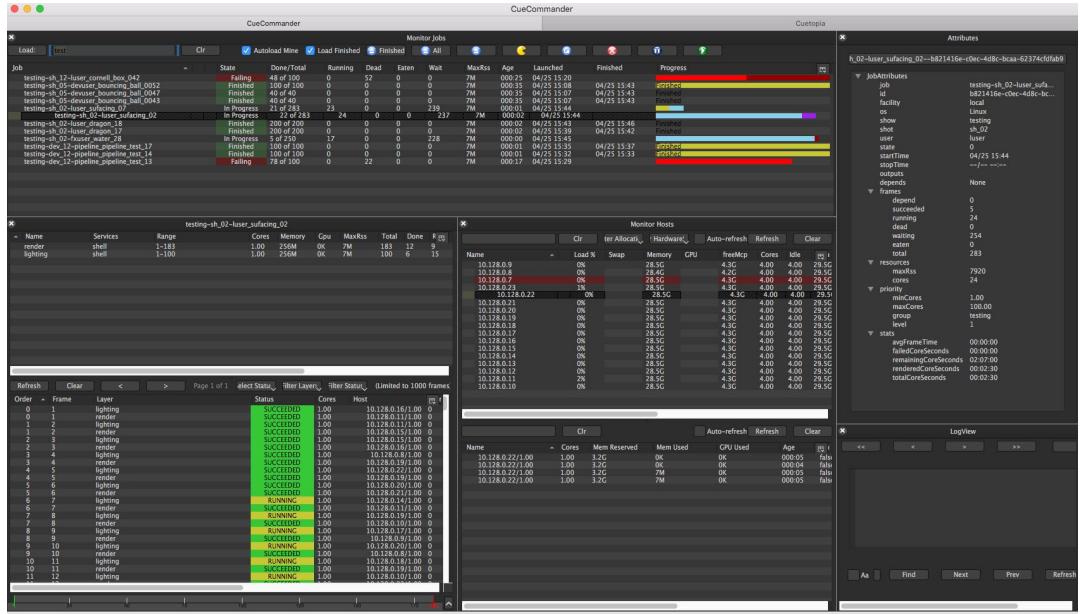


Smurfs: The Lost Village; courtesy of Sony Pictures Imageworks



OpenCue

github.com/AcademySoftwareFoundation/OpenCue

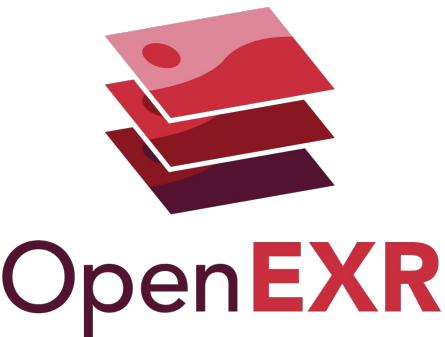


OpenCue screenshot

- Joined ASWF in April 2019.
- Developed at Sony Pictures Imageworks as its internal render farm manager (“Cue3”); collaboration with Google Cloud to release as OpenCue in January 2019.
- Fully featured render manager for media and entertainment that can be used to break down complex jobs into individual tasks.
- Contributors include Imageworks, Google, Netflix, Microsoft, Amazon.
- Monthly releases over the past year, including adding Python 3 compatibility, Windows support, new documentation.



Images from *Solo: A Star Wars Story*. © and TM Lucasfilm Ltd. All Rights Reserved.



github.com/AcademySoftwareFoundation/OpenEXR

- Joined ASWF in April 2019; adopted status in Nov. 2019.
- Developed by ILM in 1999; first release of a major open source project by a studio.
- High dynamic-range (HDR) image file format for high-quality image processing and storage; widely adopted standard in computer graphics.
- Academy Technical Achievement Award recipient.
- Key contributors include ILM, Disney Animation, Imageworks, Epic Games, Weta Digital, Pixar, Autodesk, and DreamWorks.
- OpenEXR 3.0 just released.



OpenTimelineIO used on Coco
for transitions and linking
media to the latest renders.

Image courtesy of Pixar Animation Studios.



OpenTimelineIO

github.com/PixarAnimationStudios/OpenTimelineIO

- Joined ASWF in July 2019.
- Developed by Pixar Animation Studios.
- Open source interchange format for editorial timeline information – clips, timing, tracks, transitions, metadata etc.
- Key contributors include Pixar, Netflix, DreamWorks, Autodesk.
- In Public Beta



The Angry Birds Movie 2; courtesy of Imageworks



Spider-Man: Far From Home; courtesy of Imageworks



open shading language

github.com/Imageworks/OpenShadingLanguage

- Joined ASWF in April 2020.
- Developed by Sony Pictures Imageworks; released as open source in 2010.
- De facto standard shading language for VFX and animation, ideal for describing materials, lights, displacement, and pattern generation.
- Academy Technical Achievement Award recipient.
- Key contributors include Imageworks, Animal Logic, NVIDIA, Pixar, DNEG, Autodesk.

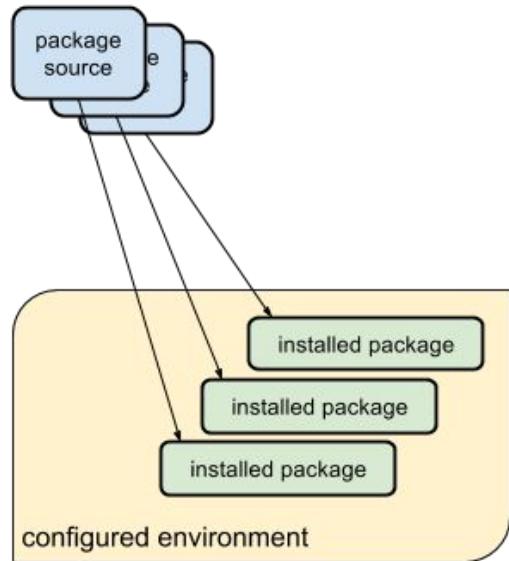


ILM Production tests using MaterialX

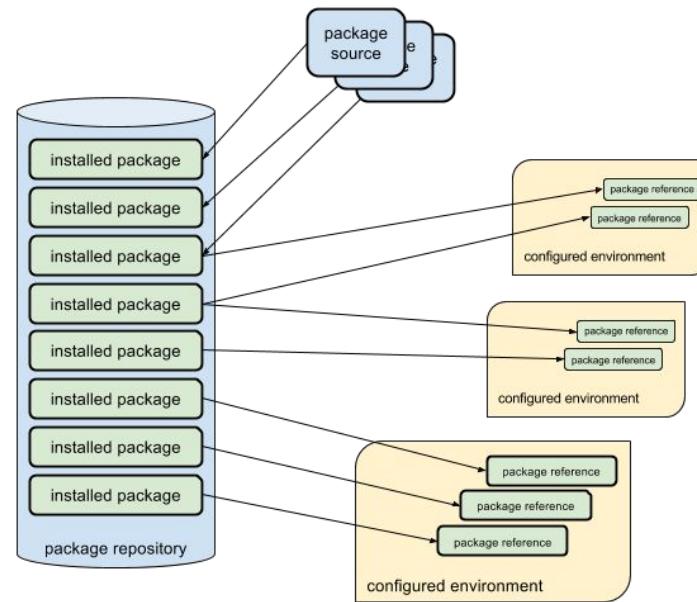


github.com/AcademySoftwareFoundation/MaterialX

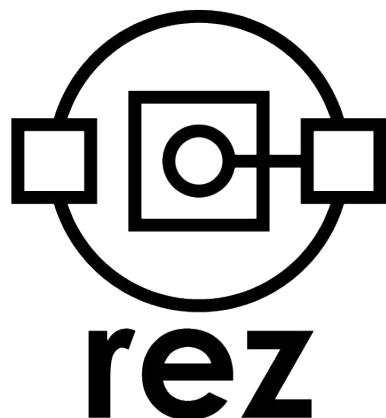
- Joined ASWF in March 2021.
- Open standard for representing rich material and look-development content in computer graphics, enabling its platform-independent description and exchange across applications and renderers.
- Launched at Industrial Light & Magic in 2012, MaterialX has been a key technology in their feature films and real-time experiences since Star Wars: The Force Awakens and Millennium Falcon: Smugglers Run.
- Key contributors include Sony Pictures Imageworks, Pixar, Autodesk, Adobe, and SideFX.



Typical package managers
install packages into an
environment

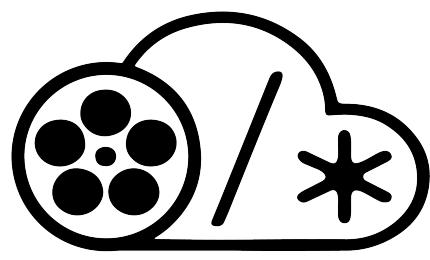


Rez installs packages once,
and configures environments
dynamically



github.com/nerdvegas/rez

- Joined ASWF in February 2022.
- Developed by Allan Johns of Method Studios.
- Cross-platform package manager that leverages a central repository for storing packages instead of installing into each environment separately, reducing the time to create complex environments to just a few seconds.
- Key contributors include Luma Pictures, Method Studios, NVIDIA, and Shotgrid



DPEL

Digital Production Example Library

gerrit.aswf.io/r/asset

- Formed as a working group in late 2020, and became an ASWF project in January 2022.
- Provides a library of exemplar, production grade assets for use in testing and research.
- All assets are made available under the ASWF Digital Assets License, which was created specifically with the needs of the industry in mind.
- Key contributors include Animal Logic, ASC, and Intel



github.com/AcademySoftwareFoundation/rawtoaces

- Joined ASWF in January 2021.
- Software package that converts digital camera raw files to ACES container files containing image data encoded according to the Academy Color Encoding Specification (ACES) as specified in SMPTE 2065-1.
- Key contributors include AMPAS and Weta Digital

Working Groups

- CI
- Diversity and Inclusion
- Review & Approval
- Rust
- USD

How to contribute

Contribute to an existing project:

- Submit a PR with a bugfix or new feature
- Pick existing GitHub issue as a sample project
- Integrate with a new app / contribute plugin
- Help improve project documentation
- Submit additional test cases
- Join the TSC discussion: dev mailing list, conf calls

Get involved with the TAC or Working Group:

- DevOps / CI expertise always useful
- Interest / expertise in security especially welcome
- Join the TAC discussions: mailing list, conf calls, working groups

Join the Discussion

Mailing Lists for ASWF projects: lists.aswf.io

Join as a member: aswf.io/join

Slack: slack.aswf.io

Github: github.com/AcademySoftwareFoundation

Behind the Screens: bit.ly/BehindtheScreens

Twitter: [@AcademySWF](https://twitter.com/@AcademySWF), [#ASWF](#)

YouTube: [AcademySoftwareFoundation](https://www.youtube.com/user/AcademySoftwareFoundation)

How to participate

Developers can join our mailing lists to stay informed about the code and our projects at lists.aswf.io.

Learn how your organization can support the Academy Software Foundation community at aswf.io/join.

Stay connected to us on Twitter at
[@AcademySWF](https://twitter.com/AcademySWF) and [#ASWF](https://twitter.com)

THANK YOU!