

/* ACADEMY
SOFTWARE
FOUNDATION

Membership Overview

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. 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.

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

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

February 8, 2019
OpenColorIO

02

Open Source Day 2019

July 29, 2019

OpenTimelineIO

Netflix

Amazon Web Services

Rodeo FX

MovieLabs

Sept 13, 2019
Apple
Microsoft

05

06

May 1 2019
OpenEXR
OpenCue

NVIDIA
ftrack
Red Hat

04

April 16
2020

**Open Shading
Language**

AMD
DockYard

07

Open Source Days 2020

August 19-20 2020

Unity

Conductor

Technologies

SMPTE

08

Dec. 15
2020

Adobe

ETC

09

Open Source Days 2021

August 4-5 2021

MaterialX

Maxon

10

Jan. 28
2022

Wevr

11

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

12

13

Open Source

Forum 2024

Feb 22 2024

Mod Tech

Labs

14

15

16

5
YEARS

Open Source Days 2023

July 25 -

August 7, 2023

OpenImageIO

Otoy

Bolt Graphics

Coreweave

Open Source

Forum 2024

Feb 13 2025

OpenAPV

Stability.ai

RaynaultVFX

17

Open Source

Forum 2025

Feb 13 2025

OpenAPV

Stability.ai

RaynaultVFX

18

May

August

Oct

Feb

May

August

Oct

Feb

May

August

Jan

August

Feb

August

Feb

August

Feb

August

Feb

2018 2019 2020 2021 2022 2023 2024



Membership

Premier



ACADEMY
OF MOTION PICTURE
ARTS AND SCIENCES



General



ANIMAL LOGIC



BOLT GRAPHICS



Canonical



CoreWeave



FRAMESTORE



ftrack



hp



MAXON



otoy



RAYNAUFT



Red Hat



SideFX



stability.ai



FOUNDRY.



WB

Associate



ENTERTAINMENT
TECHNOLOGY
CONFERENCE



VISUAL EFFECTS
SOCIETY

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 Software Foundation

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SOFTWARE
FOUNDATION
D&I Working Group

Contributed By



Contributed By

Lucasfilm



Contributed By

Academy Software Foundation



Contributed By

Sony Pictures Imageworks



Contributed By



Contributed By

Foundry



Contributed By

Sony Pictures Imageworks



Contributed By

Sony Pictures Imageworks and Google Cloud



Contributed By

Lucasfilm



Contributed By

Open Effects Association



Contributed By

Larry Gritz



Contributed By

Pixar Animation Studios



Contributed By

Dreamworks Animation



Contributed By

The Academy of Motion Picture Arts and Sciences



Contributed By

Allan Johns



Contributed By

Pixar

USDWG

Diversity & Inclusion

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

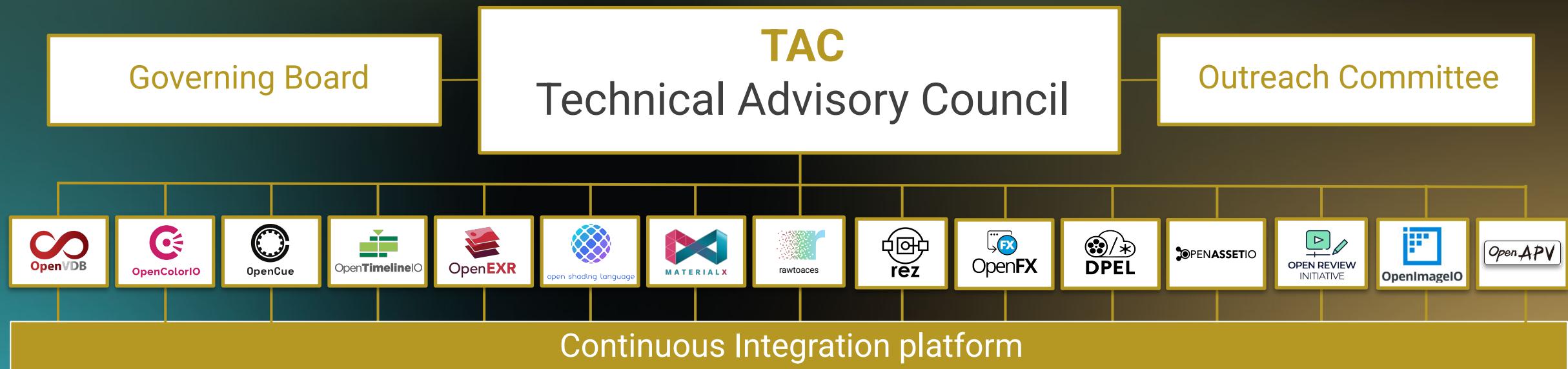
The screenshot shows the ASWF Landscape website interface. At the top, there are navigation links for 'EXPLORE' (underlined) and 'STATS'. A search bar with placeholder text 'Type / to search items' and icons for search, download, and refresh are also at the top. Below the header, there are filters for 'Filters', 'GROUP: Open Source Projects', 'ASF Members', and 'ASF Projects'. The interface is divided into several sections:

- Image Formats, I/O, and Processing Libraries:** Includes OpenEXR, OpenImageIO, OpenAPV, RIS, depix, FFmpeg, gatling, THE OPTIE PROJECT, libitm, OpenMVG, pfstools, Ptex, PySceneDetect, sequencer, three.js, and VMAF.
- Display and Review:** Includes OPEN REVIEW INITIATIVE, ASWF SANDBOX, t!Render, and various logos for JERI, DV, mrv2, and Open RV.
- Color Science:** Includes OpenColorIO, rawtoaces, ACES, ALEMBIC, COLOUR, and wetaFX PhysLight.
- 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, pyString, QtPyConvert, and Scala Migrations.
- Pipelines and Frameworks:** Includes OPEN, AYON, blender, vortex, gaffer, kdenlive, Olive, Google Cloud OpenProductionData, PRISM, TACTIC, and various icons for adl, trackchannel parser, openannotation.io, and timecode.
- Timelines and Animation:** Includes icons for adl, trackchannel parser, openannotation.io, and timecode.

1.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.

Academy Software Foundation Structure



Governing Board

Comprised of one voting representative from each Premier Academy Software Foundation member, 1 annually elected General member representative per 5 General members, the TAC Chairperson, and attended by the Outreach Committee Chair, the Governing Board's responsibilities include:

- Approving and managing budget and financial matters
- Electing a Chair to preside over Governing Board meetings, authorize expenditures approved by the budget and manage any day-to-day operations
- Overseeing all Project business and marketing matters

Meets monthly on the fourth Thursday from 2:00 PM to 3:00 PM US Pacific Time.

Governing Board Representatives

										
Rob Bredow Chair SVP, Chief Creative Officer Industrial Light & Magic	Alexander Forsythe Senior Director, Science and Technology Academy of Motion Picture Arts and Sciences	Daniel Heckenberg Senior Software Engineer Netflix, Inc.	Darin Grant Treasurer General Member Representative SVP, Global Technology Netflix	Eric Bourque Vice Chair VP Content Creation Autodesk	Eric Mejdrich Advanced Micro Devices (AMD)	Gregory Ducatel Executive Director, Software Development Sony Pictures Entertainment	Guido Quaroni Senior Director of Engineering, 3D & Immersive Adobe Inc.	Guy Martin Director, Open Source & Standards NVIDIA Corporation	Jeff Stringer LAIKA, LLC	Jeremy Smith General Member Representative Chief Technologist Hewlett Packard Enterprise Company
										
Kimball Thurston Chief Technology Officer Wētā FX Limited	Kwang Pyo Choi Vice President of Technology Samsung Electronics Co. Ltd.	Larry Gritz TAC Representative Software Architect / Distinguished Engineer Sony Pictures Imageworks	Mark Jackels Director of Research Development DreamWorks Animation	Michael B. Johnson Innovation Architect, Pro Workflow Apple Inc.	Paul Salvini Global Chief Technology Officer DNEG	Phil Parsonage General Member Representative Director of Engineering The Foundry Visionmongers Limited	Sean McDuffee Graphics Software Engineer Intel Corporation	Sean Wallitsch Solutions Architect Amazon Web Services, Inc.	Sebastien Miglio VP Product and Engineering Creator Tools Epic Games, Inc	Simon Crownshaw Worldwide Media and Entertainment Strategy Director Microsoft Corporation

Governing Board Alternates



Alexander Wilkie
Head of R & D
Netflix

Bhanu Srikanth
Partner
Engagement,
Technology
Partnerships,
Standards
Netflix, Inc.



Carol Payne
**TAC
Representative**
Color & Imaging
Workflow Leader
Apple Inc.



Duncan Burbidge
Epic Games, Inc



Erik Niemeyer
Intel Corporation



Greg Denton
Senior Program
Manager
Microsoft
Corporation



John Canning
Dir of Dev
Relations -
Creators
Advanced Micro
Devices (AMD)



Kevin Sprout
Director of
Developer
Relations,
Omniverse
NVIDIA
Corporation



Martine Bertrand
Senior
Researcher AI
DNEG



Morgan Pryrocki
Sr. Strategic
Development
Manager
Adobe Inc.



Rachel Rose
Director,
Research &
Development
Industrial Light &
Magic



Robert Fanner
**General Member
Representative**
Engineering
Manager -
Platform
The Foundry
Visionmongers
Limited



Sarah Connas
DreamWorks
Animation



Tony Micilotta
Senior Director,
Content Creation
Engineering
Autodesk



Youngkwan Lim
Principal
Researcher
Samsung
Electronics Co.
Ltd.

Appointing your Governing Board representative and alternate

(Premier Members only)

As a Premier Member, you are entitled to appoint a representative and an alternate from your organization to serve on the Governing Board. Expectations of this include..

- Attending monthly Governing Board meetings (generally 4th Tuesday of the month at 2:00pm US Pacific Time)
- Participation in membership recruitment activities.
- Availability for time-to-time for strategic discussions and calls.

ACTION: To appoint your representative and your alternate, please file a request at members.aswf.io, and have the representatives create an [LF ID](#).

You can change your representative at any time by making a request at members.aswf.io.

General Member Governing Board representative

(General Members only)

Per the [Academy Software Foundation charter](#), Section 2(c):

General Members, acting as a class, will be entitled to annually elect one representative to the Governing Board for every five General Members, up to a maximum of three representatives, provided that there will always be at least one General Member representative, even if there are less than five General Members. The Governing Board determines the election process.

The General Member class elects new representative(s) during the month of December to serve a term from January 1st through December 31st of that calendar year.

ACTION: Look for details regarding the election in November. Election process defined [here](#).

If you have any questions about this process or the role, please contact us at members.aswf.io.

Technical Advisory Council (TAC)

The Technical Advisory Council (TAC) is the technical governance heart and soul of the project. As new projects get contributed to the project they get reviewed and approved by this committee.

TAC voting members consist of Premier Academy Software Foundation members as well as the project leads for all Adopted stage projects. Anyone in the community can attend TAC meetings.

Meets every other Wednesday from 1:00 PM to 2:00 PM US Pacific Time.

All are invited to attend these calls - head to tac.aswf.io/meetings for more information and meeting invites.

Technical Advisory Council (TAC)



Larry Gritz
Chair
Software Architect / Distinguished Engineer
Sony Pictures Imageworks



Andrew Jones
Netflix, Inc.



Carol Payne
Vice Chair
Color & Imaging Workflow Leader
Apple Inc.



Cary Phillips
R&D Supervisor
Industrial Light & Magic



Chris Hall
CAD focused
Radeon ProRender Solutions
Advanced Micro Devices (AMD)



Chris Kulla
Principal Rendering Engineer
Epic Games, Inc



Diego Tavares da Silva
Software Engineer
Sony Pictures Imageworks



Eric Enderton
Dir. Film Rendering Tech.
NVIDIA Corporation



Erik Niemeyer
Senior Staff Software Enabling and Optimization Engineer
Intel Corporation



Gordon Bradley
Senior Software Architect
Autodesk



Greg Denton
Senior Program Manager
Microsoft Corporation



Jean-Francois Panisset
TAC Representative
Consulting Engineer
Visual Effects Society



Jean-Michel Dignard
LEAD PROGRAMMER
Epic Games, Inc



Jonathan Stone
Lead Rendering Engineer,
Materials and Shading
Lucasfilm



Ken Museth
Senior Director, Simulation Technology
NVIDIA Corporation



Kimball Thurston
Chief Technology Officer
Wētā FX Limited



Matthew Low
Principal Engineer
DreamWorks Animation



Michael Min
Adobe Inc.



Michael B. Johnson
Innovation Architect, Pro Workflow
Apple Inc.



Nick Porcino
USD Core Team
Pixar Animation Studios



Rachel Rose
Director, Research & Development
Industrial Light & Magic



Rebecca Bever
Director, Production Technology
Walt Disney Animation Studios



Ross Dickson
Amazon Web Services, Inc.



Scott Dyer
Senior Imaging Engineer
Academy of Motion Picture Arts and Sciences



Youngkwan Lim
Principal Researcher
Samsung Electronics Co. Ltd.

Appointing your TAC representative

(Premier Members only)

As a Premier Member, you are entitled to appoint a representative from your organization to serve on the TAC. Expectations of this role include:

- Attending TAC meetings held every other week on Wednesday at 1:00 pm US Pacific Time.
- Serving as a TAC mentor to a new project coming into the Academy Software Foundation.
- Participation in out of meeting discussions.
- Availability from time-to-time for strategic discussions and calls.

ACTION: To appoint your representative, please file a request at members.aswf.io, and have the representative create an [LF ID](#).

You can change your representative at any time by making a request at members.aswf.io.

How to contribute to projects

 Search Academy Software Foundation

Need help or have a question? Contact us here

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

Getting Involved in Projects

All of the projects hosted at the Academy Software Foundation are open and transparent, and welcome participation from anyone interested in the technology areas. Each project publishes their governance processes within their project repo (typically in the README.md file or in a GOVERNANCE.md file within the primary project repo or TSC repo) on roles within the community and how decision making is made.

TAC Meetings

Learn more about joining the public meetings of the Technical Advisory Council (TAC) on [the Meetings page](#)

Mailing Lists and Slack channels for hosted projects

Each project hosted at the Academy Software Foundation collaborates on open channels that are welcome for anyone in the community to participate in. See the below list of channels for each project.

All Slack channels referenced below are part of the [Academy Software Foundation Slack organization](#) unless otherwise noted.



Website: <https://opencolorio.org/>
Dev Mailing List: <https://lists.aswf.io/g/ocio-dev>
User Mailing List: <https://lists.aswf.io/g/ocio-user>
Slack: slack.opencolorio.org
Leads: Carol Payne - Imaging Technologist at Netflix, Inc



Website: <https://www.openexr.org/>

Outreach Committee

The Academy Software Foundation Outreach Committee is open to all Academy Software Foundation members and is charged with defining and executing the marketing and outreach strategy.

Voting members of the Outreach Committee consist of one representative from each Premier member. Any member is welcome to attend and participate in the discussions and work.

**Meets monthly on the third Thursday, 1:00 PM to 1:30 PM
US Pacific Time**

All are invited to attend these calls and encouraged to join the Outreach Committee mailing list for more information

lists.aswf.io/g/outreach

Add Monthly [Marketing Meeting to your Calendar Now.](#)



Jen Goldfinch
Outreach Committee
Chairperson

Senior Director of Industry Marketing, Foundry

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

February 13, 2025
Los Angeles, CA + Virtual

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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.

opensourceforum.aswf.io

August 10, 2025
Vancouver, Canada + Virtual

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Foundation Staff



David Morin
Executive Director
Academy Software Foundation



Deb Giles
Event Director
The Linux Foundation



Emily Olin
Director of Marketing Communications
Academy Software Foundation



John Mertic
Director of Program Management
The Linux Foundation



Michelle Roth
Sr. Projects Coordinator
The Linux Foundation



Yarille Ortiz
Senior Project Coordinator
The Linux Foundation

Contact the staff at members.aswf.io

Keeping the meetings on your calendar

Always find the latest public ASWF meetings on the official calendar at calendar.aswf.io.

You can always find meetings you've registered to attend in your [LF profile calendar](#).

The image displays two side-by-side calendar interfaces. The left interface is for the ASWF official calendar, showing a monthly view for August 2024 with specific days highlighted. The right interface shows a weekly view from August 5 to 11, 2024, with detailed time slots for various meetings.

Left Calendar (ASWF Official):

- Header:** ASWF /* ACADEMY SOFTWARE FOUNDATION
- Month View:** August 2024 (Mo-Su)
- Events:** Several days are highlighted in blue, indicating public meetings.
- Projects:** A sidebar lists 20 projects, with "Academy Software Foundation (ASWF)" selected.

Right Calendar (LF Profile):

- Header:** iCal Today Aug 5 – 11, 2024
- View Options:** Day, 4 Days, Week (selected), Month, List
- Week View:** August 5-11, 2024 (Monday-Sunday)
- Time Slots:** 6am to 3pm daily, with specific events scheduled in blue boxes.
- Events:** OpenF, USD Web, ORI, OpenVDB, OpenColorIO, and ra.

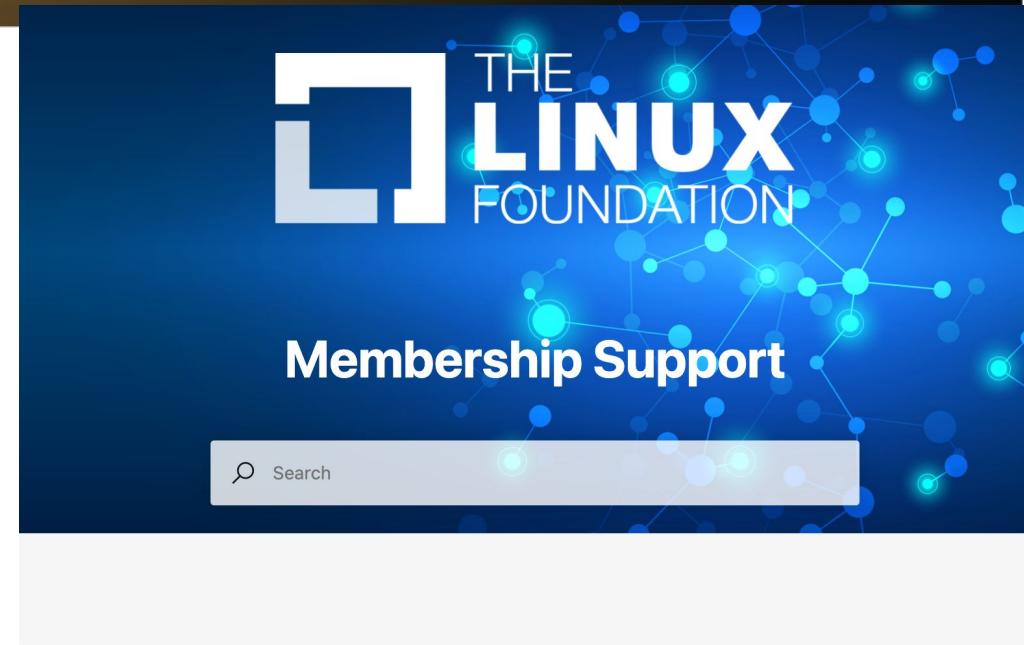
Member Help Desk

Linux Foundation has centralized many PMO operational functions into a centralized help desk to improve efficiency and ensure optimal response times.

Use this for:

- Billing/Invoice questions
- Membership benefits
- Contact changes
- Helping to get engaged in projects or opportunities.

members.aswf.io



Request Types

Common Requests

Membership

Marketing & PR

Technical Committees

Conference & Events



Ask a general question



Ask a billing question



Change your membership contacts

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#ASWF

Follow us on social

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Follow

Academy Software Foundation

@AcademySwf

A home for open source developers in the motion picture and media industries to collaborate on image creation, visual effects, animation and sound.

Follow us on Twitter at
<https://twitter.com/AcademySwf>

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Academy Software Foundation

Open source development for the motion picture industry, focusing on visual effects and animation.
Motion Pictures & Film · San Francisco, California · 1,547 followers

John & 2 other connections work here · 14 employees

✓ Following Visit website More

Follow us on LinkedIn at
<https://www.linkedin.com/company/academysoftwarefoundation/>

Leveraging your membership benefits

LFX Organization Dashboard

[LFX Organization Dashboard](#) provides access to key membership materials, including...

- Member contacts, which you can change at any time (look under ‘Users’ > and then under the ‘Key People’ tab)
- Membership details (look under ‘Membership’ > ‘Academy Software Foundation’), including...
 - Membership Overview Deck and High Level Overview Deck (look under the ‘Resources’ tab)
 - Your fully executed membership agreement (look under the ‘Membership’ tab)
 - Details on how to leverage membership benefits (look under the ‘Benefits’ tab)
 - Insights on contributors from your organization (look under the ‘Project Contributors’ tab)

ACTION: Request access to LFX Organizational Dashboard [here](#).

Announcing your membership

We will include your company in an upcoming momentum press announcement. These are typically done quarterly and timed around events for maximum impact.

ACTION: Please provide 1-2 sentences on your company, name of a spokesperson, and a quote to include in the press announcement. Submit request to members.aswf.io.

Please note that these announcements are often picked up by press and media, and there may be requests for briefings.

[Announcements](#) [Blog](#) [Members](#)

[Open Source Days](#)

Canonical and Khronos Group Join the Academy Software Foundation

Ahead of its annual Open Source Days conference dedicated to highlighting the latest in open source projects used for visual effects, animation, and image creation, the Academy Software Foundation is pleased to welcome two new members: Canonical and The Khronos Group. Launched in August 2018 by the Academy of Motion...

August 5, 2022

Participate in Outreach Activities

We focus on ensuring our members can advance their thought leadership on open source in the visual and special effects industry through our extensive media reach.

ACTION: Key opportunities to leverage now:

- Submit a guest blog post to the [Academy Software Foundation blog](#) and/or [Linux.com](#). Member contributed content must be vendor neutral & talk about an interesting trend or problem in the space.
- Nominate one of your employees to be profiled in a “[Behind the Scenes](#)” interview. In Behind the Screens, we talk to developers and software engineers from across the motion picture and media industries to learn more about their work in visual effects and animation, how they use open source software, and their involvement in the Academy Software Foundation.
- Share potential spokespersons who would be interested in participating in other contributed articles, videos, podcasts, and events.
- Share your news pertaining to one of our projects or your work in the open source on mainframe community for us to amplify and/or offer a quote.
- Share events you will be at so we can promote your presence and talks relating to Academy Software Foundation.



2000+
followers



1800+
followers

Academy Software Foundation and The Linux Foundation Logos



[Download Logos](#)

Contact trademark@linuxfoundation.org with any questions.
Please review our brand trademark policy [here](#).

THANK YOU!

#ASWF

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