

/\* 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

2021

August

Feb

2022

August

Feb

2023

August

Feb

2024

August

Feb

# Membership

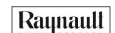
## Premier



ACADEMY  
OF MOTION PICTURE  
ARTS AND SCIENCES



## General



## Associate

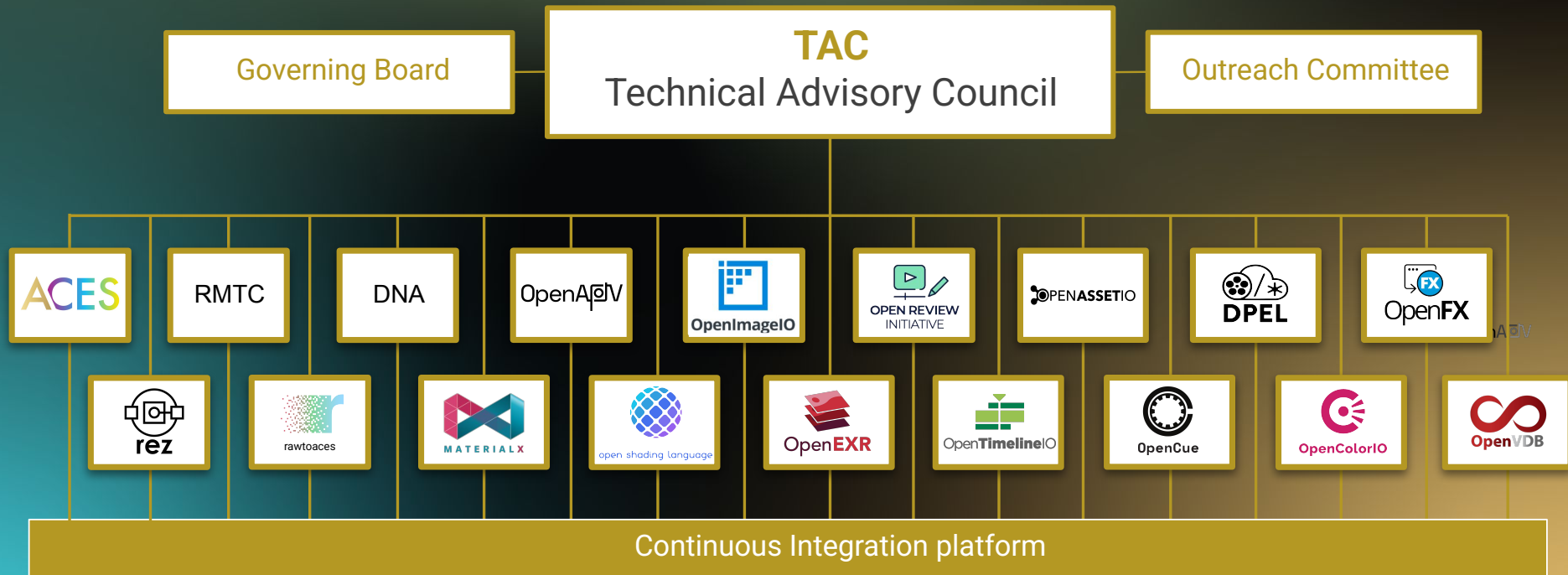


# We're a nonprofit, but not separately incorporated

- 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

## 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



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

# 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.

# 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](https://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](mailto:tac@lists.aswf.io)
- TAC Private List:  
[tac-private@lists.aswf.io](mailto: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](mailto: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](https://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



**Deb Giles**  
Event Director



**Emily Olin**  
Director of Marketing  
Communications



**John Mertic**  
Director of Program  
Management



**Molly Sanchez**  
Event Planner



**Yarille Ortiz**  
Senior Project  
Coordinator

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