

# **USDWG TAC REVIEW**

Alexander Schwank & Nick Porcino - 7/9/2025

# What is USDWG?

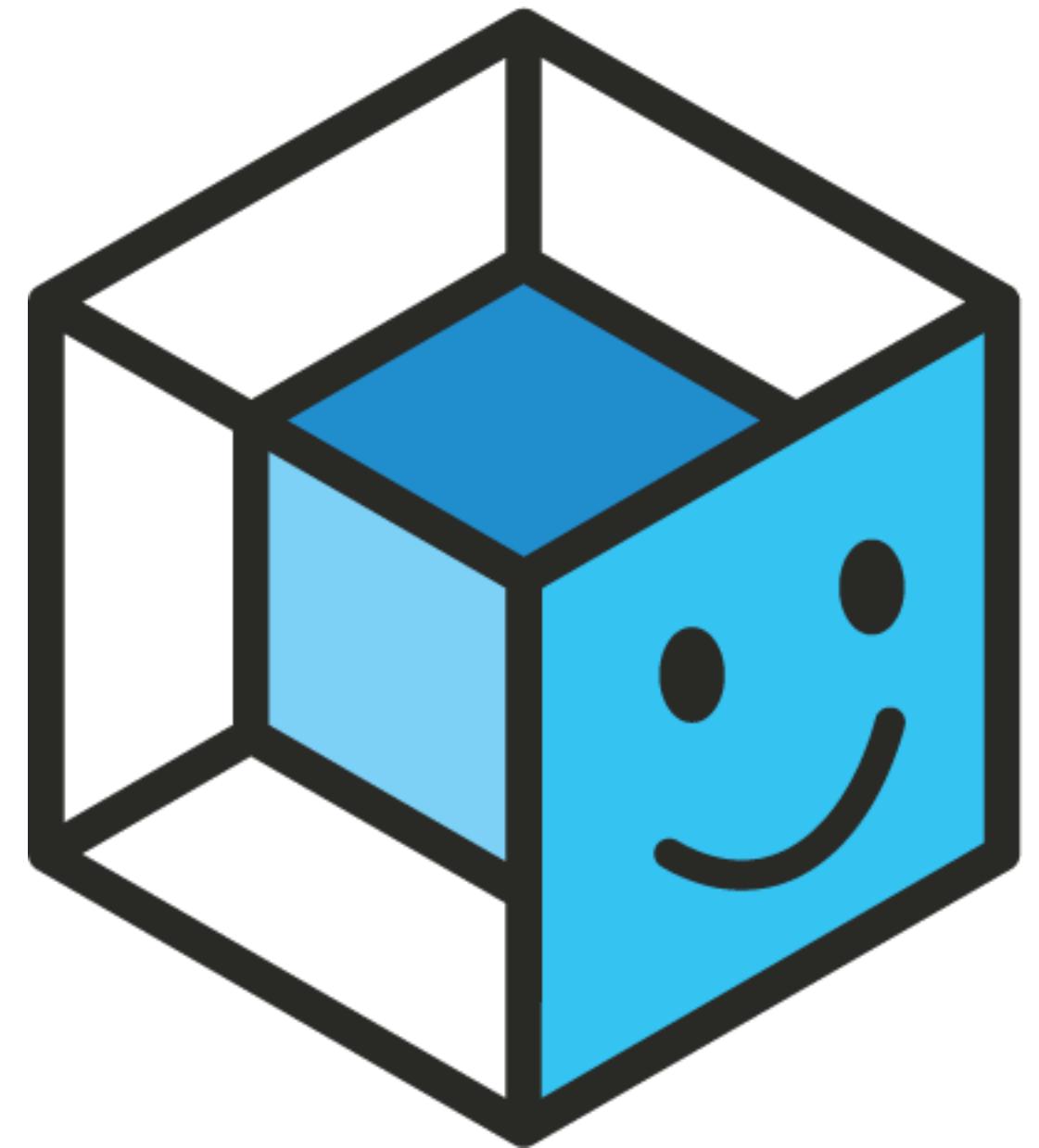
- Primary USD community place
- Raise ASWF + M&E community issues
- Showcase community contributions and work
- Highlight OpenUSD-Proposals of note to ASWF
- Educate on topics around USD
- Working groups have defined work products

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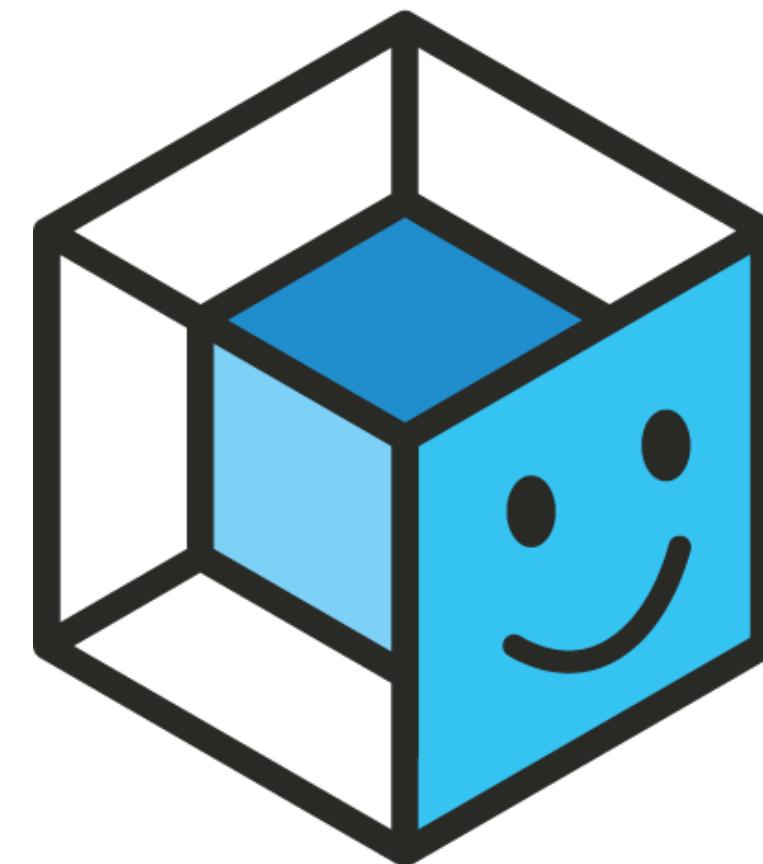
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TAC vote

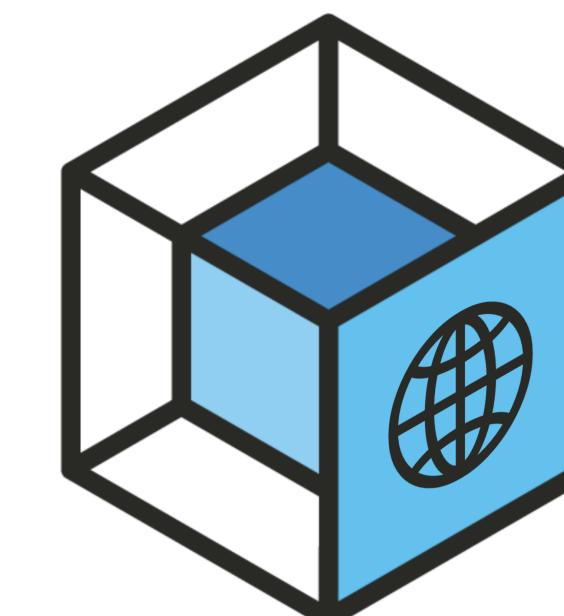
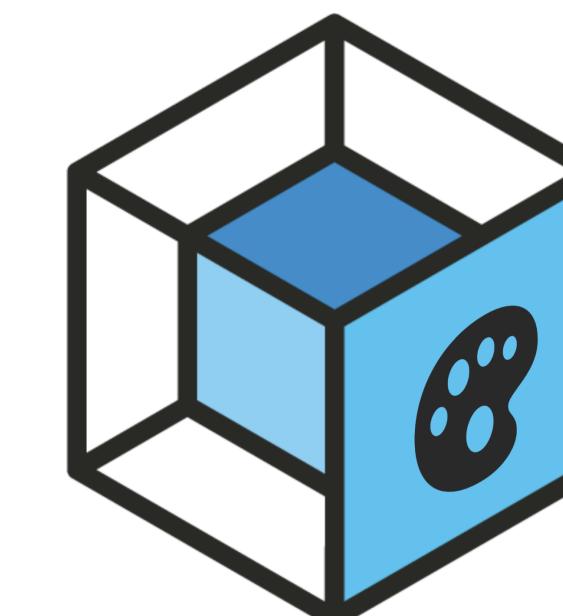
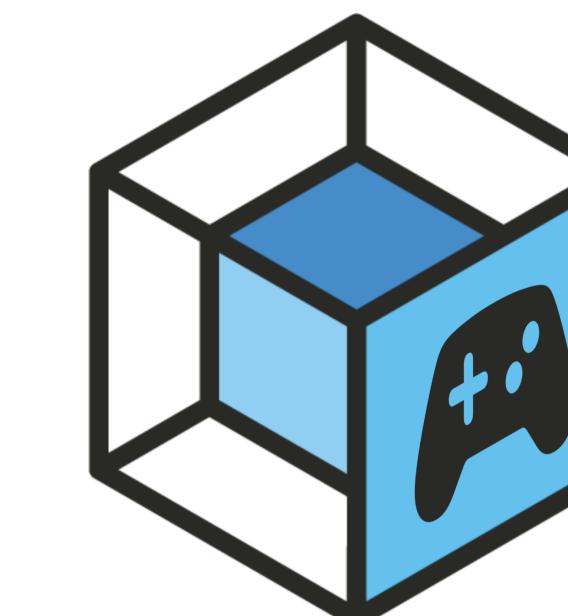
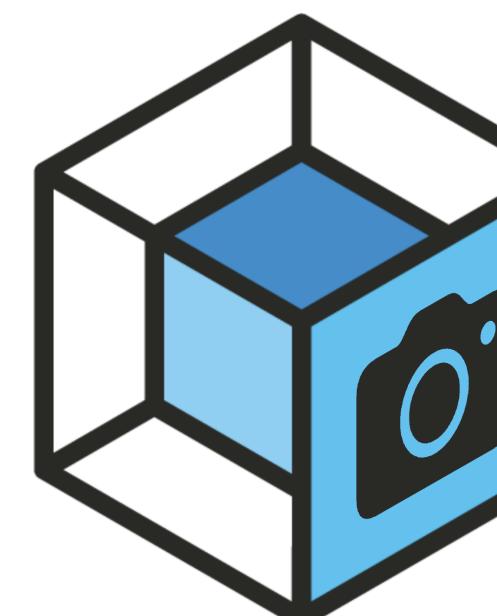
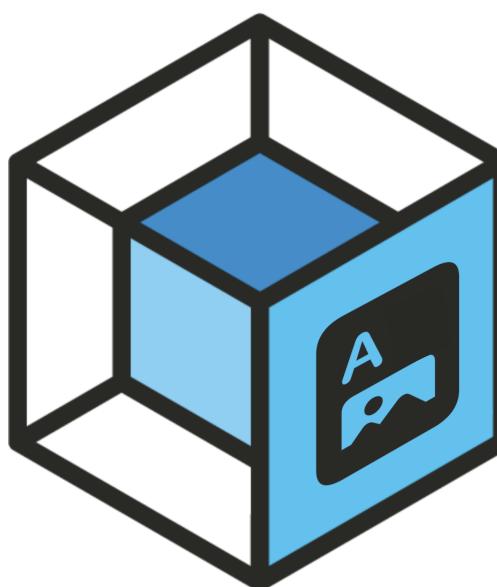
**USDWG is now a long-term working group!**



**USDWG**



# USDWG



1260

**1260**  
**Members**

# Growth

- USDWG continues to grow membership
- 200 new members since 2024 TAC review
- New members are a diverse mix of ASWF members and non-members

90+

90+

Meetings per year

# SWG work products



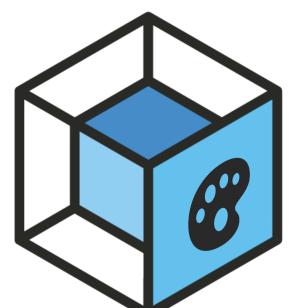
**Assets:** (see later slide)



**Camera:** Established as cross-body meeting place  
for camera standardization (VES, ASC, ASWF, SMPTE)



**Games:** Driving adoption in games industry



**MaterialX:** Glue between MaterialX project and AOUSD Materials WG



**Web:** Matured to fully transition to AOUSD

48

**48**  
**Presentations**

Date	Presentation Title	Presenter	Original Video Link	Edit Assignment	Edit Status	Approval Assignment	Approval Status	Publish Assignment	Publish Status
6/18/2025	Allowing Alternate Implementations of Li	Denise Yang	<a href="https://zoom.us/rec/share/ai">https://zoom.us/rec/share/ai</a>	Adelie C	Done	Adelie C	Approved	Adelie C	To be done
6/4/2025	UI Hints in USD	Allison Bianchi	<a href="https://zoom.us/rec/share/y">https://zoom.us/rec/share/y</a>	Davis Hardy	To be done	Name	To be done	Name	To be done
5/21/2025	Monocle 3D System	Aaron Hilton	<a href="https://zoom.us/rec/share/b">https://zoom.us/rec/share/b</a>	Name	To be done	Name	To be done	Name	To be done
5/7/2025	Update on USD Profiles Proposal	Nick Porcino	<a href="https://zoom.us/rec/share/O">https://zoom.us/rec/share/O</a>	Name	To be done	Name	To be done	Name	To be done
4/23/2025	HDI Present Proposal	Aleksi Sapon	<a href="https://zoom.us/rec/share/d">https://zoom.us/rec/share/d</a>	Name	To be done	Name	To be done	Name	To be done
4/23/2025	OpenUSD 25.05 RC	Varun Talwar	Not to be published	Name	Not to be done	Name	Not to be done	Name	Not to be done
4/23/2025	Linear grayscale sample file with HDRI	Scott Geffert	Not to be published	Name	Not to be done	Name	Not to be done	Name	Not to be done
4/23/2025	FBX migration update	Nick Porcino	Not to be published	Name	Not to be done	Name	Not to be done	Name	Not to be done
4/23/2025	Godot + USD experiment	Nick Porcino	<a href="https://zoom.us/rec/share/d">https://zoom.us/rec/share/d</a>	Name	To be done	Name	To be done	Name	To be done
4/9/2025	ASWF Continuous Integration overview	Jean-Francois Panisset	<a href="https://zoom.us/rec/share/U">https://zoom.us/rec/share/U</a>	Name	To be done	Name	To be done	Name	To be done
4/9/2025	USD solid modelling playground	Thayer Andrews	Not to be published	Name	Not to be done	Name	Not to be done	Name	Not to be done
3/26/2025	Summer Learning Program (SLP)	Karen Ruggles	Not to be published	Name	Not to be done	Name	Not to be done	Name	Not to be done
3/26/2025	Hugin Studios - helping spread the knowl	Dan Englesson	<a href="https://zoom.us/rec/share/4I">https://zoom.us/rec/share/4I</a>	Name	To be done	Name	To be done	Name	To be done
3/12/2025	MaterialX USD render test suite comparis	Bernard Kwok	<a href="https://zoom.us/rec/share/vL">https://zoom.us/rec/share/vL</a>	Name	To be done	Name	To be done	Name	To be done
3/12/2025	Swift & USD: No matter where you are	Tyler Furby	<a href="https://zoom.us/rec/share/vL">https://zoom.us/rec/share/vL</a>	Name	To be done	Name	To be done	Name	To be done
3/12/2025	SdrRegistry questions	James Pedlingham	Not to be published	Name	Not to be done	Name	Not to be done	Name	Not to be done
2/26/2025	No presentation	No presentation	No presentation	Name	None	Name	None	Name	None
2/12/2025	OpenUSD Exchange SDK	Andrew Kaufman	<a href="https://zoom.us/rec/share/tC">https://zoom.us/rec/share/tC</a>	Name	To be done	Name	To be done	Name	To be done
2/12/2025	Schema User Docs	Dan Yu	<a href="https://zoom.us/rec/share/tC">https://zoom.us/rec/share/tC</a>	Name	To be done	Name	To be done	Name	To be done
1/29/2025	OpenUSD 25.02a patch release	Sunya Boonyatara	Not to be published	Name	Not to be done	Name	Not to be done	Name	Not to be done
1/29/2025	Ndr deprecation	An Wang	Not to be published	Name	Not to be done	Name	Not to be done	Name	Not to be done
1/15/2025	No presentation	No presentation	No presentation	Name	None	Name	None	Name	None
12/3/2024	<model> element update	Brandel Zachernuk	Not to be published	Name	Not to be done	Name	Not to be done	Name	Not to be done
12/3/2024	USD profiles proposal	Dhruv Govil	Not to be published	Name	Not to be done	Name	Not to be done	Name	Not to be done
11/20/2024	UsdSemantics	Attila Szabo	<a href="https://zoom.us/rec/share/O">https://zoom.us/rec/share/O</a>	Name	To be done	Name	To be done	Name	To be done
11/20/2024	OpenUSD and AOUSD security policies	Matthew Kuruc	Not to be published	Name	Not to be done	Name	Not to be done	Name	Not to be done
11/6/2024	USD Render Benchmark	Nicolas Popravka	<a href="https://zoom.us/rec/share/2I">https://zoom.us/rec/share/2I</a>	Name	To be done	Name	To be done	Name	To be done
11/6/2024	OpenExec Follow-Up	Florian Zitzelsberger	Not to be published	Name	Not to be done	Name	Not to be done	Name	Not to be done
10/23/2024	OpenExec Update 2024	Florian Zitzelsberger	<a href="https://drive.google.com/file/">https://drive.google.com/file/</a>	Name	Done	Name	Approved	Name	Done
10/9/2024	OpenUSD Python Bindings update	Sunya Boonyatara	<a href="https://zoom.us/rec/share/Q">https://zoom.us/rec/share/Q</a>	Name	To be done	Name	To be done	Name	To be done
9/11/2024	OpenFX USD Interop	John Paul Smith	<a href="https://zoom.us/rec/share/A">https://zoom.us/rec/share/A</a>	Name	To be done	Name	To be done	Name	To be done
8/28/2024	Caldera data set	Koen Vroejenstijn	<a href="https://zoom.us/rec/share/1I">https://zoom.us/rec/share/1I</a>	Name	To be done	Name	To be done	Name	To be done
8/14/2024	No presentation	No presentation	No presentation	Name	None	Name	None	Name	None
7/17/2024	Contributing to a more accessible world	Thomas Logan	<a href="https://zoom.us/rec/share/Bi">https://zoom.us/rec/share/Bi</a>	Name	To be done	Name	To be done	Name	To be done
7/3/2024	WWDC recap	Dhruv Govil	Not to be published	Name	Not to be done	Name	Not to be done	Name	Not to be done
6/13/2024	UsdValidator Examples and Community f	Jessica Wang, Varun Talwar	<a href="https://drive.google.com/file/">https://drive.google.com/file/</a>	Name	Done	Name	Approved	Name	Done

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Proposals

# OpenUSD-Proposals

- USD Profiles
- OpenExec
- Alternate implementations of libwork
- LODs
- Physical lighting
- ...

5+

5+

ASWF Collaborations

# ASWF Collaborations

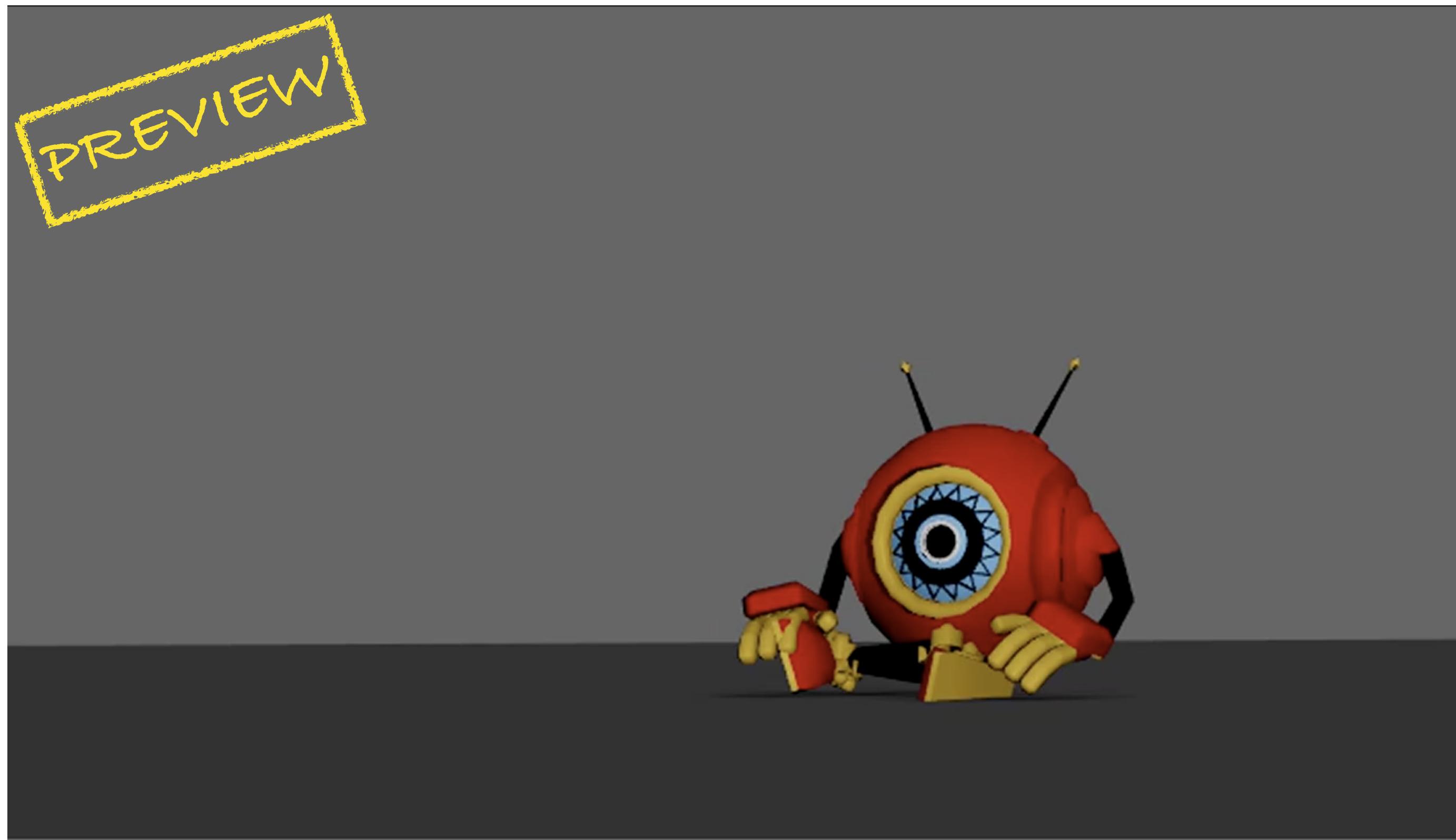
- **OCIO + CIF:** color management in OpenUSD
- **MaterialX:** shipped 1.39
- **CI:** learn from CI work
- **D&I:** promote D&I
- **DPEL:** close collaboration with Asset SWG
- **{Add more here}** ← ask for TAC

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Community production

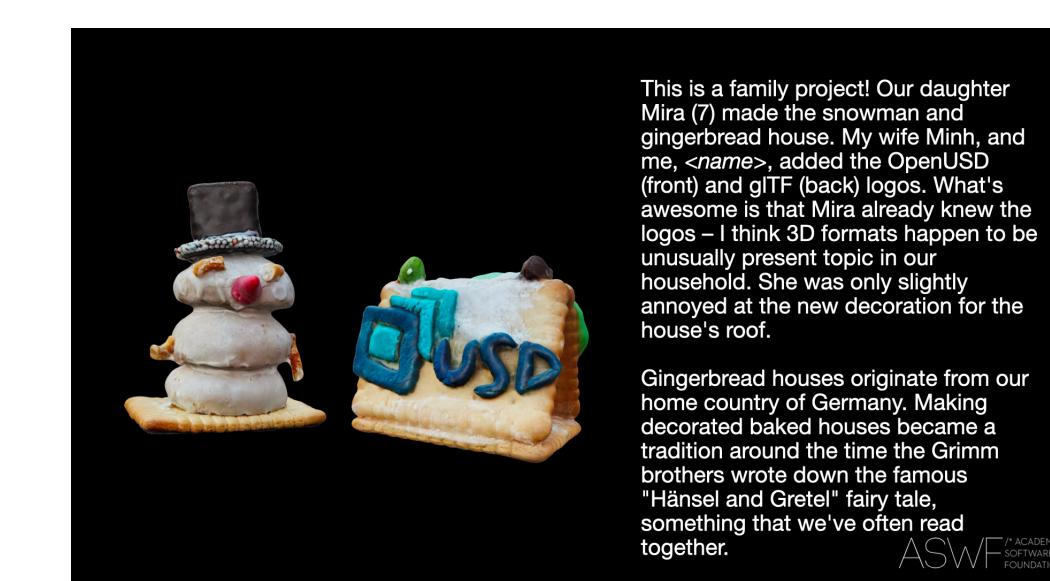
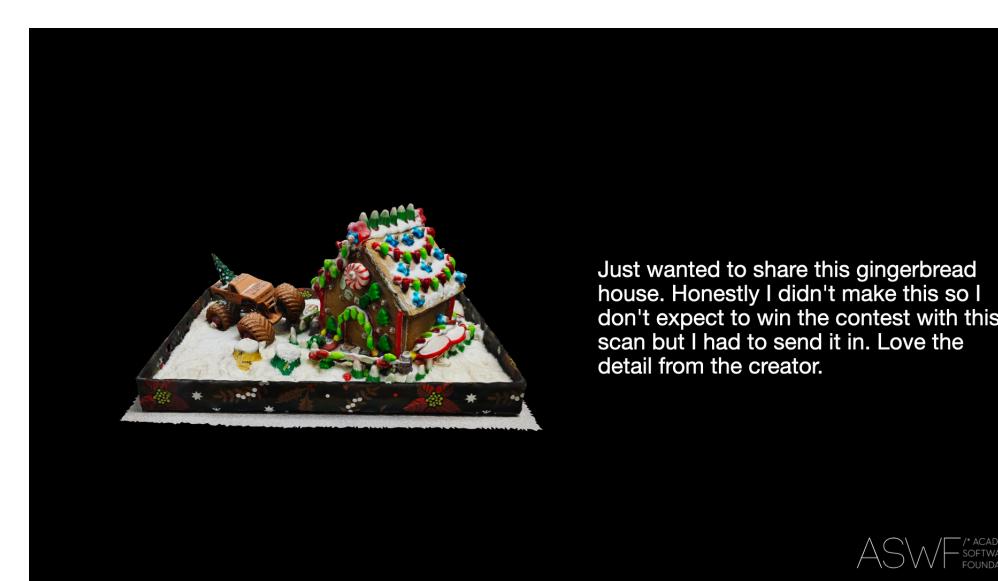
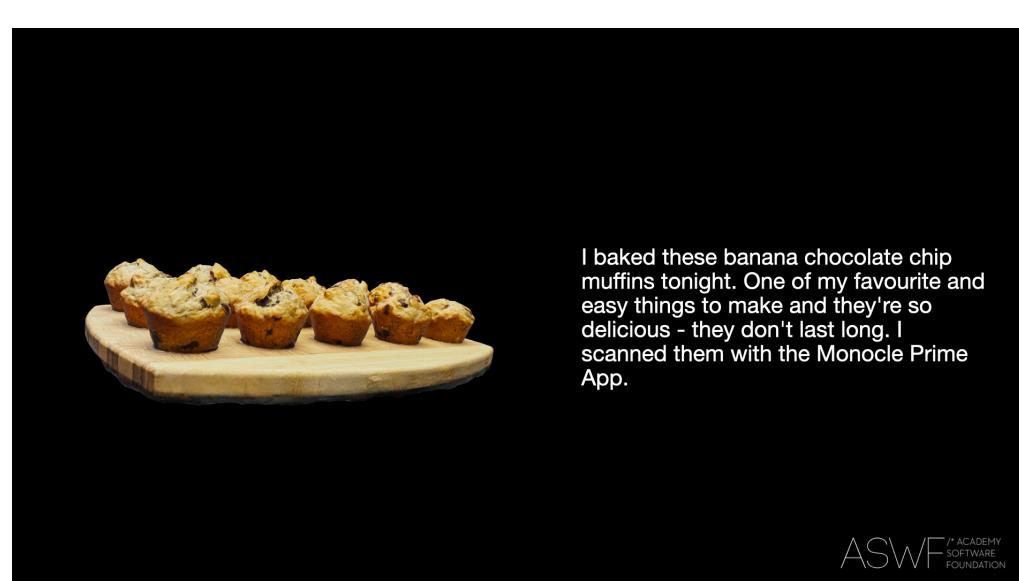
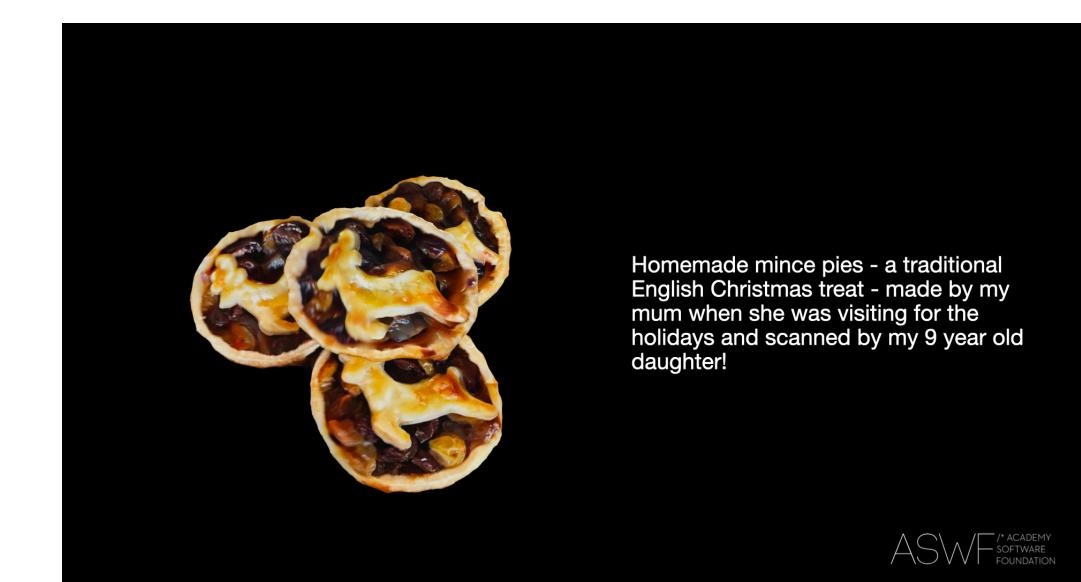
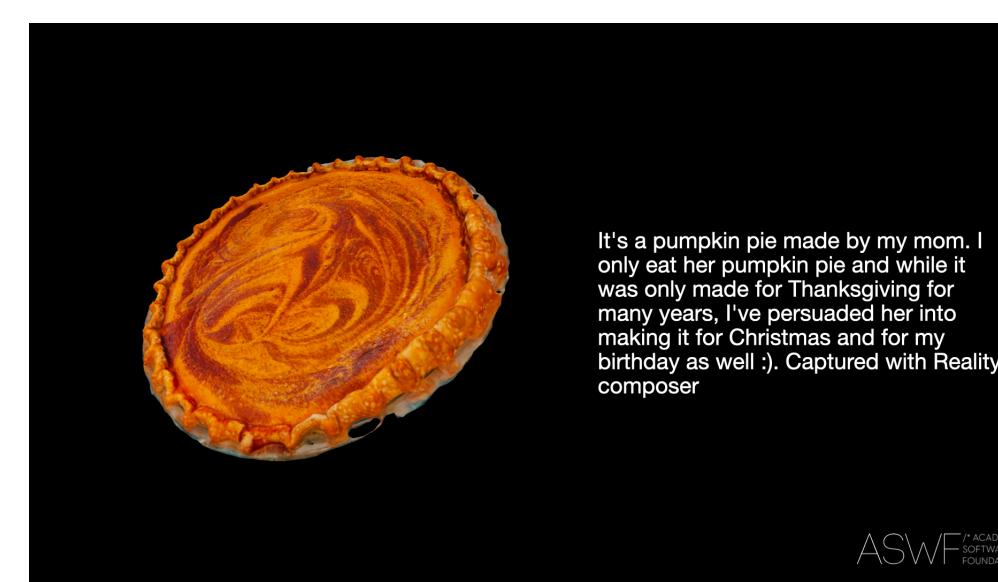
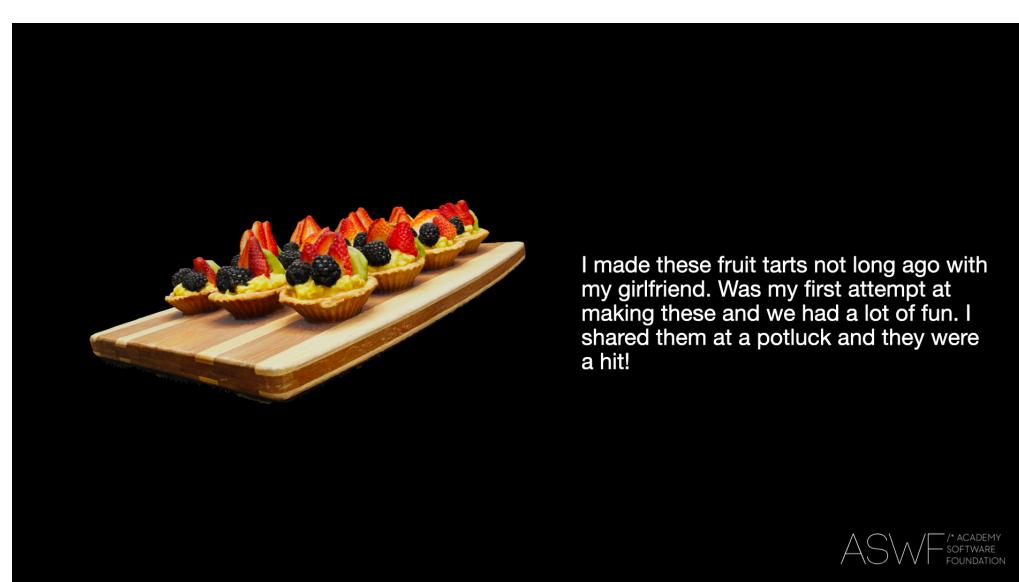
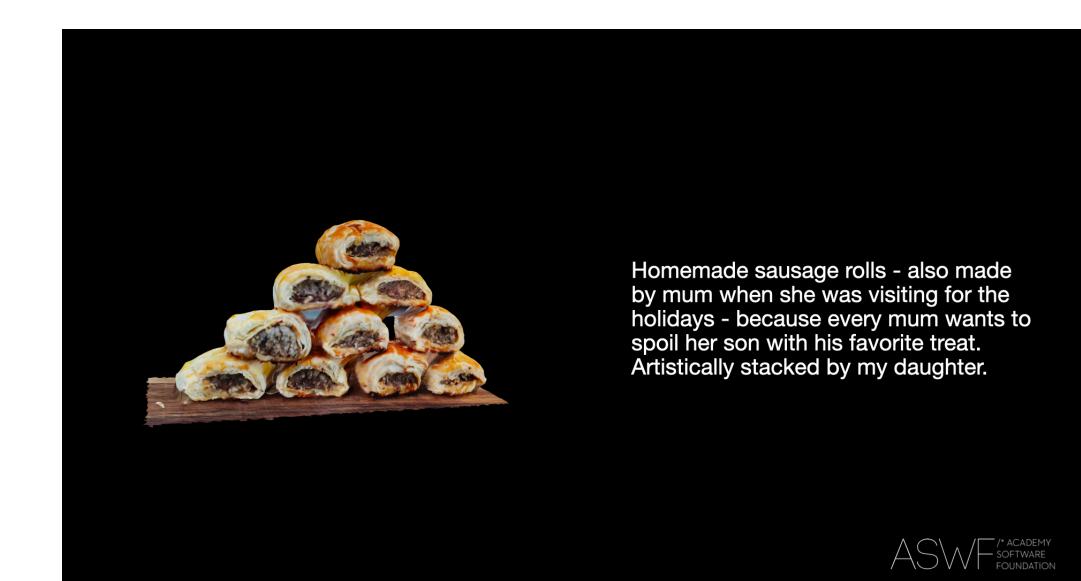
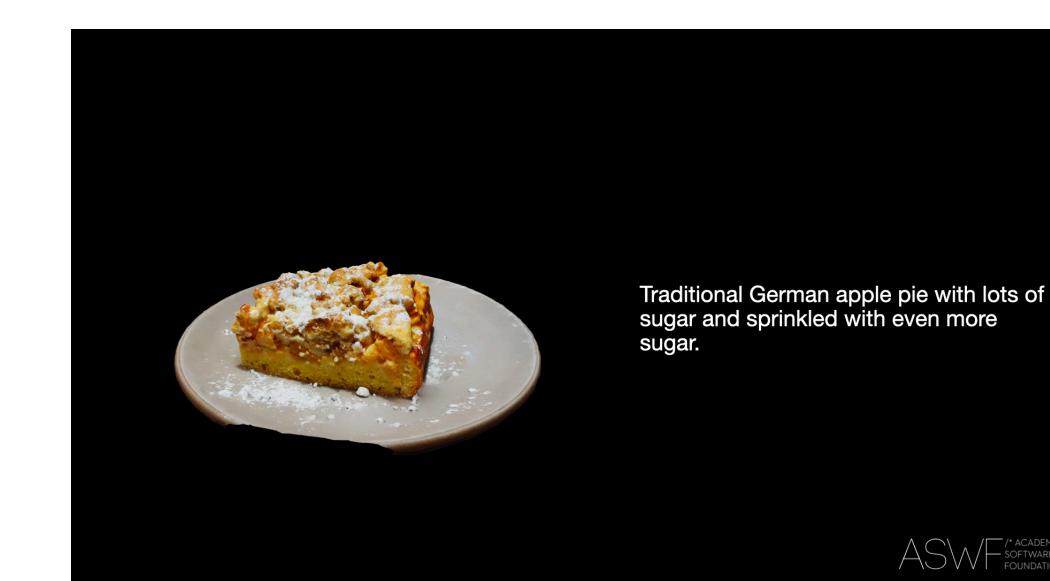
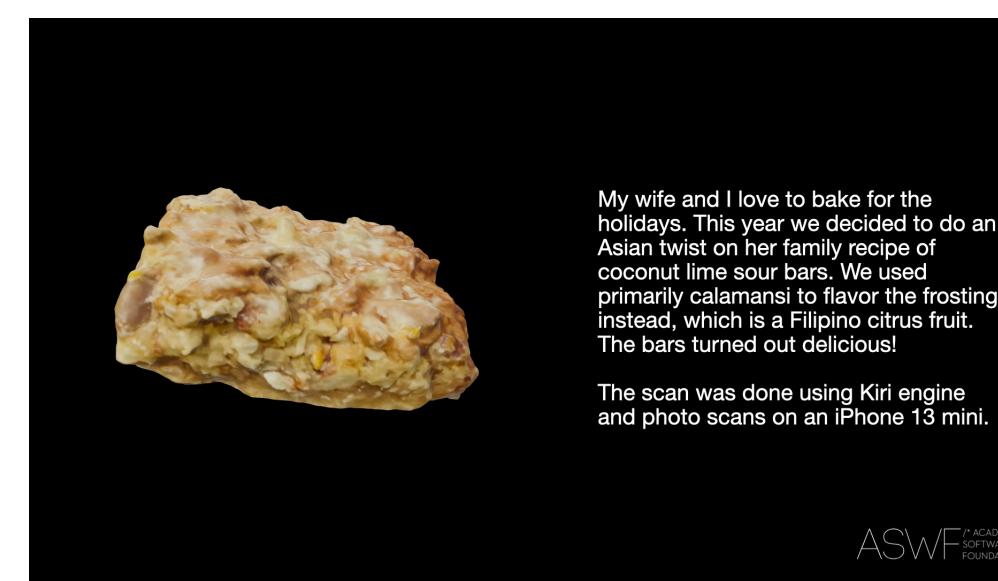
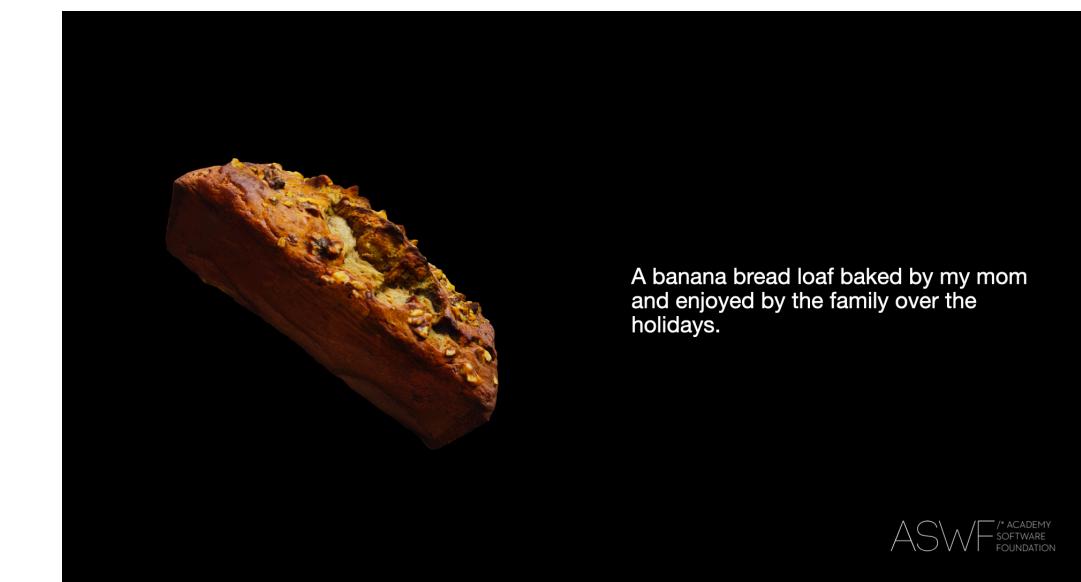
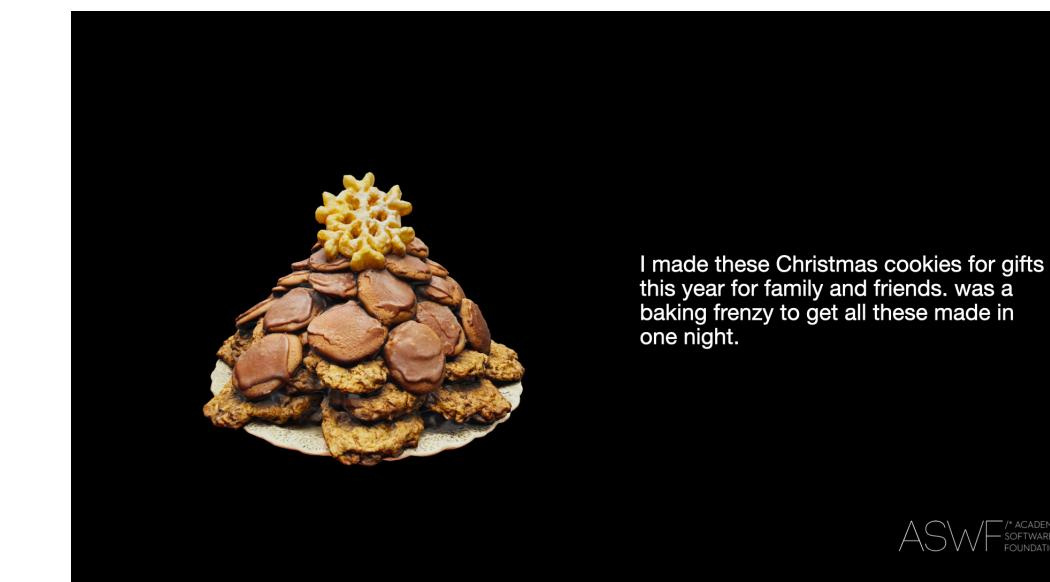
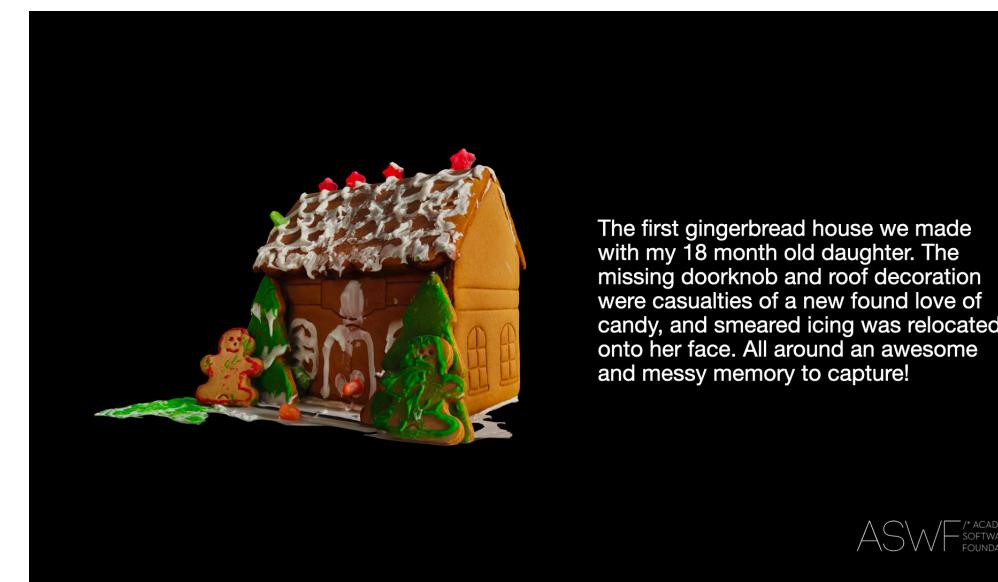
# Collective Project 001



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Bake-off entries



# ASWF USDZ Bake Off

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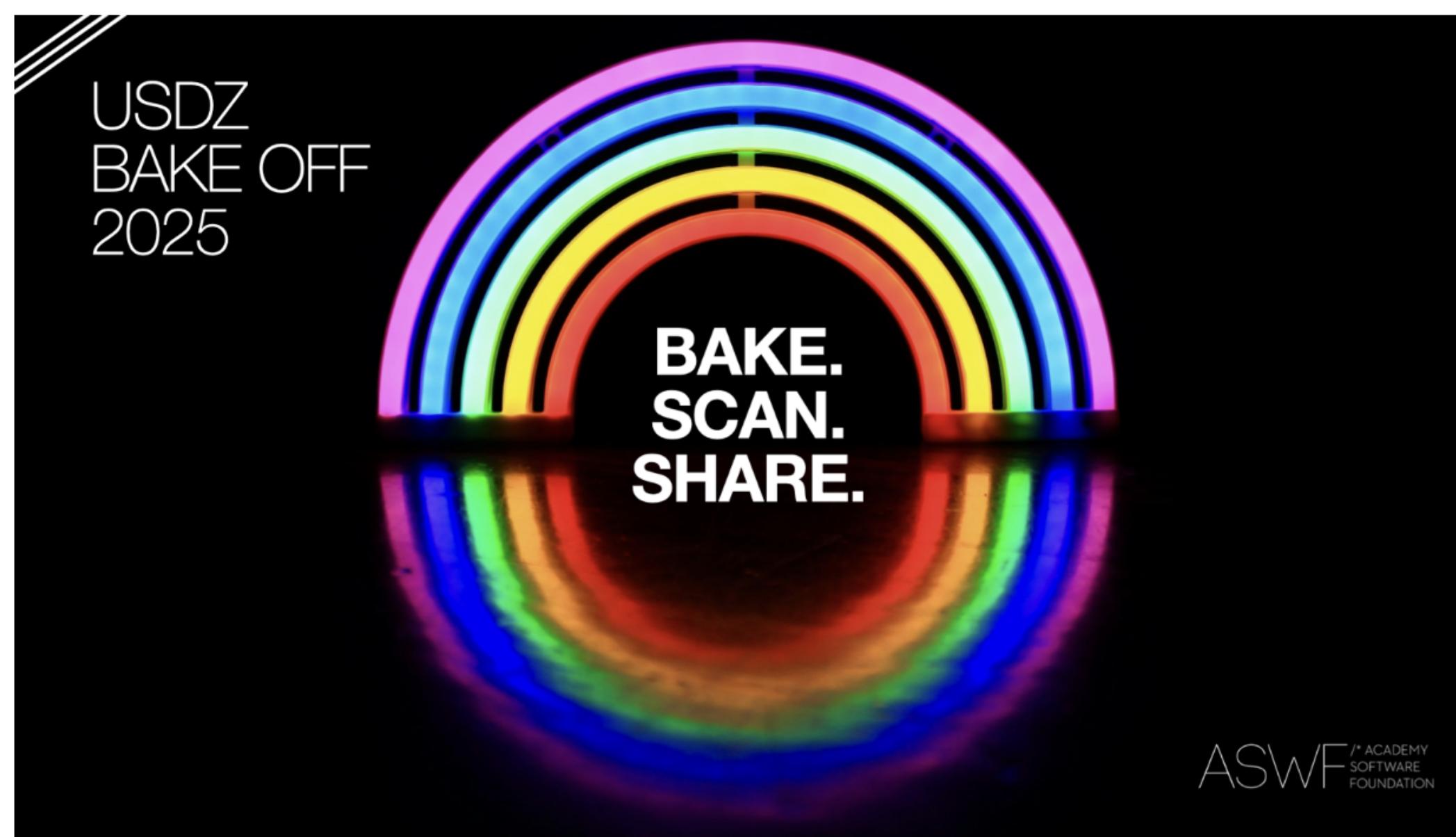
The ASWF USD Working Groups is the Academy's community around Pixar's OpenUSD technology.

USD (<https://github.com/PixarAnimationStudios/OpenUSD>) is a high-performance extensible software platform for collaboratively constructing animated 3D scenes at a large scale, designed for film and visual effects production, but adopted by many other industries from manufacturing to architecture to digital twins.

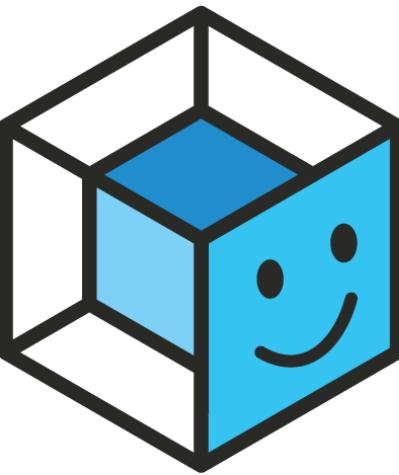
This repository hosts community entries to the ASWF USDZ Bake Off, hosted by the ASWF USD Working Group.

## 2025

On January 15 the ASWF USD Working Group enjoyed the results of the 2025 USDZ Bake Off. Contestants baked something they loved, scanned their creations, and turned them into USDZ files. After a spirited presentation, the audience picked their favorite, and baker's apprentice and choice were also awarded.



Thanks.



Q&A