

/\* 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](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.

# 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

13

14

5  
YEARS

### Open Source Days 2023

July 25 -

August 7, 2023

**OpenImageIO**

Otoy

Bolt Graphics

Coreweave

Open Source Forum 2024

Feb 22 2024

Mod Tech

Labs

15

16

### Open Source Days 2024

July 23-29 2024

Samsung

Caligra

Open Source Forum 2025

Feb 13 2025

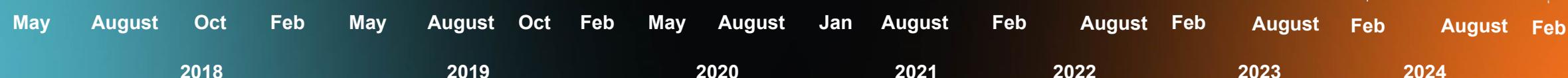
**OpenAPV**

Stability.ai

RaynaultVFX

17

18



# 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



blender



ENTERTAINMENT  
TECHNOLOGY  
CONFERENCE



movie  
labs



SMPTE



KHRONOS



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

/\* ACADEMY  
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](https://aswf.io/diversity_inclusion)

# ASWF Landscape

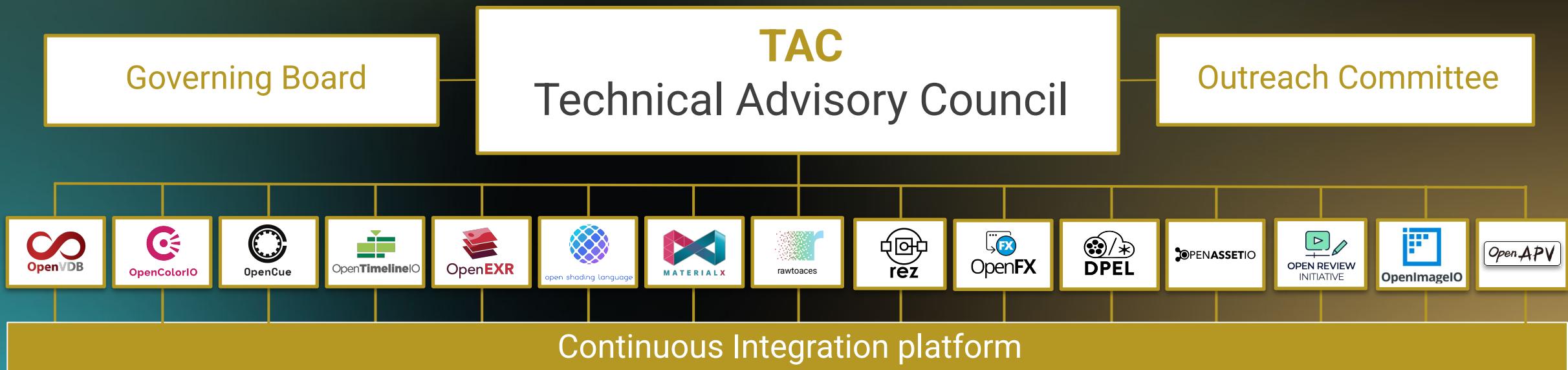
The screenshot shows the ASWF Landscape website interface. At the top, there are navigation links for 'EXPLORE' (underlined) and 'STATS'. A search bar with placeholder text 'Type / to search items' and icons for search, download, and refresh are also at the top. Below the header, there are sections for 'Filters' (with options for 'Open Source Projects', 'ASWF Members', and 'ASWF Projects'), 'VIEW MODE: Grid' (selected), and 'ZOOM: - +'. The main content area is organized into several categories:

- Image Formats, I/O, and Processing Libraries:** OpenEXR, OpenImageIO, OpenAPV, RIS, depix, FFmpeg, gatling, THE OPTIE PROJECT, libitm, OpenCV, openMVG, pfstools, Ptex, PySceneDetect, sequencer, three.js, VMAF.
- Display and Review:** OPEN REVIEW INITIATIVE, ASWF SANDBOX, t!Render, JERI, mrv2, Open RV.
- Color Science:** OpenColorIO, rawtoaces, ACES, ACOLOUR, wetaFX PhysLight.
- Interactive Compositing and Painting:** AUTHORITY FX, Aton, CinePaint, gimp, NATRON, PhotoFlow, trackspacento.
- Scenes and Geometry:** DPEL, /\* ACADEMY SOFTWARE FOUNDATION USD Working Group, ALEMBIC, MESHROOM, AliceVision, COLLADA, ONEG, OpenSubdiv, OpenFlipper, OpenMesh, PhysX by NVIDIA, USD, Maya Reticle.
- Software Foundation and System Administration:** rez, ASWF LANGUAGE INTEROP, ASWF WORKING GROUP, AUTHORITY FX, ForestFlow, Lumis, PyMEL, pyString, QtPyConvert, Scala Migrations.
- Pipelines and Frameworks:** OPEN, AYON, blender, vortex, gaffer, kdenlive, Olive, Google Cloud OpenProductionData, PRISM, TACTIC.
- Timelines and Animation:** adl, trackchannel parser, OPEN ANNOTATION.IO, timecode.

## 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.

# 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

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

**February 13, 2025**  
**Los Angeles, CA + Virtual**

**2026 Date To Be Announced**

#ASWF

/\* ACADEMY SOFTWARE FOUNDATION



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

**August 10, 2025**  
**Vancouver, Canada + Virtual**

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# Foundation Staff



**David Morin**  
Executive Director



**Deb Giles**  
Event Director



**Emily Olin**  
Director of Marketing  
Communications



**John Mertic**  
Director of Program  
Management



**Michelle Roth**  
Sr. Projects  
Coordinator



**Molly Sanchez**  
Event Planner



**Yarille Ortiz**  
Senior Project  
Coordinator

Contact the staff at [members.aswf.io](https://members.aswf.io)

# Keeping the meetings on your calendar

Always find the latest public ASWF meetings on the official calendar at [calendar.aswf.io](https://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 shows a monthly view for August 2024, with the 2nd highlighted. Below it, a 'Projects' section lists several working groups, with 'Academy Software Foundation (ASWF)' checked. The right interface shows a weekly view from Aug 5 to Aug 11, 2024. It lists various meetings throughout the day, including 'OpenFIZC' and 'USD Web' on Aug 6, and 'OpenVDB' and 'OpenColorIO' on Aug 9.

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< August 2024 >

Mo	Tu	We	Th	Fr	Sa	Su
29	30	31	1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	1

Projects 20 projects ×

Search Projects

- Academy Software Foundation (ASWF)
- Continuous Integration Working Group
- Digital Production Example Library (DPEL)
- Diversity & Inclusion Working Group

iCal Today < Aug 5 – 11, 2024 >

Day 4 Days Week Month List

	Monday 5	Tuesday 6	Wednesday 7	Thursday 8	Friday 9	Saturday 10	Sunday 11
6am							
7am							
8am							
9am							
10am							
11am		11:00 - 11:00 - OpenFIZC	11:00 - 11:00 - OpenFIZC				
12pm			12:00 - 1:00 USD Web	12:00 - 1:00 USD Web	12:00 - 12:00 - ORI	12:00 - 12:00 - USD	
1pm							
2pm			2:00 - 3:00 OpenVDB	2:00 - 3:00 OpenVDB			
3pm		3:00 - 4:00 OpenColorIO			3:00 - 3:30 - ra		

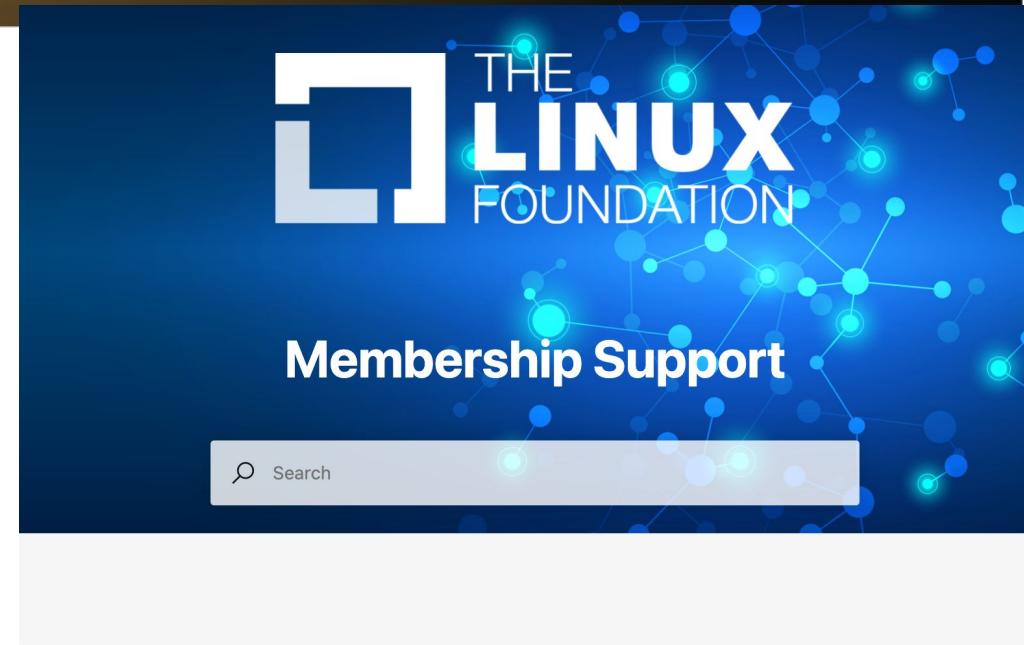
# Member Help Desk

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](https://members.aswf.io)



## Request Types

Common Requests



Ask a general question

Membership



Ask a billing question

Marketing & PR



Technical Committees



Conference & Events



Change your membership contacts

/\* ACADEMY  
SOFTWARE  
FOUNDATION  
#ASWF

# Follow us on social

ASWF /\* ACADEMY SOFTWARE FOUNDATION

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](https://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](mailto:trademark@linuxfoundation.org) with any questions.  
Please review our brand trademark policy [here](#).

# THANK YOU!

#ASWF

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