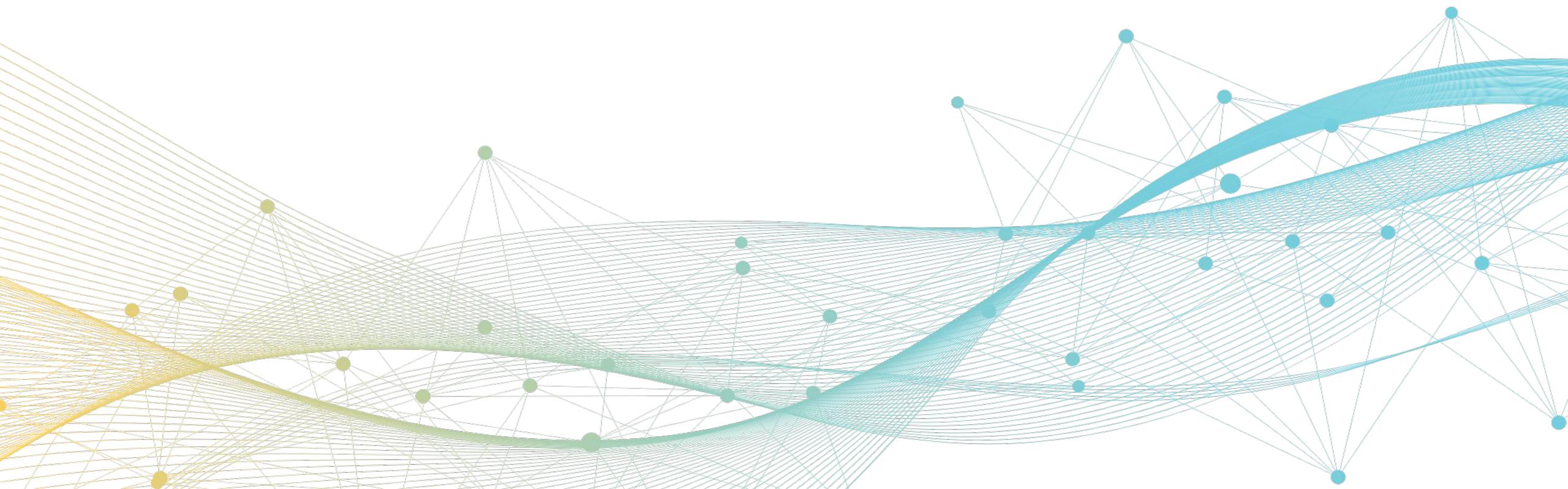


ASWF /* ACADEMY SOFTWARE FOUNDATION



A New 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.



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

July 29, 2019

OpenTimelineIO

- Netflix
- Amazon Web Services
- Rodeo FX
- MovieLabs

05

September 13, 2019

Apple
Microsoft

06

\$1M/
year

April 16, 2020

**Open Shading
Language**
AMD
DockYard

07

COVID-19

08

Today
Siggraph 2020

August 19-20, 2020

New members:

- Unity Technologies
- Conductor Technologies
- SMPTE

May

August

Nov

Feb

May

August

Nov

Feb

May

August

Nov

2018

2019

2020

Premier Members



General Members



Associate Members



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Our Mission

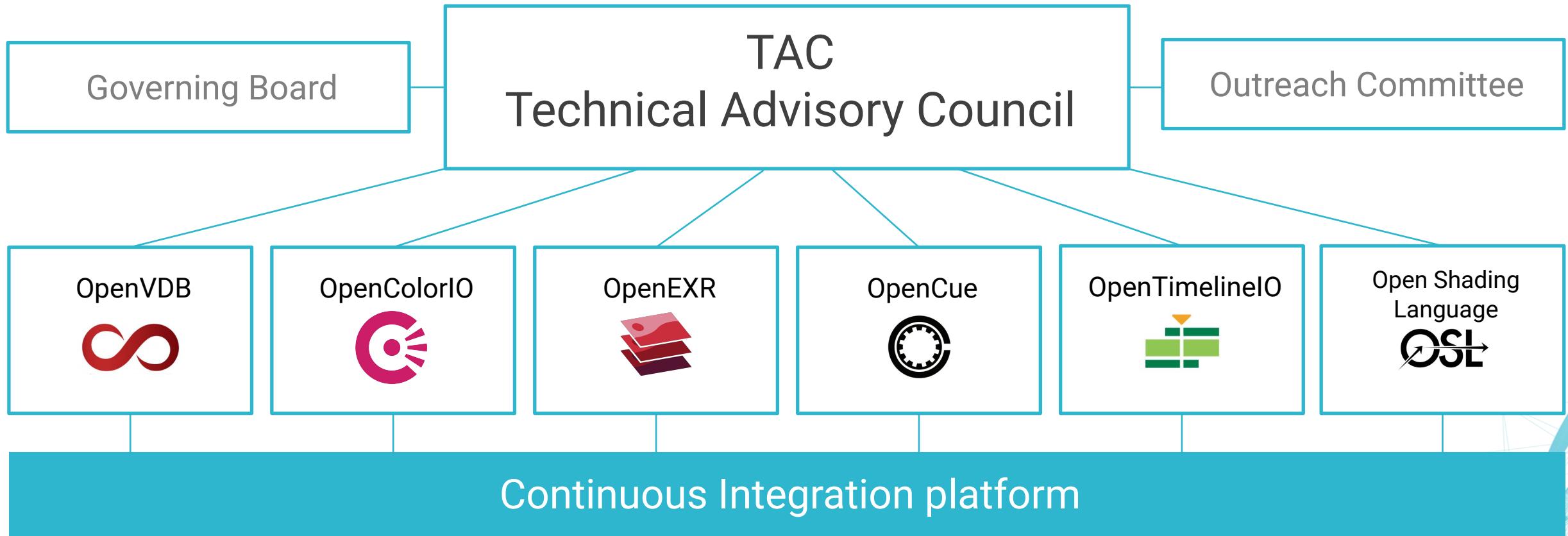
Increase the quality and quantity of open source contributions by establishing a governance model, legal framework and community infrastructure that lowers the barrier to entry for developing and using open source software.



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.





Diversity & Inclusion Working Group

Addressing the State of Diversity & Inclusion in Open Source VFX Communities

By Academy Software Foundation

| June 12, 2020

| Blog, Latest

The current state of injustice and inequality in our society is unacceptable. We, the Academy Software Foundation, stand for inclusion, and we stand in solidarity with our Black members, colleagues, developers, artists, content creators, and the entire Black community.

Open source has the power to break down racial, gender, and corporate barriers to unite people around a shared goal. Diversity strengthens communities, and we want to be a catalyst for change – within our own organization and across the broader open source ecosystem for VFX and animation.

Karen Rupert Toliver, Executive VP of Creative at Sony Pictures Animation, eloquently shared her thoughts in a letter on the [Women in Animation website](#). Here is an excerpt:

"Part of our job in entertainment is to help throw focus on that painful reality. We already know that our industry needs to be more diverse and representative. We must keep pushing. It's urgent. But also advocating for diverse storytelling has a huge part to play. And in this area we are also not doing nearly enough. It's not

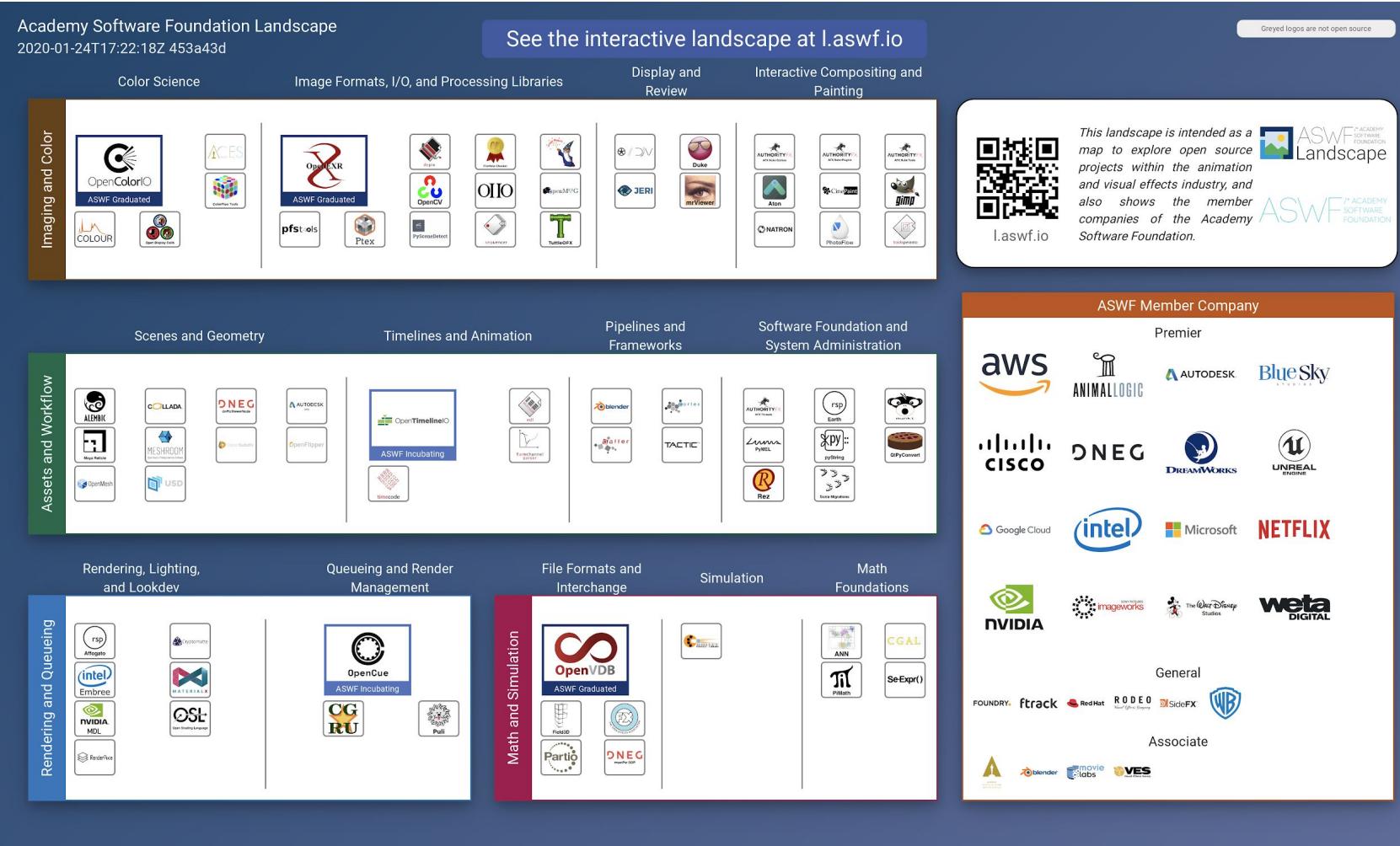


Read more at aswf.io/diversity_inclusion.



ASWF Landscape

ASWF /* ACADEMY SOFTWARE FOUNDATION



<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



contributed by:
Lucasfilm



OpenColorIO

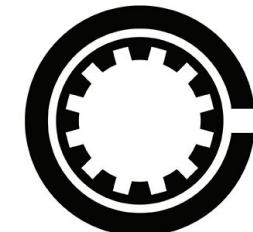
contributed by:
Sony Pictures Imageworks



OpenTimelineIO

contributed by:
Pixar Animation Studios

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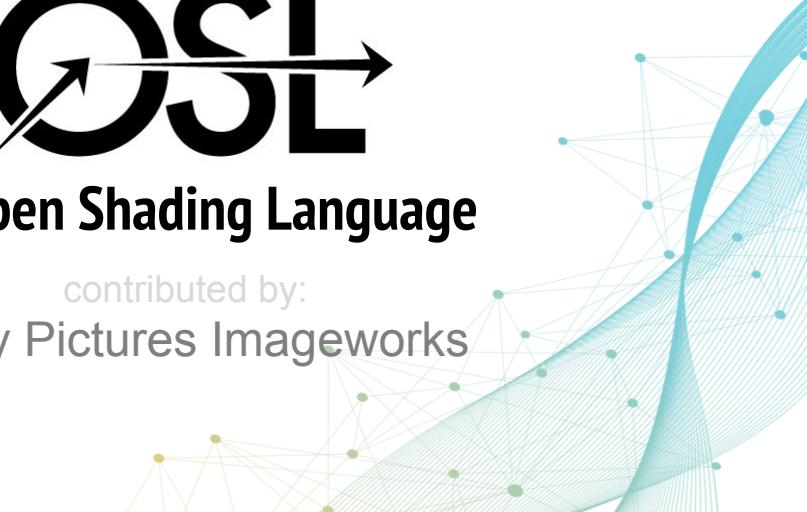
OpenCue

contributed by: Google Cloud and
Sony Pictures Imageworks



Open Shading Language

contributed by:
Sony Pictures Imageworks

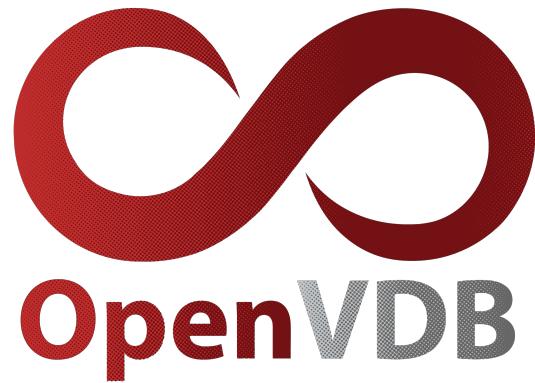




The Croods; courtesy of DreamWorks Animation

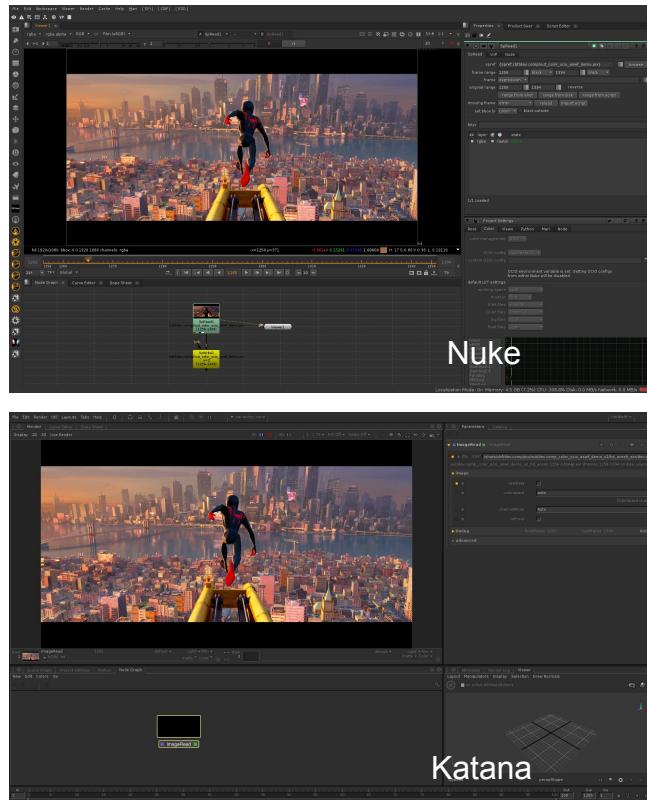


How to Train Your Dragon: The Hidden World; courtesy of DreamWorks Animation



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.



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



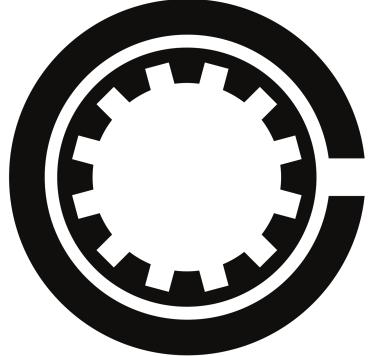
OpenColorIO

github.com/AcademySoftwareFoundation/OpenColorIO

- 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 coming this summer, led by Autodesk.

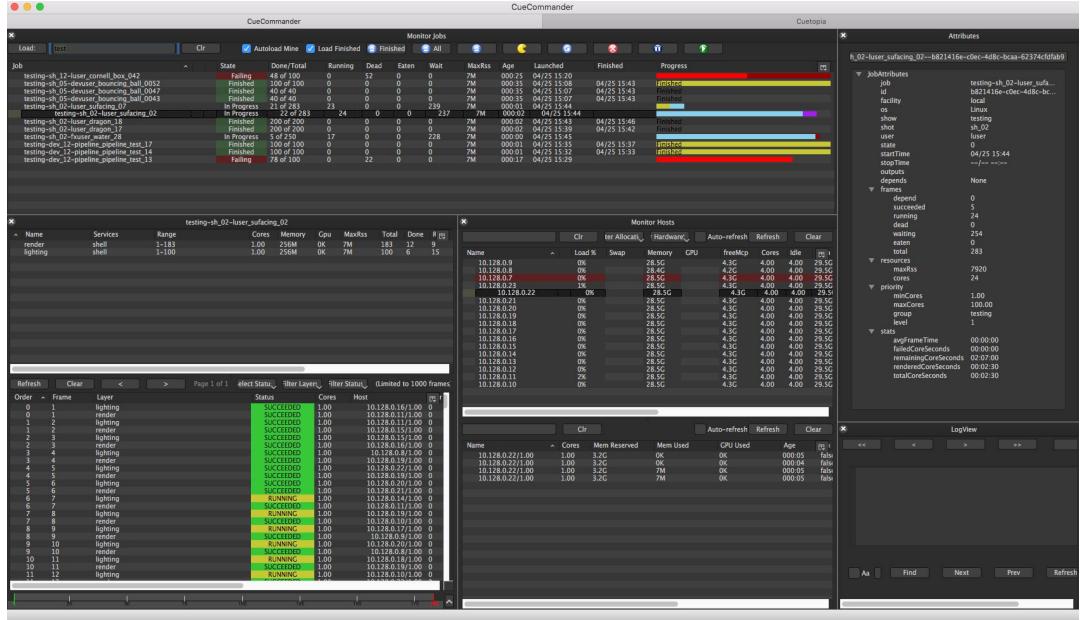


Smurfs: The Lost Village; courtesy of Sony Pictures Imageworks



OpenCue

github.com/AcademySoftwareFoundation/OpenCue

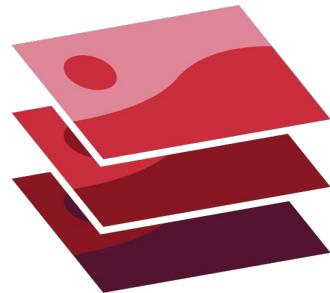


OpenCue screenshot

- 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.



OpenEXR

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 release coming later this summer.



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

Image courtesy of Pixar Animation Studios.



OpenTimelineIO

github.com/PixarAnimationStudios/OpenTimelineIO

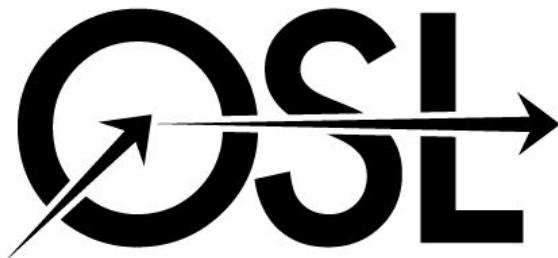
- Joined ASWF in July 2019.
- Developed by Pixar Animation Studios.
- Open source interchange format for editorial timeline information – clips, timing, tracks, transitions, metadata etc.
- Key contributors include Pixar, Netflix, DreamWorks, Autodesk.
- Still in Public Beta; Beta 12 released in March 2020.



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.

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:

- 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/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 ASWF community at aswf.io/join.

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





Thank you!

