Project Contribution Proposal: MaterialX

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Name of the project (existing or proposed):

MaterialX

Requested project maturity level (select one): Adopted or Incubation

Incubation

Project description (please describe the purpose and function of the project, its origin and its significance to the ecosystem):

MaterialX is an open standard for the description and transfer of rich material and look-development content between applications and renderers. Originating at Lucasfilm in 2012, MaterialX has been the central format for material exchange and archiving at Industrial Light & Magic since *Star Wars: The Force Awakens*, and has been incorporated into applications and standards including Maya, 3ds Max, Substance Designer, Arnold, Renderman, Autodesk Standard Surface, and Universal Scene Description.

Please explain how this project is aligned with the mission of ASWF?

MaterialX is a key technology in the representation of materials in content pipelines for computer graphics. Its capabilities for expressing physically based shading models and generating shading code have strong synergy with the ASWF's Open Shading Language, and its interpretation of color spaces is closely aligned with the approach in OpenColorIO and ACES.

What is the project's license for code contributions?

MaterialX is shared under a modified Apache 2.0 license (https://github.com/materialx/MaterialX/blob/main/LICENSE.txt (https://github.com/materialx/MaterialX/blob/main/LICENSE.txt)), and its license agreements for individual and corporate code contributions may be found at https://github.com/materialx/MaterialX/tree/main/documents/Contributing (https://github.com/materialx/MaterialX/tree/main/documents/Contributing).

What tool or platform is utilized for source control (GitHub, etc.) and what is the location (e.g. URL)?

MaterialX uses GitHub for source control, and its repository is located at https://github.com/materialx/MaterialX (https://github.com/materialx/MaterialX).

What are the external dependencies of the project, and what are the licenses of those dependencies?

The MaterialX libraries have no external dependencies, and the MaterialX viewer depends on NanoGUI (https://github.com/wjakob/nanogui/blob/master/LICENSE.txt (https://github.com/wjakob/nanogui/blob/master/LICENSE.txt)).

What roles does the project have (e.g. maintainers, committers?) Who are the current core committers of the project, or which can a list of committers be found?

The list of current maintainers for MaterialX includes Jonathan Stone, Doug Smythe, and François Chardavoine, and a full list of contributors may be found at https://github.com/materialx/MaterialX/graphs/contributors (https://github.com/materialx/MaterialX/graphs/contributors).

What mailing lists are currently used by the project?

MaterialX has a discussion forum at https://groups.google.com/g/materialx (https://groups.google.com/g/materialx).

What tool or platform is leveraged by the project for issue tracking?

Issue tracking for MaterialX is handled through its GitHub repository:

https://github.com/materialx/MaterialX (https://github.com/materialx/MaterialX)

Does the project have a Core Infrastructure Initiative security best practices badge? Do you foresee any challenges obtaining one? (See: https://bestpractices.coreinfrastructure.org (https://bestpractices.coreinfrastructure.org)**)**

MaterialX does not yet have a CII badge, but it should be straightforward for it to meet the criteria of this program in the future.

What is the project's website? Is there a wiki?

The website for MaterialX is http://www.materialx.org/ (http://www.materialx.org/), and there is no official wiki.

What social media accounts are used by the project?

MaterialX has a Twitter account at https://twitter.com/MaterialXcg (https://twitter.com/MaterialXcg).

What is the project's release methodology and cadence?

A new version of MaterialX is released roughly every three months, with announcements posted on its discussion forum. There are currently 16 releases of the MaterialX project:
https://github.com/materialx/MaterialX/releases (https://github.com/materialx/MaterialX/releases)

Are any trademarks, registered or unregistered, leveraged by the project? Have any trademark registrations been filed by the project or any third party anywhere in the world?

MaterialX is an unregistered trademark of Lucasfilm Ltd.

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