

/* ACADEMY
SOFTWARE
FOUNDATION

Technical Advisory Council (TAC) Overview

Academy Software Foundation Overview and Governance

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.



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 2019

July 29, 2019

OpenTimelineIO

Netflix
Amazon Web Services
Rodeo FX
MovieLabs

05

Sept 13, 2019

Apple
Microsoft

06

April 16 2020

Open
Shading
Language

AMD
DockYard

07

\$1M
/year

COVID
19

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

12

Open Source
Forum 2023

Feb. 16 2023
HP
Framestore

13

Open Source
Forum 2024

Feb 22 2024
Mod Tech
Labs

14

5
YEARS

Open Source Days 2023

July 25 -
August 7, 2023

OpenImageIO
Otoy
Bolt Graphics
Coreweave

15

Open Source
Forum 2024

Feb 22 2024
Mod Tech
Labs

16

Open Source Days 2024

July 23-29 2024

Samsung
Caligra

17

Open Source
Forum 2025

Feb 13 2025
OpenAPV

Stability.ai
RaynaultVFX

18

May

August

2018

Oct

Feb

May

2019

August

Oct

Feb

May

2020

August

Jan

May

August

Feb

May

2021

August

Feb

2022

2023

2024

Membership

Premier



ACADEMY
OF MOTION PICTURE
ARTS AND SCIENCES



General



Associate

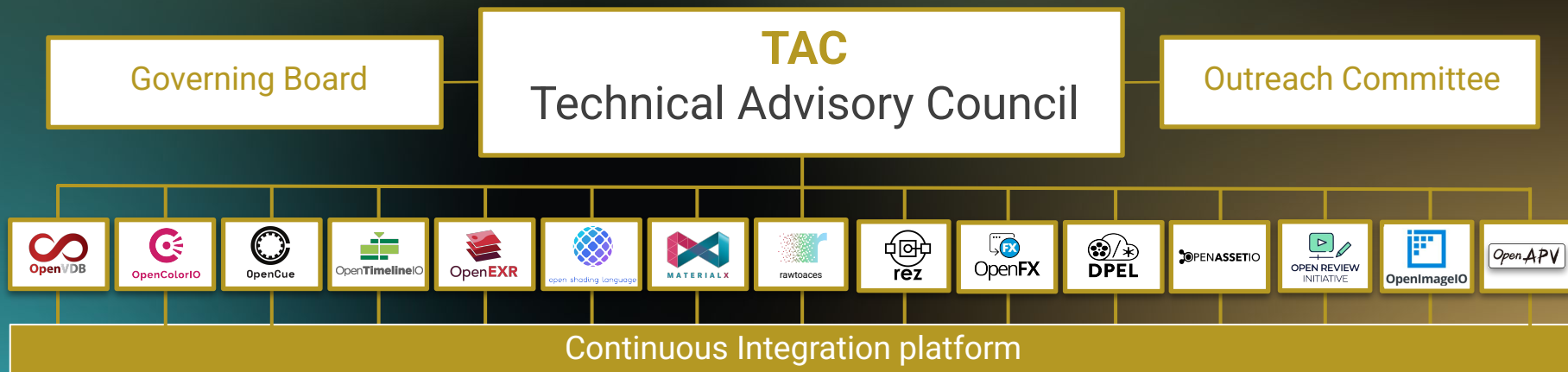


We're a nonprofit, but not separately incorporated

- The Academy Software Foundation is part of the [the Linux Foundation](#) and is not a separate legal entity
- Therefore, the Academy Software Foundation Governing Board is not a corporate board of directors, and is not subject to corporate law statutes (e.g., those that govern fiduciary duties and how corporate boards of directors must operate)
- The powers and duties of the Governing Board are set forth in the [Academy Software Foundation Charter](#)

Academy Software Foundation

Structure



Working Groups

/* ACADEMY
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CI Working Group

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D&I Working Group

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FOUNDATION

USD Working Group

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Working Group for
Rust Bindings

More at <https://www.aswf.io/get-involved/#working-groups>

TAC Responsibilities

TAC Responsibilities

The TAC's responsibilities include:

- Setting an overall technical vision for the Academy Software Foundation
- Approving new projects and working groups;
- Overseeing the Project Lifecycle;
- Enabling collaboration between projects and working groups;
- Making recommendations to the Budget Committee for any resource needs;
- Voting on other decisions that come before the TAC.

Additional responsibilities are described in [Section 7](#) of the Academy Software Foundation Charter.

What the TAC is **NOT** responsible for

- The TAC does **not** manage the day-to-day activities and operations of hosted projects and working groups, such as committer rights, release schedules, and roadmaps.
- The TAC is **not** responsible for overseeing day-to-day operations of Academy Software Foundation. This is the responsibility of the foundation staff.
- The TAC does **not** directly manage the overall budget for the Academy Software Foundation. The TAC makes resource recommendations to the Budget Committee and Governing Board, and provides feedback on the use of those resources.

TAC Operations

TAC Composition

- The TAC voting members consist of:
 - One representative appointed from each Premier member; and
 - One representative appointed by the TSC of each project at the Adopted Stage
 - Up to three (3) annually TAC appointed industry representatives
- See [Section 7\(b\)](#) of the Academy Software Foundation Charter for more information about composition.
- You can change your representative at any time by making a request at members.aswf.io.

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
Weta 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



Youngkwon Lim
Principal
Researcher
Samsung
Electronics Co.
Ltd.

TAC Chairperson

Annually in December, the TAC will elect a chairperson to serve for the subsequent year.

Duties of the TAC Chairperson include:

- Leading the strategy for setting an overall technical vision for the Academy Software Foundation
- Preparing the agenda for and leading TAC meetings, with the support of the foundation staff (generally meets with the staff on a regular basis to align on topics and priorities)
- Serving as a voting member of the Governing Board to represent the TAC and larger technical communities.
- Be a spokesperson for the TAC and larger technical community, as needed

See [Section 7\(f\)](#) of the Academy Software Foundation Charter for more information

TAC Meetings

Meeting Cadence

- The TAC has virtual meetings, generally every other Wednesday. **All meetings are public meetings unless specified otherwise.**
- Format for the meetings generally include short updates, and up to two larger topics (such as an annual review of a project/working group, new project/working group proposal, larger discussion item, or special presentation)
 - Voting will often take place at each meeting
 - If you cannot attend a meeting and wish to have someone else represent you, please contact the foundation staff at members.aswf.io.
- Additionally, the TAC has two hybrid Leadership Meetings sessions per year (at Open Source Forum in February and Open Source Days in August).
 - Governing Board representatives and a representative from each General Member are invited to Strategy Sessions.
- In rare and exceptional circumstances (e.g., in an emergency situation), an additional ad hoc special meeting of the TAC may be convened.
 - To request a special meeting, please email your request to the Foundation Staff and TAC Chair, and they will decide whether a special meeting is necessary or the proposed agenda item can be discussed by email or at the next regular meeting.

How to propose an agenda item

- Agenda for TAC meetings are managed at <https://github.com/orgs/AcademySoftwareFoundation/projects/19>
- Propose a topic for a TAC meeting at <https://github.com/AcademySoftwareFoundation/tac/issues/new/choose>
- Please submit your proposed agenda item at least 7 days prior to the meeting.
- Please be patient. TAC meeting agendas are often quite full, and the length of the meeting only allows the time for two larger topics per meeting, so if your topic is more than a short topic it may not be scheduled for the next meeting.

Proposing an agenda item (continued)

- If we cannot accommodate your request in the upcoming meeting we may:
 - Wait until the following meeting to discuss the topic
 - Call a special meeting to discuss your topic, or
 - Refer the topic to the appropriate committee or task force of the TAC
- We may ask you to provide slides 3 days before the meeting.

TAC Materials

- Agendas for TAC meetings will be made available the day before the scheduled meeting
- Past meeting notes can be found [here](#).
- No meeting of the TAC is recorded unless the TAC provides explicit consent to do so.

Discussion Channels

Relevant Mailing Lists

- TAC Public List: tac@lists.aswf.io
- TAC Private List:
tac-private@lists.aswf.io
 - This list is ONLY for sensitive topics and voting
- Project and Working Group Leads:
technical-project-leads@lists.aswf.io

Slack Channel

- You can [join Academy Software Foundation slack here](#).
- To join the TAC Slack channel, make a request at members.aswf.io.

Policies and Other Resources

Important Academy Software Foundation Policies and Resources

- [Academy Software Foundation Charter](#)
- [Linux Foundation Antitrust Policy](#)
- [Foundation GitHub repository](#) with many other public facing policies and materials including...
 - [Elections Process](#)
 - [Academy Software Foundation hosted project charters](#), which define each project's intellectual property and licensing policies.
- [ASWF Landscape](#)
- [High Level Overview](#)

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](#).

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

Who's Who in the Academy Software Foundation

- [Academy Software Foundation Members](#)
- Staff: [Academy Software Foundation Staff](#), [Linux Foundation Leadership](#)
- [Governing Board Members](#)
- [Technical Advisory Council Members](#)
- [Academy Software Foundation Project and Working Group Leads](#)

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Thank you!

If you have any questions, feel free to contact the staff at members.aswf.io.