

/\* ACADEMY  
SOFTWARE  
FOUNDATION

# Overview

September 2025

# 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

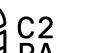
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# Why Open Source?

# Why Open Source?

- Software development has a **cost**
  - Development
  - Maintenance
  - Documentation
  - Training
- Open Source ecosystems **share** those costs
- Empower developers to lead development

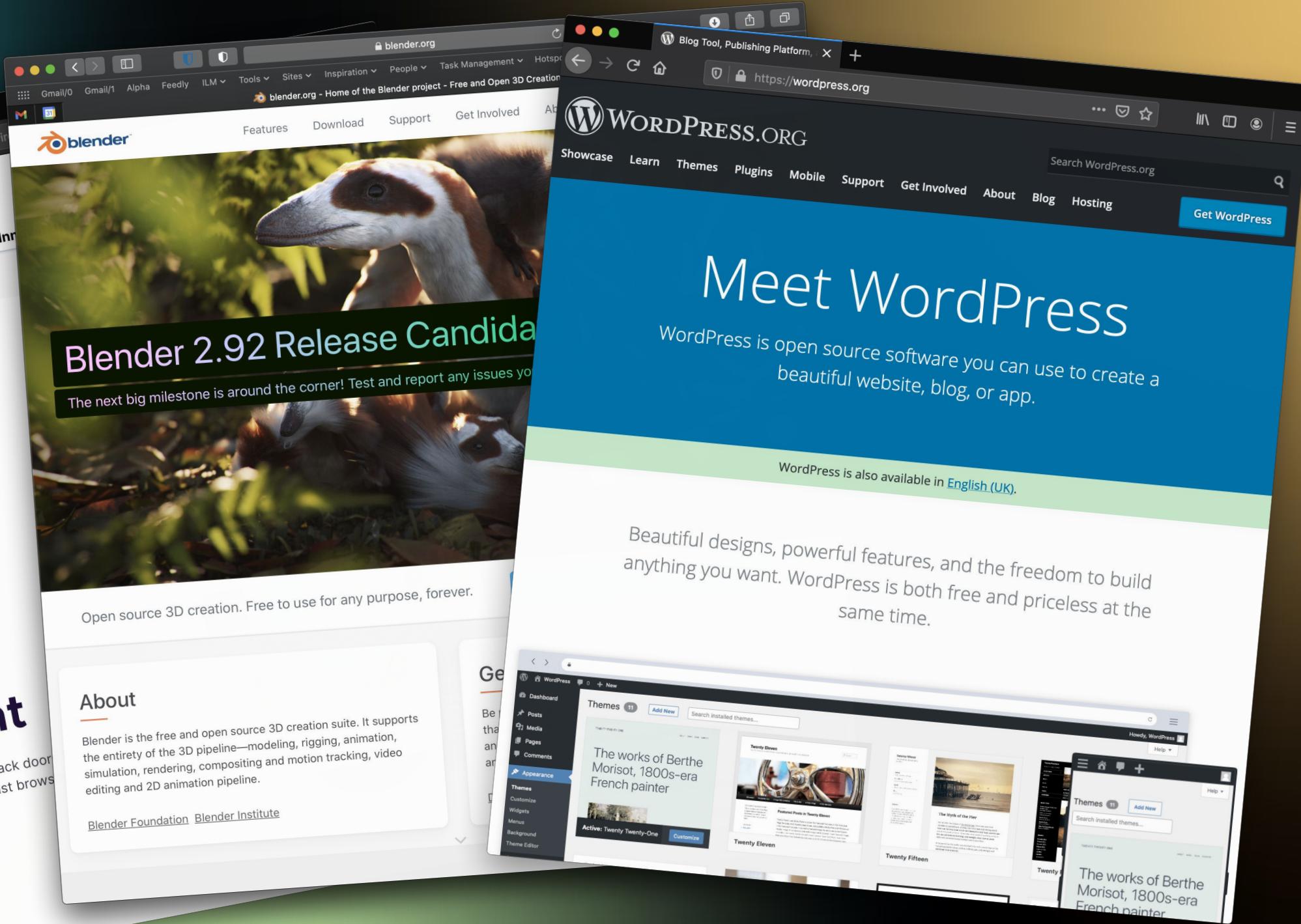
# Open Source Projects

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.

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# 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

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# Open Source in Entertainment

*How the Academy Software Foundation  
Creates Shared Value*

A report from  
 | 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

02

Open Source Day 2019

Open Source Days 2020

Open Source Forum 2022

5  
YEARS

Open Source Days 2024

Open Source Days 2025

October 23, 2018

August 4-5 2021

Open Source Days 2022

July 23-29 2024

August 4-10 2025

OpenVDB

MaterialX

Open Source Days 2023

Samsung

DNA

New members:

Maxon

Open Source Days 2024

Caligra

RMTC

Sony Pictures

OpenFX

Open Source Days 2025

Open Source Forum 2025

LAIKA

Entertainment

OpenImageIO

Open Source Days 2026

Feb 13 2025

Skydance

Warner Bros.

OpenReview

Open Source Days 2027

Stability.ai

Animation

Blender Foundation

Initiative

Open Source Days 2028

RaynaultVFX

Animation

Visual Effects Society

Coreweave

Open Source Days 2029

OpenAPV

Mod Tech

Feb 8, 2019

Mod Tech Labs

Open Source Days 2030

Labs

Framestore

OpenColorIO

HP

Open Source Days 2031

Feb 22 2024

Framestore

May 1 2019

Framestore

Open Source Days 2032

Mod Tech

Framestore

OpenEXR

Framestore

Open Source Days 2033

Labs

Framestore

OpenCue

Framestore

Open Source Days 2034

Framestore

Framestore

NVIDIA

Framestore

Open Source Days 2035

Framestore

Framestore

ftrack

Framestore

Open Source Days 2036

Framestore

Framestore

Red Hat

Framestore

Open Source Days 2037

Framestore

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Open Source Days 2038

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Open Source Days 2073

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Open Source Days 2074

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Framestore

Open Source Days 2075

Framestore

Framestore

19

Framestore

# Membership

## Premier



ACADEMY  
OF MOTION PICTURE  
ARTS AND SCIENCES



## General



## Associate



# Governing Board Representatives



**Rob Bredow**  
**Chair**  
Industrial Light & Magic



**Alexander Forsythe**  
Academy of Motion Picture Arts and Sciences



**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 Media, LLC



**Gregory Ducatel**  
Sony Pictures Entertainment



**Guido Quaroni**  
Adobe Inc.



**Guy Martin**  
NVIDIA Corporation



**Jeff Stringer**  
LAIKA, LLC



**Jeremy Smith**  
**General Member Representative**  
Hewlett Packard Enterprise Company



**Kimball Thurston**  
Wētā FX Limited



**Kwang Pyo Choi**  
Samsung Electronics Co. Ltd.  
**TAC Representative**  
Sony Pictures Imageworks



**Larry Gritz**  
Sony Pictures Imageworks



**Mark Jackels**  
DreamWorks Animation



**Michael B. Johnson**  
Apple Inc.



**Paul Salvini**  
DNEG



**Phil Parsonage**  
**General Member Representative**  
The Foundry Visionmongers Limited



**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



Bhanu Srikanth  
Netflix, Inc.



Carol Payne  
Apple Inc.



Christy Anzelmo  
The Foundry  
Visionmongers  
Limited



Duncan Burbidge  
Epic Games, Inc



Erik Niemeyer  
Intel Corporation



Greg Denton  
Microsoft Corporation



john canning  
Advanced Micro  
Devices (AMD)



Jonathan Gerber  
LAIKA, LLC



Keith Stichweh  
Skydance Animation,  
LLC



Kevin Sprout  
NVIDIA Corporation



Morgan Prygrocki  
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)



Larry Gritz  
**Chair**  
Sony Pictures  
Imageworks



Andy Jones  
Netflix, Inc.



Carol Payne  
**Vice Chair**  
Apple Inc.



Cary Phillips  
Industrial Light &  
Magic



Chris Hall  
Advanced Micro  
Devices (AMD)



Chris Kulla  
Epic Games, Inc



Christopher  
Moore  
Skydance Animation,  
LLC



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



Jean-Michel  
Dignard  
Epic Games, Inc



Jonathan Gerber  
LAIKA, LLC



Jonathan Stone  
Lucasfilm



Ken Museth  
NVIDIA Corporation



Kimball Thurston  
Wētā FX Limited



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](http://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



Contributed By  
ILM and Sony Pictures  
Imageworks



Contributed By  
Academy Software  
Foundation



Contributed By  
Lucasfilm



Contributed By  
Academy Software  
Foundation



Contributed By  
Sony Pictures Imageworks



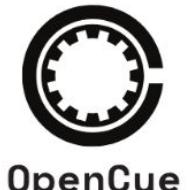
Contributed By  
Samsung Electronics



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

Rongotai  
Model  
Train  
Club  
(RMTC)

Contributed By

Wētā FX

# 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 contains the placeholder 'Type / to search items' with icons for search, download, and refresh. Below the search bar are 'Filters' (dropdown), 'GROUPS' (dropdown with options: Open Source Projects, ASWF Members, ASWF Projects), 'VIEW MODE' (Grid selected, Card, Card icon), and 'ZOOM' (zoom in/out 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 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, Scala Migrations, and Maya Reticle.
- 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.

# 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



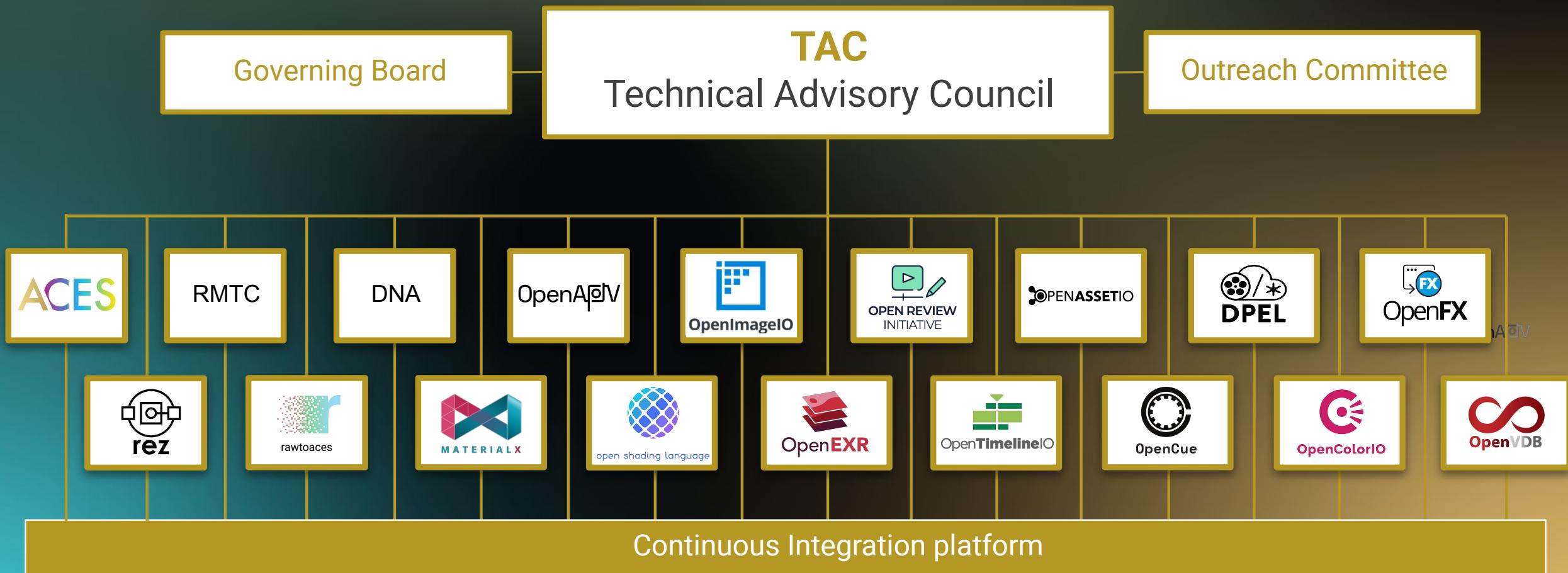
Annual developer focused event showcasing the latest from Academy Software Foundation projects along with other open source projects used for visual effects, animation, and image creation.

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

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

/\* ACADEMY SOFTWARE FOUNDATION

# Academy Software Foundation Structure





*The Croods; courtesy of DreamWorks Animation*



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



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

- 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.



# OpenColorIO

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

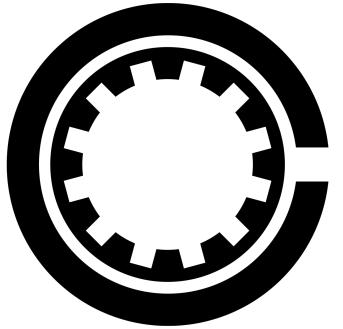


Spider-Man™: Into the Spider-Verse; all images courtesy of Imageworks

- 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.

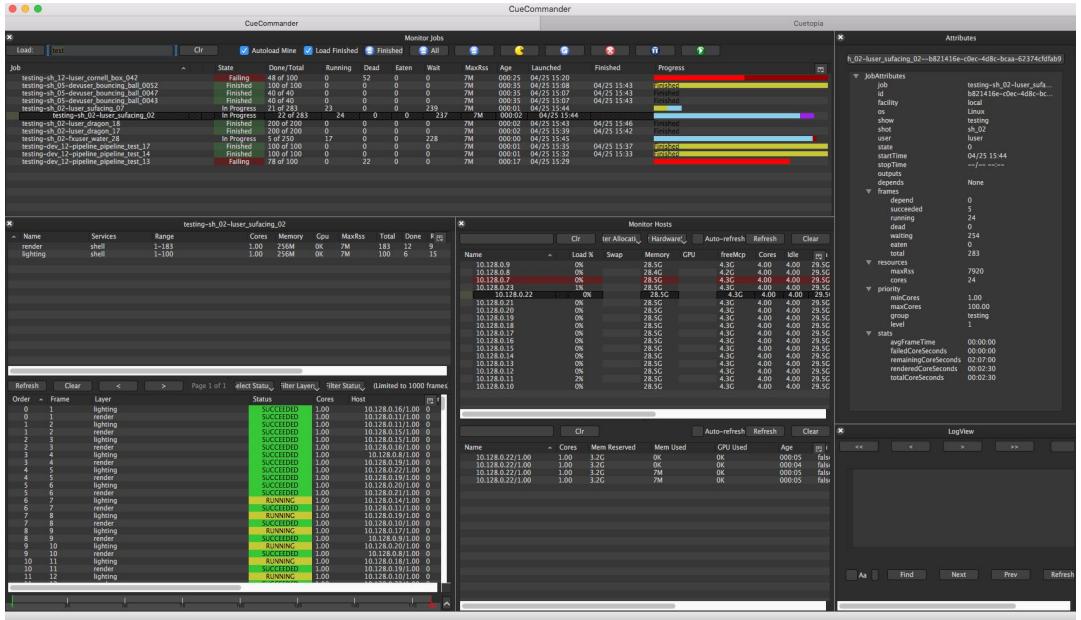


Smurfs: The Lost Village; courtesy of Sony Pictures Imageworks



# 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)

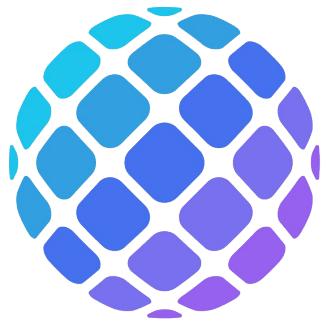
- Joined ASWF in July 2019.
- Developed by Pixar Animation Studios.
- Open source interchange format for editorial timeline information – clips, timing, tracks, transitions, metadata etc.
- Key contributors include Pixar, Netflix, DreamWorks, Autodesk.
- In Public Beta



*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.

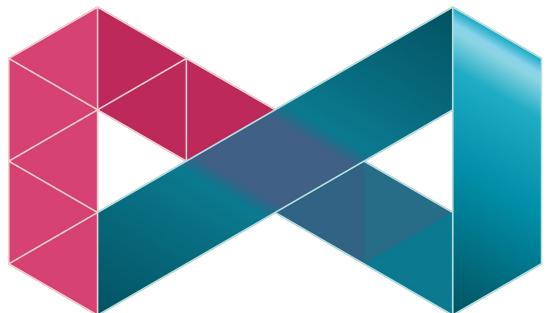
ILM Production tests using  
MaterialX



ILM UNIFIED



STANDARD SURFACE



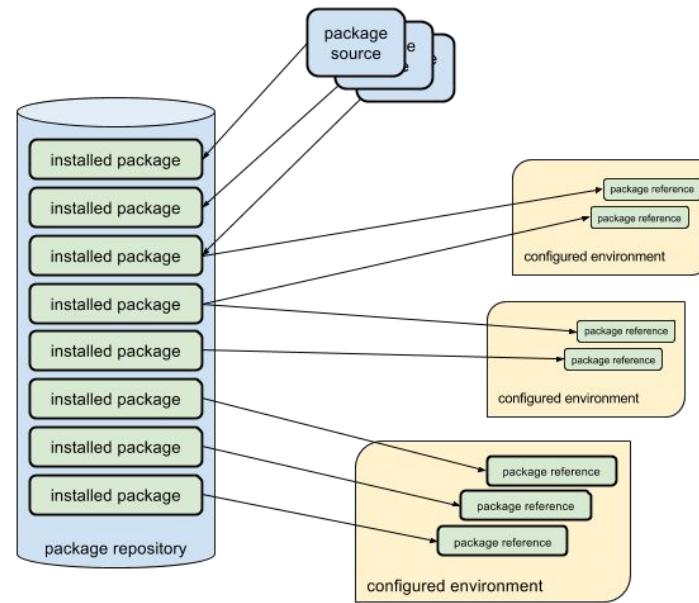
M A T E R I A L X

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

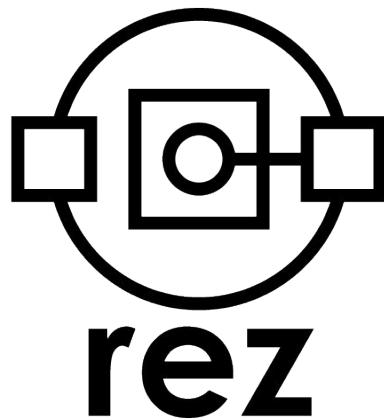
- Joined ASWF in March 2021.
- Open standard for representing rich material and look-development content in computer graphics, enabling its platform-independent description and exchange across applications and renderers.
- Launched at Industrial Light & Magic in 2012, MaterialX has been a key technology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



- 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.

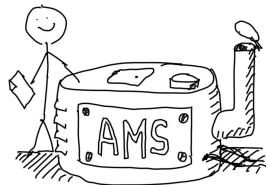


Launching with ASC Standard Evaluation Material II (StEM2), Animal Logic's ALab Phase 2, Intel's Volumetric Clouds Library and AWS character Noa.



[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



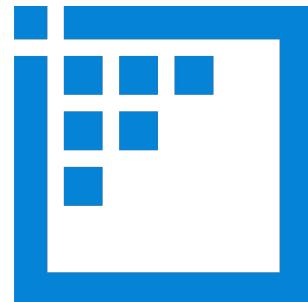
**OPEN REVIEW  
INITIATIVE**

[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.

# OpenAPV

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.

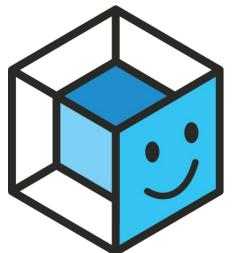
# Working Groups



CONTINUOUS  
INTEGRATION WG



DIVERSITY &  
INCLUSION WG



USDWG



ZERO TRUST  
WORKING GROUP

# How to contribute

 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.io/>

# 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)

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