

/* ACADEMY
SOFTWARE
FOUNDATION

Technical Advisory Council (TAC) Overview

Academy Software Foundation Overview and Governance

/* ACADEMY SOFTWARE 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.



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



May

August

Oct

Feb

May

Aug

Oct

Feb

May

Aug

Jan

Aug

Feb

Aug

Feb

Aug

Feb

Aug

Feb

October 23, 2018

[OpenVDB](#)

New members:

Sony Pictures
Entertainment
Warner Bros.
Blender Foundation
Visual Effects Society

February 8, 2019

[OpenColorIO](#)

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

Sept 13, 2019

Apple
Microsoft

05

06

Open Source Days 2020

Open Source Days 2021

August 19-20 2020

Unity
Conductor
Technologies

SMPTE

April 16
2020

[Open
Shading
Language](#)

AMD

DockYard

07

08

Dec. 15
2020

Adobe
ETC

09

10

Jan. 28
2022

Wevr

11

12

13

14

15

16

17

18

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

15

16

17

18

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

Open Source Days 2024

July 23-29 2024

Samsung

Caligra

Open Source

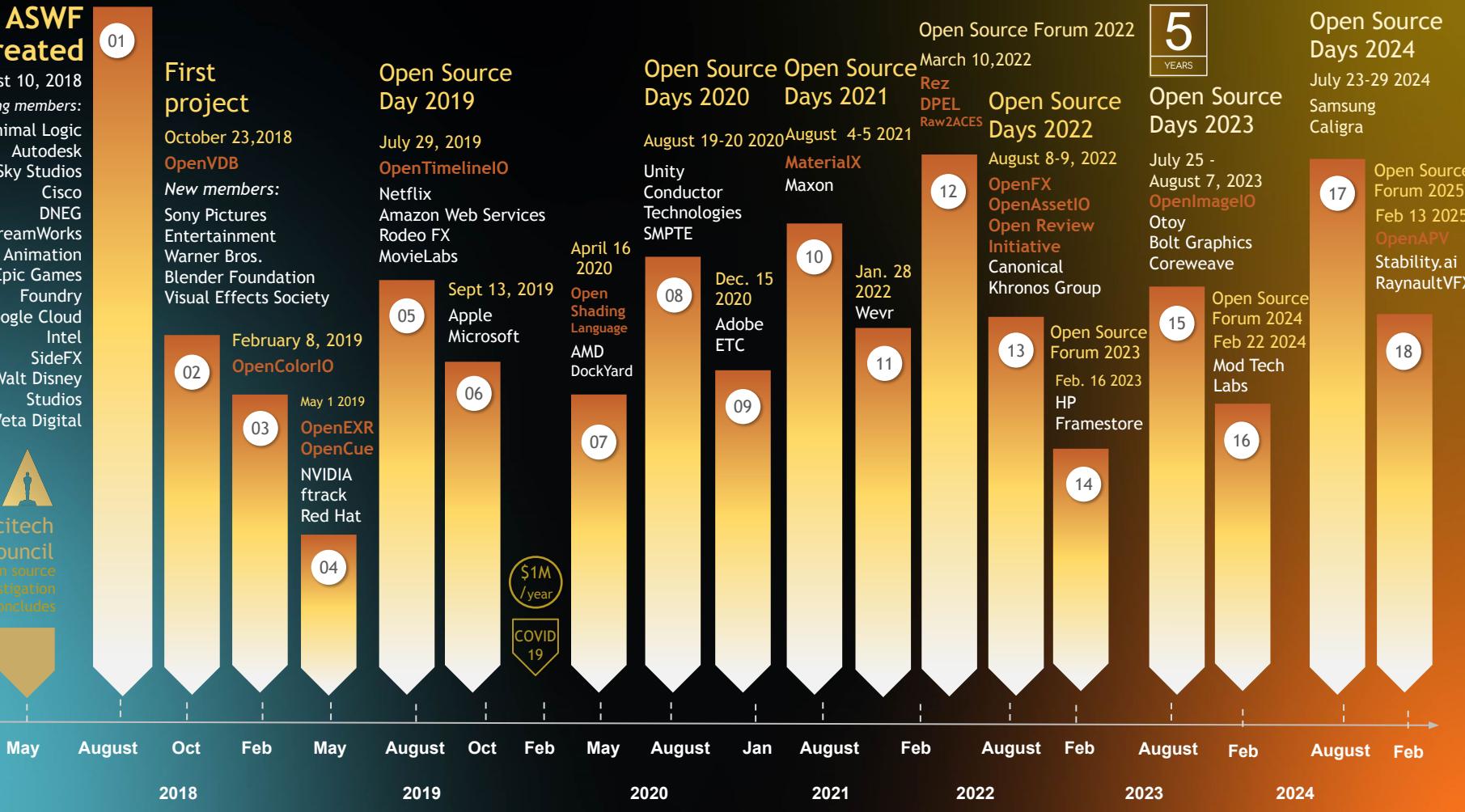
Forum 2025

Feb 13 2025

[OpenAPV](#)

Stability.ai

RaynaultVFX

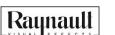


Membership

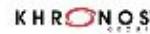
Premier



General



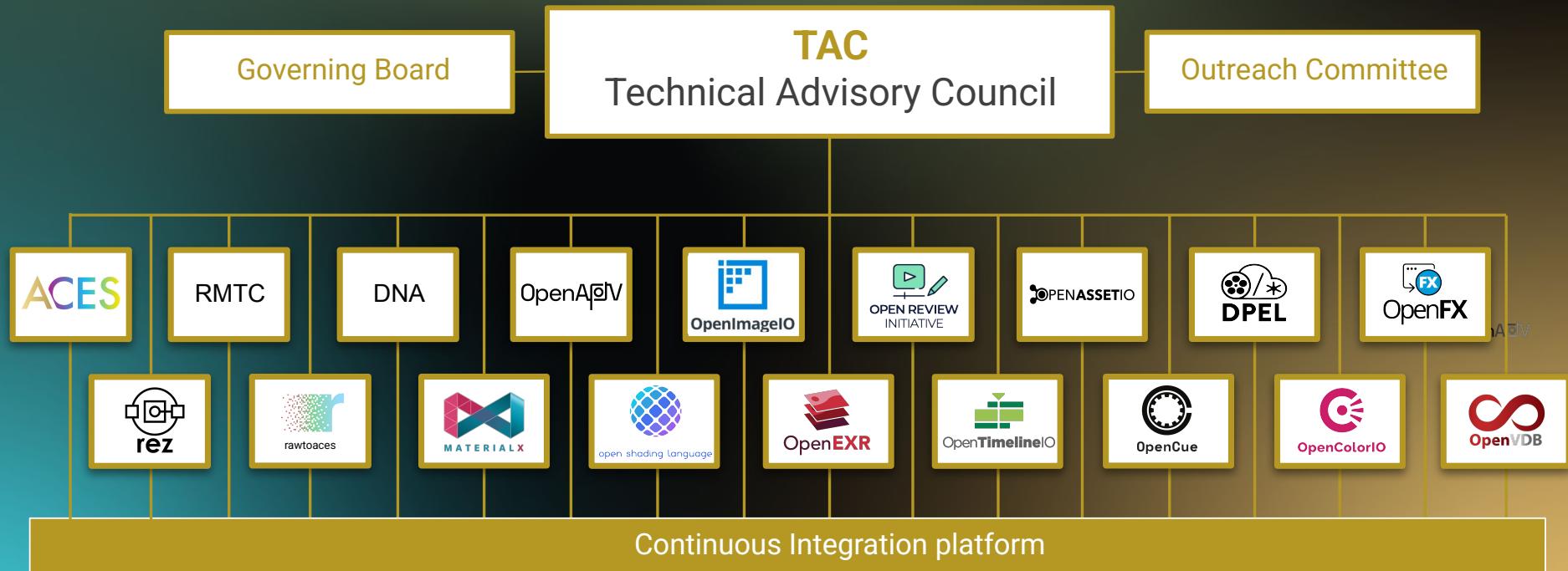
Associate



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.

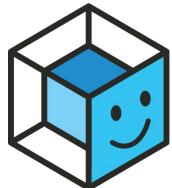
Working Groups



CONTINUOUS
INTEGRATION WG



DIVERSITY &
INCLUSION WG



USDWG



ZERO TRUST
WORKING GROUP

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

/* ACADEMY SOFTWARE FOUNDATION

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

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



**DANIEL
GREENSTEIN**
Sony Pictures
Imageworks



**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.
- 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

/* ACADEMY SOFTWARE FOUNDATION

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

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](#)

/* ACADEMY
SOFTWARE
FOUNDATION

Thank you!

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