

/\* ACADEMY  
SOFTWARE  
FOUNDATION

# Overview

January 2026

# Antitrust Policy Notice

Linux Foundation meetings involve participation by industry competitors, and it is the intention of the Linux Foundation to conduct all of its activities in accordance with applicable antitrust and competition laws. It is therefore extremely important that attendees adhere to meeting agendas, and be aware of, and not participate in, any activities that are prohibited under applicable US state, federal or foreign antitrust and competition laws.

Examples of types of actions that are prohibited at Linux Foundation meetings and in connection with Linux Foundation activities are described in the Linux Foundation Antitrust Policy available at [linuxfoundation.org/antitrust-policy](https://linuxfoundation.org/antitrust-policy). If you have questions about these matters, please contact your company counsel, or if you are a member of the Linux Foundation, feel free to contact Andrew Updegrove of the firm of Gesmer Updegrove LLP, which provides legal counsel to the Linux Foundation.

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#ASWF

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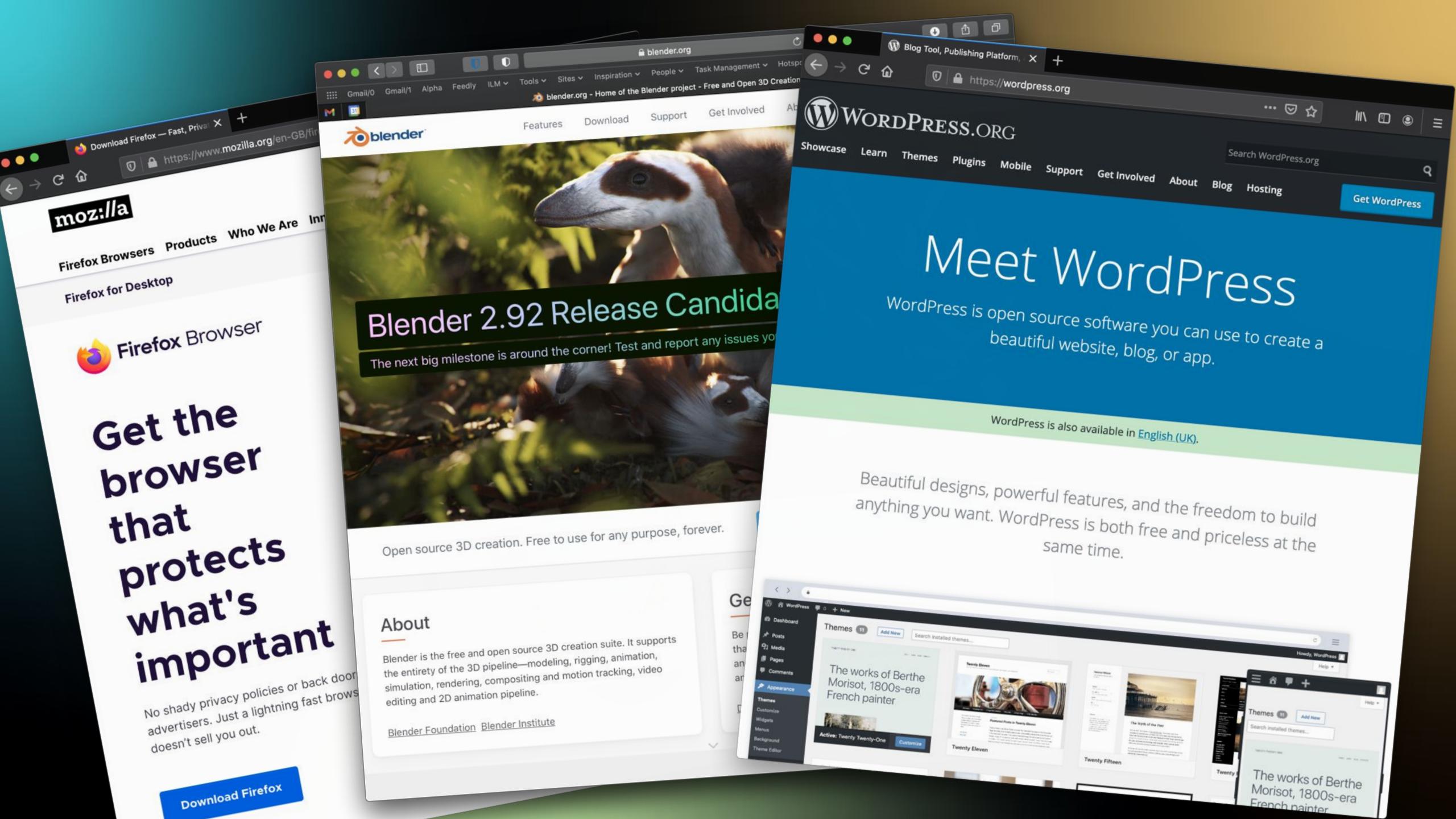
# Why Open Source?

# 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

Vertical Industry	     
Security	      
AI & Data	      
Cloud	       
Networking	       
Edge & IoT	       
Web	       
Visual Effects	      
Sustainability	      
Digital Trust	     
Hardware	     
Standards	      



# 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 In

Firefox for Desktop

Firefox Browser

## Blender 2.92 Release Candidate

The next big milestone is around the corner! Test and report any issues yo

Open source 3D creation. Free to use for any purpose, forever.

### About

Blender is the free and open source 3D creation suite. It supports the entirety of the 3D pipeline—modeling, rigging, animation, simulation, rendering, compositing and motion tracking, video editing and 2D animation pipeline.

[Blender Foundation](#) [Blender Institute](#)

# WORDPRESS.ORG

Showcase Learn Themes Plugins Mobile Support Get Involved About Blog Hosting

## Meet WordPress

WordPress is open source software you can use to create a beautiful website, blog, or app.

WordPress is also available in [English \(UK\)](#).

Beautiful designs, powerful features, and the freedom to build anything you want. WordPress is both free and priceless at the same time.

Howdy, WordPress

Themes 11 Add New Search installed themes...

The works of Berthe Morisot, 1800s-era French painter

Twenty Twenty-One

Twenty Eleven

Twenty Fifteen

Twenty

The works of Berthe Morisot, 1800s-era French painter

# 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

#ASWF

/\* ACADEMY SOFTWARE FOUNDATION

# Open Source in Entertainment

*How the Academy Software Foundation  
Creates Shared Value*

A report from  
 THE LINUX FOUNDATION | Research

Written by  
Barbara Robertson  
[report.aswf.io](http://report.aswf.io)

DUNE Image Courtesy of DNEG © Legendary  
Warner Bros. Entertainment Inc. All Rights Reserved.



# 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

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FOUNDATION

# ASWF created

01

First project

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



OpenVDB

New members:

Sony Pictures  
Entertainment  
Warner Bros.  
Blender Foundation  
Visual Effects Society

Feb 8, 2019  
OpenColorIO

May 1 2019

OpenEXR

OpenCue

NVIDIA

ftrack

Red Hat

## Open Source Day 2019

July 29, 2019

OpenTimelineIO

Netflix  
Amazon Web Services  
Rodeo FX  
MovieLabs

Sept 13 2019  
Open Shading Language

Apple  
Microsoft

AMD

DockYard

## Open Source Days 2020

Aug 19-20 2020

Unity  
Conductor  
Technologies  
SMPTE

Apr 16 2020

Dec. 15 2020  
Adobe

ETC

DockYard

## Open Source Days 2021

August 4-5 2021

MaterialX

Maxon

10

Jan. 28 2022  
Wevr

11

12

13

14

15

16

17

18

19

## Open Source Forum 2022

March 10, 2022

Rez

DPEL

Raw2ACES

## Open Source Days 2022

August 8-9, 2022

OpenFX

OpenAssetIO

Open Review Initiative

Canonical

Khronos Group

Open Source Forum 2023

Feb 16 2023

HP

Framestore

15

16

17

## Open Source Days 2023

July 25 - August 7, 2023

OpenImageIO

Otoy

Bolt Graphics

Coreweave

Open Source Forum 2024

Feb 22 2024

Mod Tech Labs

18

19

## Open Source Days 2024

July 23-29 2024

Samsung

Caligra

## Open Source Days 2025

August 4-10 2025

ACES

DNA

RMTC

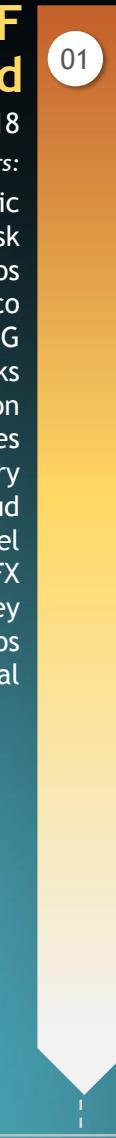
LAIKA

Skydance

Animation

Stability.ai

RaynaultVFX



# Membership

## Premier



ACADEMY  
OF MOTION PICTURE  
ARTS AND SCIENCES



# 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.



# Governing Board Representatives



Rob Bredow  
**Chair**  
Industrial Light & Magic



Carol Payne  
**TAC Representative**



Daniel Heckenberg  
Netflix, Inc.



Darin Grant  
**Treasurer**  
**General Member Representative**  
Netflix



Eric Bourque  
**Vice Chair**  
Autodesk



Eric Mejdrich  
Advanced Micro Devices (AMD)



Greg Brentin  
Skydance Animation, LLC



Gregory Ducatel  
Sony Pictures Entertainment



Guido Quaroni  
Adobe Inc.



Guy Martin  
NVIDIA Corporation



Jeff Stringer  
LAIKA, LLC



Jeremy Smith  
**General Member Representative**  
HP Inc.



Kimball Thurston  
Wētā FX Limited



Kwang Pyo Choi  
Samsung Electronics Co. Ltd.



Lincoln Wallen  
**General Member Representative**  
Framestore



Mark Jackels  
DreamWorks Animation



Meredith Shea  
Academy of Motion Picture Arts and Sciences



Michael B. Johnson  
Apple Inc.



Paul Salvini  
DNEG



Sean McDuffee  
Intel Corporation



Sean Wallitsch  
Amazon Web Services, Inc.



Sebastien Miglio  
Epic Games, Inc.



Simon Crownshaw  
Microsoft Corporation

# Governing Board Alternates



Alexander Wilkie  
Netflix



Beverley Kite  
Academy of Motion  
Picture Arts and  
Sciences



Bhanu Srikanth  
Netflix, Inc.



Cary Phillips  
Industrial Light &  
Magic



Duncan Burbidge  
Epic Games, Inc



Erik Niemeyer  
Intel Corporation



Greg Denton  
Microsoft Corporation



Jeff Wozniak  
Apple Inc.



john canning  
Advanced Micro  
Devices (AMD)



Jonathan Gerber  
LAIKA, LLC



Keith Stichweh  
Skydance Animation,  
LLC



Kevin Sprout  
NVIDIA Corporation



Larry Gritz  
Sony Pictures  
Imageworks



Morgan Pryrocki  
Adobe Inc.



Paul DiLorenzo  
DreamWorks  
Animation



Rachel Rose  
Industrial Light &  
Magic



Scott Cler  
Amazon Web  
Services, Inc.



Tony Micilotta  
Autodesk



Youngkwon Lim  
Samsung Electronics  
Co. Ltd.

# Technical Advisory Council (TAC)



Carol Payne  
**Chair**



Alejandro Arango  
Epic Games, Inc.



Andy Jones  
Netflix, Inc.



Cary Phillips  
**Vice Chair**  
Industrial Light & Magic



Chris Hall  
Advanced Micro Devices (AMD)



Chris Kulla  
Epic Games, Inc.



Christopher Moore  
Skydance Animation, LLC



DANIEL GREENSTEIN  
Sony Pictures Imageworks



Diego Tavares da Silva  
Sony Pictures Imageworks



Eric Enderton  
NVIDIA Corporation



Erik Niemeyer  
Intel Corporation



Gordon Bradley  
Autodesk



Greg Denton  
Microsoft Corporation



Jean-Francois Panisset  
**TAC Representative**  
Visual Effects Society



Jonathan Gerber  
LAIKA, LLC



Jonathan Stone  
Lucasfilm



Ken Museth  
NVIDIA Corporation



Kimball Thurston  
Wētā FX Limited



Larry Gritz  
Sony Pictures Imageworks



Matthew Low  
DreamWorks Animation



Michael Min  
Adobe Inc.



Michael B. Johnson  
Apple Inc.



Nick Porcino  
Pixar Animation Studios



Rachel Rose  
Industrial Light & Magic



Rebecca Bever  
Walt Disney Animation Studios



Ross Dickson  
Amazon Web Services, Inc.



Scott Dyer  
Academy of Motion Picture Arts and Sciences



Youngkwon Lim  
Samsung Electronics Co. Ltd.

# Behind the Screens

[aswf.io/behind-the-screens](https://aswf.io/behind-the-screens)



# 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.

# Our Projects



Contributed By  
Academy of Motion Picture Arts  
and Sciences  
Chairperson(s)  
Scott Dyer

## Dailies Notes Assistant

Contributed By  
Industrial Light & Magic (ILM)  
Chairperson(s)  
Tommy Burnette



Contributed By  
Academy Software Foundation  
Chairperson(s)  
Matthew Low



Contributed By  
Academy Software Foundation  
Chairperson(s)  
Carol Payne, Rachel Rose



Contributed By  
Lucasfilm  
Chairperson(s)  
Jonathan Stone



Contributed By  
Academy Software Foundation  
Chairperson(s)  
Erik Strauss



Contributed By  
Sony Pictures Imageworks  
Chairperson(s)  
Chris Kulla



Contributed By  
Samsung Electronics  
Chairperson(s)  
Youngkwon Lim



Contributed By  
Foundry  
Chairperson(s)  
Steven Shapiro



Contributed By  
Sony Pictures Imageworks  
Chairperson(s)  
Carol Payne



Contributed By  
Sony Pictures Imageworks and  
Google Cloud  
Chairperson(s)  
Diego Tavares Da Silva



Contributed By  
Lucasfilm  
Chairperson(s)  
Cary Phillips



Contributed By  
Open Effects Association  
Chairperson(s)  
Gary Oberbrunner



Contributed By  
Larry Gritz  
Chairperson(s)  
Daniel Greenstein



Contributed By  
Framestore  
Chairperson(s)  
Josh Bainbridge



Contributed By  
Pixar Animation Studios  
Chairperson(s)  
Eric Reinecke



Contributed By  
Dreamworks Animation  
Chairperson(s)  
Ken Museth



Contributed By  
The Academy of Motion Picture  
Arts and Sciences  
Chairperson(s)  
Anton Dukhovnikov



Contributed By  
Allan Johns  
Chairperson(s)  
Jean-Christophe Morin, Stephen  
Mackenzie



Contributed By  
Wētā FX  
Chairperson(s)  
John McCarten



Contributed By  
Pixar  
Chairperson(s)  
Alexander Schwank, Nick Porcino

# ASWF Landscape

The screenshot shows the ASWF Landscape website interface. At the top, there are navigation tabs for 'EXPLORE' (which is underlined) and 'STATS'. Below that is a search bar with placeholder text 'Type / to search items' and download/copy/share icons. The main content area is organized into several sections:

- Image Formats, I/O, and Processing Libraries:** Includes OpenEXR, OpenImageIO, OpenAPV, RIS, depix, FFmpeg, gatling, THE OFF PROJECT, libitm, OpenCV, OpenMVG, pfstools, Ptex, PySceneDetect, sequencer, three.js, and VMAF.
- Display and Review:** Includes OPEN REVIEW INITIATIVE, ASWF SANDBOX, t!Render, and other tools like EDV, JERI, Open RV, and mrv2.
- Color Science:** Includes OpenColorIO and rawtoaces.
- Interactive Compositing and Painting:** Includes AUTHORITY FX, Aton, CinePaint, gimp, NATRON, and PhotoFlow.
- Scenes and Geometry:** Includes DPEL, / ACADEMY SOFTWARE FOUNDATION USD Working Group, ALEMBIC, MESHROOM, AliceVision, COLLADA, ONEG, OpenSubdiv, OpenFlipper, OpenMesh, PhysX by NVIDIA, and USD.
- Software Foundation and System Administration:** Includes rez, ASWF LANGUAGE INTEROP, ASWF WORKING GROUP, AUTHORITY FX, ForestFlow, Lumis, PyMEL, pyString, QtPyConvert, and Scala Migrations.
- Pipelines and Frameworks:** Includes OPEN, AYON, blender, vortex, gaffer, kdenlive, Olive, Google Cloud OpenMediaFormat, PRISM, TACTIC, and other tools like edl, framechannel parser, ccdAutomation, and timecode.
- Timelines and Animation:** Includes various timeline and animation tools.

On the left side of the interface, there are vertical sidebar filters for 'Filters' (with 'Open Source Projects' selected), 'GROUP: Open Source Projects', 'ASWF Members', 'ASWF Projects', 'VIEW MODE: Grid' (selected), 'Card', 'ZOOM: - +', and 'Assets and Workflow'.

## [.laswf.io](https://laswf.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.

# OPEN SOURCE FORUM

hosted by Academy  
Software Foundation

Annual, by-invitation event that gathers business and technical leaders to shape the future of open source software across the motion picture and media industries.

[opensourceforum.aswf.io](https://opensourceforum.aswf.io)

**February 26, 2026**  
**Los Angeles, CA + Virtual**

#ASWF

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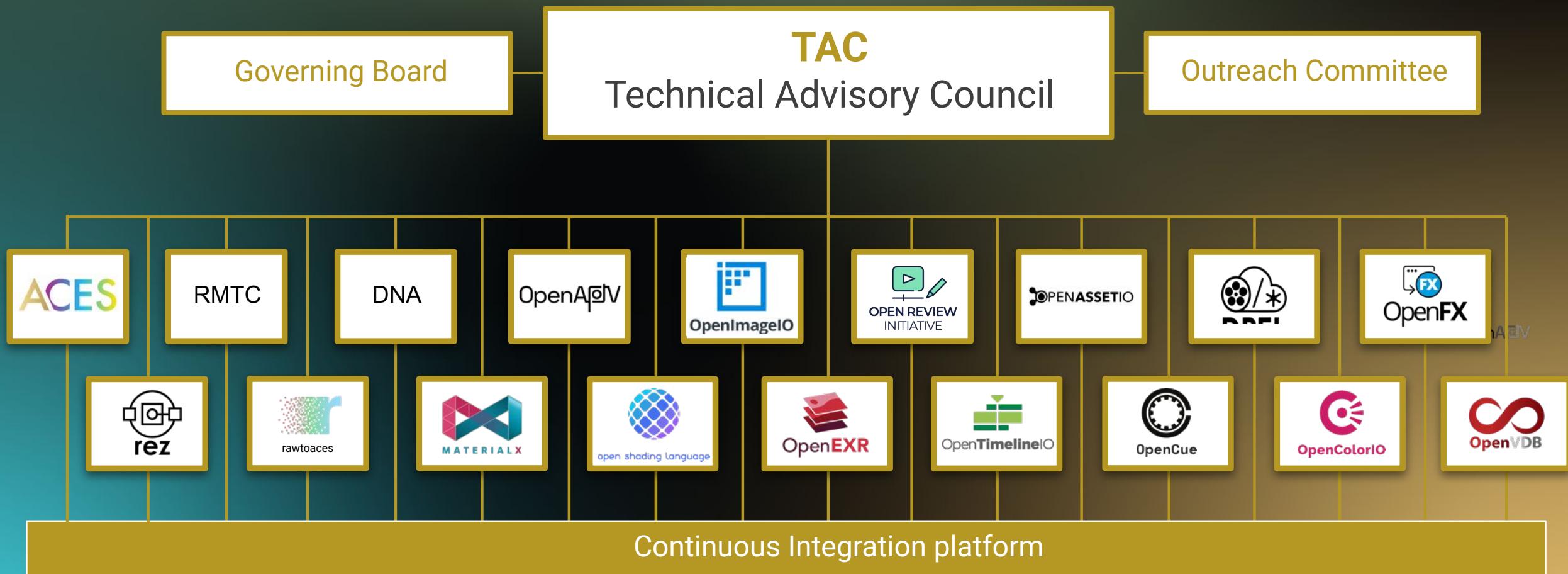
Annual developer focused event showcasing the latest from Academy Software Foundation projects along with other open source projects used for visual effects, animation, and image creation.

<https://events.linuxfoundation.org/open-source-days/>

**July 19, 2026**  
**Los Angeles, CA + Virtual**

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# Academy Software Foundation Structure





*The Croods; courtesy of DreamWorks Animation*

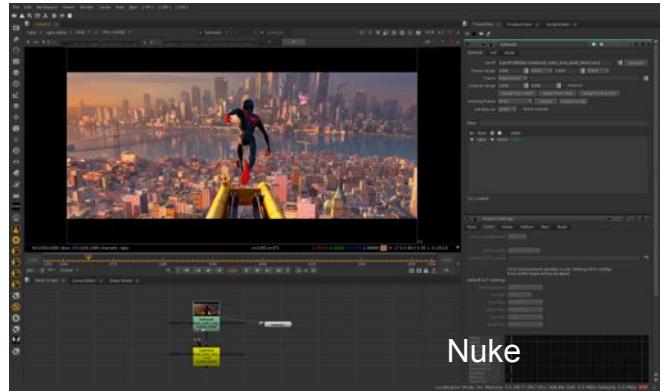


*How to Train Your Dragon: The Hidden World; courtesy of DreamWorks Animation*



[openvdb.org](http://openvdb.org)

- 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.



Nuke



Katana



# OpenColorIO

[opencolorio.org](http://opencolorio.org)



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.

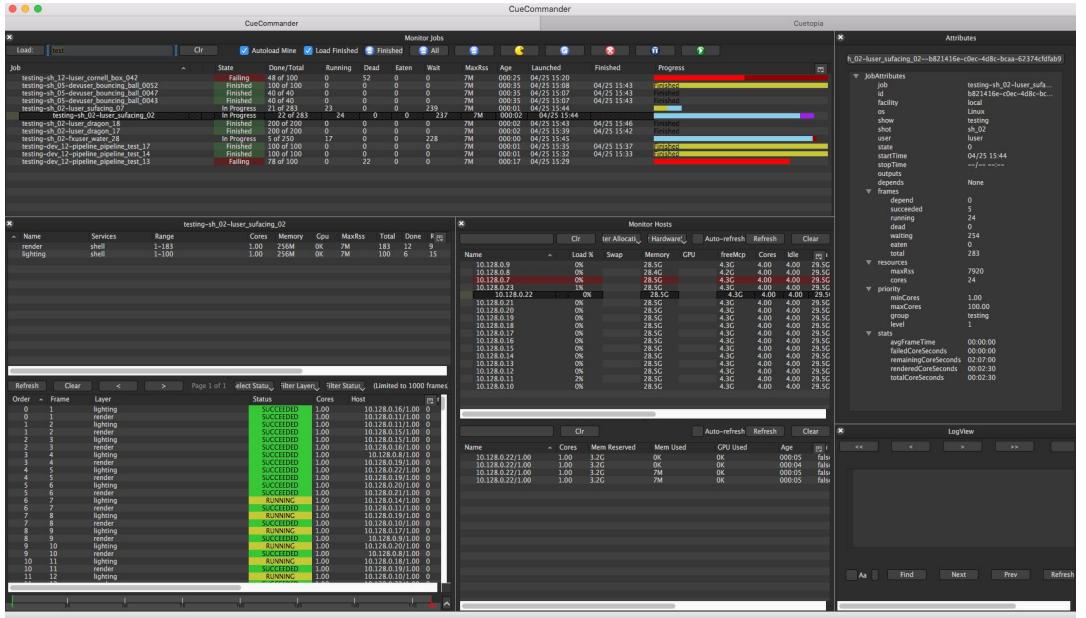


Smurfs: The Lost Village; courtesy of Sony Pictures Imageworks



OpenCue

[opencue.io](http://opencue.io)

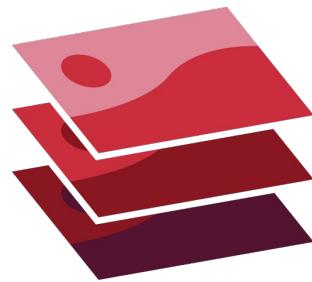


OpenCue screenshot

- 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.



# OpenEXR

[openexr.org](http://openexr.org)

- 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

[opentimeline.io](http://opentimeline.io)

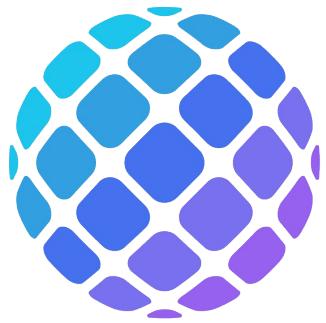
- Joined ASWF in July 2019.
- Developed by Pixar Animation Studios.
- Open source interchange format for editorial timeline information – clips, timing, tracks, transitions, metadata etc.
- Key contributors include Pixar, Netflix, DreamWorks, Autodesk.
- In Public Beta



*The Angry Birds Movie 2*; courtesy of Imageworks



*Spider-Man: Far From Home*; courtesy of Imageworks



open shading language

[openshadinglanguage.org](http://openshadinglanguage.org)

- 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



ILM UNIFIED



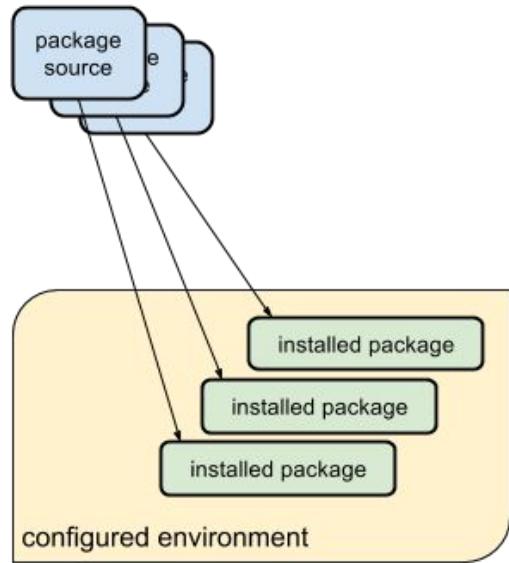
STANDARD SURFACE



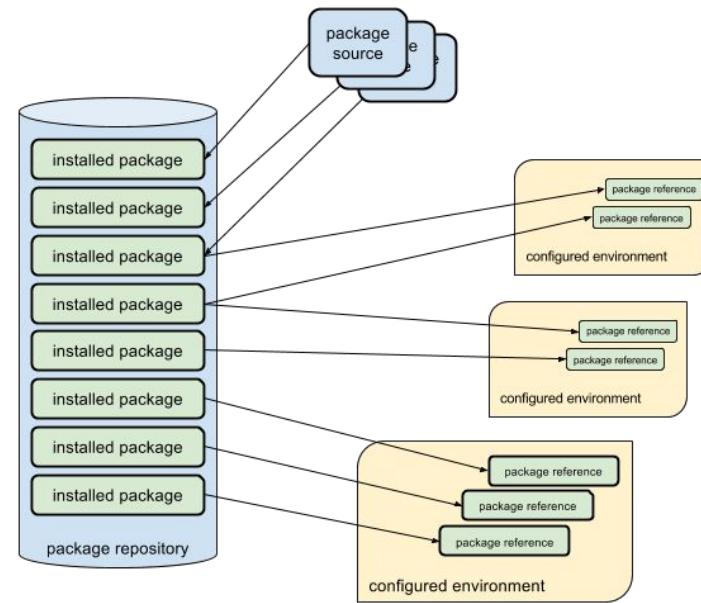
M A T E R I A L X

[materialx.org](http://materialx.org)

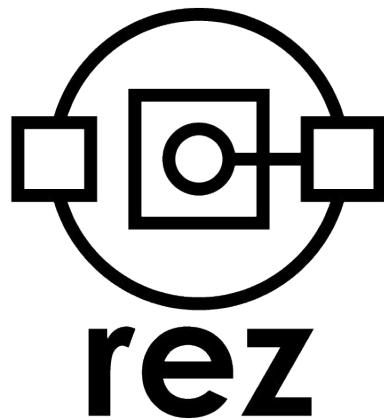
- Joined ASWF in March 2021.
- Open standard for representing rich material and look-development content in computer graphics, enabling its platform-independent description and exchange across applications and renderers.
- Launched at Industrial Light & Magic in 2012, MaterialX has been a key technology 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

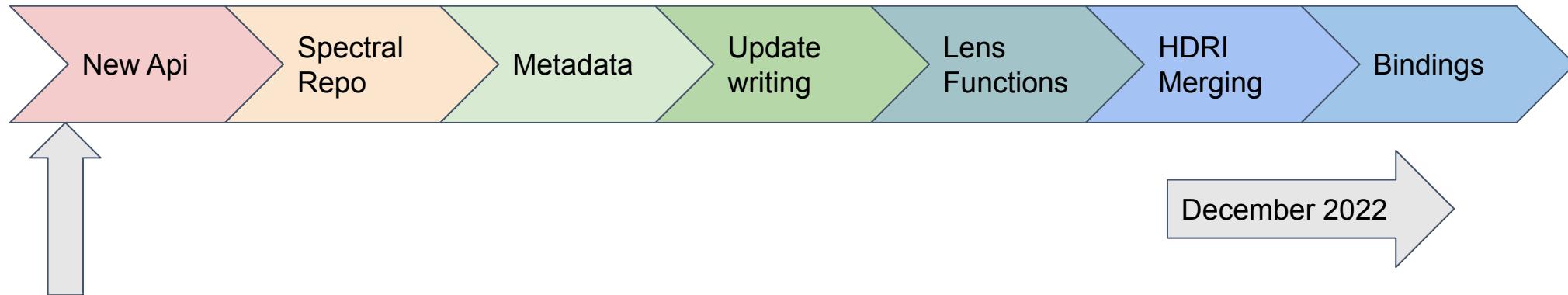


Rez installs packages once,  
and configures environments  
dynamically



[rez-project.io](http://rez-project.io)

- 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



# rawtoaces

[rawtoaces.org](http://rawtoaces.org)

- 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



OpenFX Overlay Draw Suite



[openeffects.org](http://openeffects.org)

- Industry-wide common interface between image-based visual effects plugins and host applications
- Used by Autodesk Flame, Foundry Nuke, Blackmagic Design DaVinci Resolve and Fusion, Sony Catalyst and MAGIX Vegas Pro, Assimilate Scratch, Filmlight Baselight, Boris FX Sapphire and Silhouette, RE:Vision Effects and more.
- Open, extensible C API currently version 1.4 with version 1.5 in development.

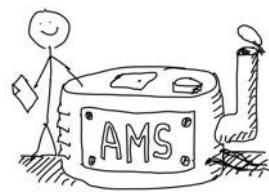


Launching with ASC Standard Evaluation Material II (StEM2), Animal Logic's ALab Phase 2, Intel's Volumetric Clouds Library and AWS character Noa.



[dpel.aswf.io](http://dpel.aswf.io)

Providing a vendor-neutral hosting platform and a uniform license agreement, to encourage, curate and publish production-grade sample assets for developers, researchers and educators, Digital Production Example Library is the conclusion of an Academy Software Foundation working group on assets.



ftrack



# OPENASSETIO

[openassetio.org](http://openassetio.org)



OpenAssetIO is an early stage open source interoperability standard between tools and asset management systems, developed by Foundry with proofs of concept and design input from 15 companies including DNEG, Pixar, Amazon Web Services, Animal Logic, Blizzard, and Blender. OpenAssetIO was the first project to join the Academy Software Foundation in sandbox stage.



DNEG's xSTUDIO



Autodesk's RV Player



[openreviewinitiative.org](http://openreviewinitiative.org)

An open source project with the mission to build a unified toolset for playback, review and approval of motion picture and related professional media, with Autodesk contributing RV, Dneg contributing xSTUDIO, Imageworks contributing parts of itView, and the three companies providing lead architects and maintainers for the project Technical Steering Committee.



Miles Morales (Shameik Moore) and Gwen Stacy (Hailee Steinfeld) take on The Spot (Jason Schwartzman) in Columbia Pictures and Sony Pictures Animation's **SPIDER-MAN™: ACROSS THE SPIDER-VERSE**.



# OpenImageIO

[openimageio.org](http://openimageio.org)

OpenImageIO is a library for reading and writing images, and a bunch of related classes, utilities, and applications. There is a particular emphasis on formats and functionality used in professional, large-scale animation and visual effects work for film. OpenImageIO is used extensively in animation and VFX studios all over the world, and is also incorporated into several commercial products.

# OpenA<sup>P</sup>V

An open source project with the mission to develop a royalty-free, open-source, open standard video codec for professional video capturing and post-production.

- [openapv-tsc@lists.aswf.io](mailto:openapv-tsc@lists.aswf.io)
- [openapv-discussion@lists.aswf.io](mailto:openapv-discussion@lists.aswf.io)



## ACADEMY COLOR ENCODING SYSTEM

ACES (Academy Color Encoding System) is a color management and image interchange framework designed to support motion picture and television production, mastering, and archiving workflows. Developed by the Academy of Motion Picture Arts and Sciences in collaboration with industry professionals, ACES provides standardized transforms and metadata practices for consistent color fidelity across diverse tools and platforms. Originating from early digital color pipeline research in the mid-2000s, ACES has since been adopted in numerous feature films and episodic projects. Its significance lies in its role as a vendor-neutral, open solution that ensures creative intent is preserved from on-set through post and into archive, making it a cornerstone of modern professional image workflows.

# Working Groups

## Machine Learning Working Group

A working group where the ML experts among our projects and members can meet, share expertise, better understand what ML-based tools are needed in our industry, and where helpful, spin off and guide ML-based open source projects aimed at addressing the specific needs of our film pipelines. [#wg-ml](#)

### Dailies Notes Assistant (DNA)

The mission of the Project is to develop a tool designed to transcribe dailies meetings, analyze the content using an LLM, and provide a plugin system to integrate into production tracking software.

### Rongotai Model Train Club (RMTC)

RMTC is a VFX-specific framework for simplifying the production and deployment of AI/ML models using well-tracked and rights-cleared datasets.

# Working Groups

## /\* ACADEMY SOFTWARE FOUNDATION CI Working Group



### CONTINUOUS INTEGRATION WG

The ASWF's investment in CI build infrastructure will provide the industry's open source software community with the solid foundation needed to improve best practices and address the unique challenges we face.

Website

[wiki.aswf.io/display/CIWG](https://wiki.aswf.io/display/CIWG)

Repositories

[github.com/AcademySoftwareFoundation/wg-ci](https://github.com/AcademySoftwareFoundation/wg-ci) (primary) ⚡ 8

[github.com/AcademySoftwareFoundation/aswf-docker](https://github.com/AcademySoftwareFoundation/aswf-docker) ⚡ 155

total: ⚡ 163

[crunchbase.com/organization/academy-software-foundation](https://crunchbase.com/organization/academy-software-foundation)

Crunchbase

LinkedIn

GitHub

OpenSSF Best Practices

LF Project

Open Source Software

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## /\* ACADEMY SOFTWARE FOUNDATION

### D&I Working Group



### DIVERSITY & INCLUSION WG

The purpose of this Working Group is to create a cross-industry effort to encourage diversity and inclusion across the open source software ecosystem for vfx and animation. The WG will bring together software engineers/developers, marketing/communications professionals, HR, and anyone else passionate about D&I within vfx and animation.

Website

[lists.aswf.io/g/diversity](https://lists.aswf.io/g/diversity)

Repository

[github.com/chaoss/wg-diversity-inclusion](https://github.com/chaoss/wg-diversity-inclusion) ⚡ 84

Crunchbase

[crunchbase.com/organization/academy-software-foundation](https://crunchbase.com/organization/academy-software-foundation)

LinkedIn

[linkedin.com/company/academysoftwarefoundation](https://linkedin.com/company/academysoftwarefoundation)

## /\* ACADEMY SOFTWARE FOUNDATION USD Working Group



### USDWG

Assets and Workflow · Scenes and Geometry

The purpose of the USD working group is to support the USD project as it is adopted and deployed. Strong industry-wide interest in USD is beyond the capacity of Pixar alone to support. The aim of this working group is to assist adoption efforts through consolidation and sharing of best practices and helping with issues raised in various USD support channels where possible.

Website

[wiki.aswf.io/display/WGUSD/USD+Working+Group?src=breadcrumbs-parent](https://wiki.aswf.io/display/WGUSD/USD+Working+Group?src=breadcrumbs-parent)

ASWF Working Group

Open Source Software

No OpenSSF Best Practices

LF Project

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### Zero Trust Working Group

### Zero Trust Working Group

Academy Software Foundation

ASF Projects · All

Math and Simulation · Math Foundations

To support ASWF projects that need to function in a Zero Trust operating environment. Assist ASWF projects in determining their zero trust security needs and share best practices on implementation approaches.

# 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

More information at [tac.aswf.io/engagement](https://tac.aswf.io/engagement)

# How to participate

Developers can join our mailing lists to stay informed about the code and our projects at [lists.aswf.io](https://lists.aswf.io).

Learn how your organization can support the Academy Software Foundation community at [aswf.io/join](https://aswf.io/join).

Stay connected to us on Twitter at @AcademySWF and #ASWF

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**THANK YOU!**  
Learn more at [aswf.io](https://aswf.io)