



DPEL

Digital Production Example Library

Annual Project Review

September 2024

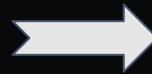


DPEL

TSC Chair



Eric Enderton
NVIDIA



Matthew Low
DreamWorks



DPEL

A library of ***digital assets*** -
3D scenes, digital cinema footage, etc. -
that demonstrate the ***scale*** and ***complexity*** of
modern feature film production,
including computer graphics, VFX and animation.

Curated by the Academy Software Foundation,
these assets are available free of charge
to ***researchers*** and ***developers***
of both open source and commercial projects,
to ***test, demonstrate, and inspire*** their ideas.



DPEL

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DPEL

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Digital Production Example Library

A library of **digital assets** - 3D scenes, digital cinema footage, etc. - that demonstrate the **scale and complexity** of modern feature film production, including computer graphics, visual effects and animation. Curated by the Academy Software Foundation, these assets are available free of charge to **researchers** and **developers** of both open source and commercial projects, to **test, demonstrate, and inspire** their ideas. See our [license template](#). You can find us on [Slack at DPEL Assets](#), or on our [mailing list](#).

News

New Assets

New from Intel, an indoor/outdoor SD scene with challenging ray tracing scenarios. And for you non-linear editing fans, Animal Logic has provided the full edit list and media clips for the Alan promotional trailer. Links below!

Other Assets

Here is a short list of [computer graphics assets](#) available elsewhere.

Assets



AWS Airship Asset

A complete animatable airship asset, with rig, geometry, textures, and surfacing, represented in Maya. The airship is featured in the short film *Spanner*, created by AWS's in-house production team FuzzyPixel.

[DOWNLOADS PAGE](#)



Animal Logic ALab - USD Production Scene

A full production scene with over 200 assets and two characters, with looping animation in the first open-sourced USD scene and shot context from a studio. Supplied as three separate downloads: the full production scene, high-quality textures, and baked procedural fur and fabric for the animated characters. For more information, visit the [Animal Logic ALab website](#).

[DOWNLOADS PAGE](#)

[GITHUB REPOSITORY](#)



AWS Picchu Edit

Picchu is a short film created using Amazon Nimble Studio that follows the journey of an Andean girl named Mayu propelled by the unconditional support of her mother. The original DaVinci Resolve project, source media, and OpenTimelineIO assets are available for download.

[DOWNLOADS PAGE](#)

<https://dpel.aswf.io/>



GitHub Website Migration

- Contributed by **DreamWorks** in October 2023
- Move management to **GitHub**
- Adopt **Astro framework**
- Direct contributions via **PRs**
- Automated deployment via **Actions to Pages**
- Faster turnaround & autonomy
- Local preview
- 27 PRs, 11 contributors

The screenshot shows the GitHub repository for the DPEL website. The repository has 6 branches and 0 tags. The commit history shows 47 commits from matthewlow-dwa, primarily focused on fixing Airship license back button links and updating Actions dependencies. The repository includes files like .github/workflows, .vscode, public, src, .gitignore, CNAME, LICENSE, README.md, THIRD_PARTY.md, astro.config.mjs, package-lock.json, package.json, tailwind.config.cjs, and tsconfig.json. The README file is CC-BY-4.0 licensed. The repository has 8 stars, 12 watchers, and 11 forks. It also includes sections for Releases, Packages, Contributors, Deployments, and Languages.

AcademySoftwareFoundation / dpel-website

dpel-website Public

Code Issues 1 Pull requests 2 Actions Projects Security Insights Settings

main 6 Branches 0 Tags Go to file Add file Code About

matthewlow-dwa Fix Airship license back button link 2 months ago 47 Commits

.github/workflows Update Actions dependencies 2 months ago

.vscode Final squash and merge commit for DPEL website last year

public AWS Airship Asset page, license, and image 2 months ago

src Fix Airship license back button link 2 months ago

.gitignore Final squash and merge commit for DPEL website last year

CNAME Create CNAME last year

LICENSE Create LICENSE 2 years ago

README.md Final squash and merge commit for DPEL website last year

THIRD_PARTY.md Final squash and merge commit for DPEL website last year

astro.config.mjs Fix: Correct image URIs last year

package-lock.json Final squash and merge commit for DPEL website last year

package.json Final squash and merge commit for DPEL website last year

tailwind.config.cjs Final squash and merge commit for DPEL website last year

tsconfig.json Final squash and merge commit for DPEL website last year

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DPEL Website Doc

DPEL: Digital Production Example Library A library of digital assets - 3D scenes, digital cinema footage, etc - that demonstrate the scale and complexity of modern feature film production, including computer graphics, visual effects and animation.

Project Structure

Inside the DPEL project, you'll see the following folders and files:

```
/  
|__ public/  
|   |__ favicon.svg ( This is the icon that shows up in the browser tab )  
|   |__ images/ ( All images for the site is stored here )
```

Website for the Digital Production Example Library

dpelawsf.io/

Readme

CC-BY-4.0 license

Activity

Custom properties

8 stars

12 watching

11 forks

Report repository

No releases published

Create a new release

No packages published

Publish your first package

Contributors 12

Deployments 20

github-pages 2 months ago

+ 19 deployments

Languages

Astro 93.3% CSS 3.6% JavaScript 3.1%



Picchu Edit

- Contributed by **AWS & FuzzyPixel** in December 2023
- Award-winning short film follows the journey of an Andean girl named Mayu propelled by the unconditional support of her mother
- Edited with **DaVinci Resolve**
- Resolve project, source media, rendered movie, and exported **OpenTimelineIO** assets

[Watch the short film here!](#)

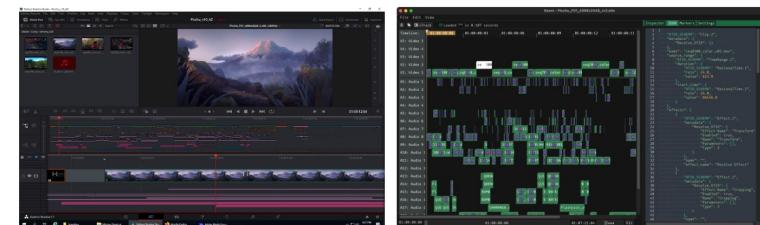
DPEL HOME PAGE

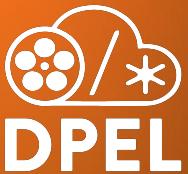
AWS Picchu Edit



Picchu is a story that follows the journey of an Andean girl named Mayu propelled by the unconditional support of her mother. The film reflects the reality of many children around the world. It was created using Amazon Nimble Studio, a service that empowers artists to animate in the cloud.

[Watch the film here!](#) Edited with DaVinci Resolve Studio 17





Airship Asset

- Contributed by **AWS & Fuzzy Pixel** in July 2024
- From the *Spanner* short film, alongside Noa Character Asset
- Fully **rigged blimp**
- High-resolution **textures and materials**
- Multiple **Maya** reference files
- Renderable with **Arnold**

[Watch the short film here!](#)

AN /* ACADEMY SOFTWARE FOUNDATION PROJECT

Home » AWS Airship Asset

DPEL HOME PAGE

AWS Airship Asset

The airship asset was showcased in Spanner, a short film produced by FuzzyPixel, an AWS creative team. FuzzyPixel specializes in rigorously testing cloud technologies, ensuring they meet the demanding standards of real-world production environments.



Watch the film here!

Created With:
Maya 2024
MtoA 5.3.5.1 Arnold Core 7.2.5.1

Asset Size: 44.2 GB

BY DOWNLOADING THESE FILES, YOU AGREE TO THE TERMS OF THE LICENSE LINKED BELOW.

[ASWF Asset License](#) [DOWNLOAD](#)



ALab v2.2 Updates

- Initially contributed by **Animal Logic** in 2022
- Updated in July 2024
- Breaks out **TechVar components**
- Defines main **OpenUSD asset structure** separate from geometry, lights, shaders, and rigs
- Migration to **GitHub** for asset hosting

[OPEN HOME PAGE](#)

Animal Logic ALab - USD Production Scene



A full production scene created by Animal Logic for exploration by the wider community to be used in demonstrations, training material, and in the testing of USD support across software and pipeline. ALab has over 300 assets, complete with high-quality textures and two characters with looping animation in shot context, expanding on the static scenes released to date. Supplied as separate downloads: the asset structure (available on GitHub as well), geometry / rigs / shaders assets, high-quality textures, and baked procedural fur and fabric for the animated characters. For more information, visit the [Animal Logic ALab website](#), [read the technical documentation](#), or join us on [Slack](#).





GitHub for Asset Hosting

- Enable greater **discoverability** and **collaboration**
- More **readable**, **explorable**, linkable
- Better documentation with **GitHub Pages**
- Facilitate easier **community experimentation**
- Encourage **contributions** via forks & PRs
- Best for assets restructured into **smaller text files**

The screenshot shows a GitHub repository named 'ALab' (Public). The repository has 3 branches and 1 tag. The code history shows several commits from 'chrizFTD' and 'matthewlow-dwa'. The README file features a photo of a white cat wearing a pilot's helmet and goggles, with the word 'ALab' overlaid. The repository has 28 stars and 5 forks. It includes sections for Releases (Version 2.2.0), Packages (No packages published), Contributors (matthewlow-dwa, chrizFTD, ralteChief), and Deployments (github-pages 2 months ago, + 10 deployments).

DigitalProductionExampleLibrary / ALab

Type to search

Code Issues Pull requests Actions Projects Wiki Security Insights Settings

ALab Public

main 3 Branches 1 Tags Go to file Add file Code About

chrizFTD and matthewlow-dwa Remove references to previous release changes 20a3e1d · 2 months ago 23 Commits

.github/workflows Enable GitHub Actions debug logging 2 months ago

.vscode feat: [WTT-631] migrate to astro 2 months ago

ALab Adding doc files from current release and asset structure w... 2 months ago

docs Remove references to previous release changes 2 months ago

.gitignore feat: [WTT-631] migrate to astro 2 months ago

LICENSEmd Initialize ALab repo w/ ASWF Digital Assets License v1.1 2 months ago

READMEmd "More info" for baked_procedurals and techvar_assets 2 months ago

README License

ANIMALLOGIC

SPACELAB

ALab

Releases 1

Version 2.2.0 (Latest) on Jul 23

Packages

No packages published Publish your first package

Contributors 3

matthewlow-dwa Matthew Low

chrizFTD chrizftd

ralteChief Dmitry

Deployments 11

github-pages 2 months ago + 10 deployments

Welcome to Animal Logic's USD ALab.

TL;DR: [Download ALab](#) and open `entry.usda` to get started.

Applications with USD support, such as Maya-2022+, Houdini-18.5+ and many more should be able to load and render the provided assets.

For quick preview and inspection, [USDView](#) is a great starting point.



OpenPBR Shader Playground

- Contributed by **Adobe** in September 2024
- Additional contributions from **NVIDIA**
- Novel aspects of **OpenPBR Surface**
- OpenPBR nodes within **MaterialX** documents referenced into **OpenUSD** scene
- Imageable within **Arnold** and **Omniverse**
- Beta hosting on **GitHub**





Future Assets: StEM v3

- Standard Evaluation Material v2 (StEM v2) contributed by ASC in 2022
- **Reference material** for color and image processing pipelines, display and projector calibration, etc
- Emphasis on **HDR, high resolution, wide color gamut**





DPEL

Future Assets: StEM v3

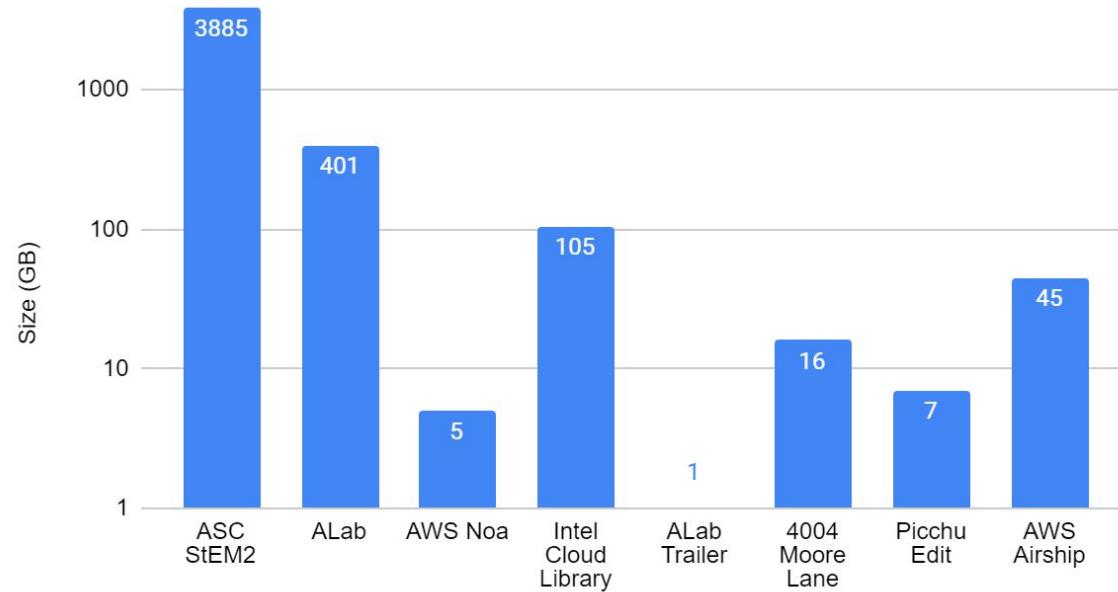
- StEM v3 focuses on **Virtual Production / ICVFX**
- From ASC Joint Committee on Virtual Production
- Mix of **2D & 3D assets**
- Contributions from **numerous studios**
- Targeting beta Q4 and v1 @ NAB '25
- Questions around **IP/licensing and hosting costs**





Download Statistics

DPEL Asset Size



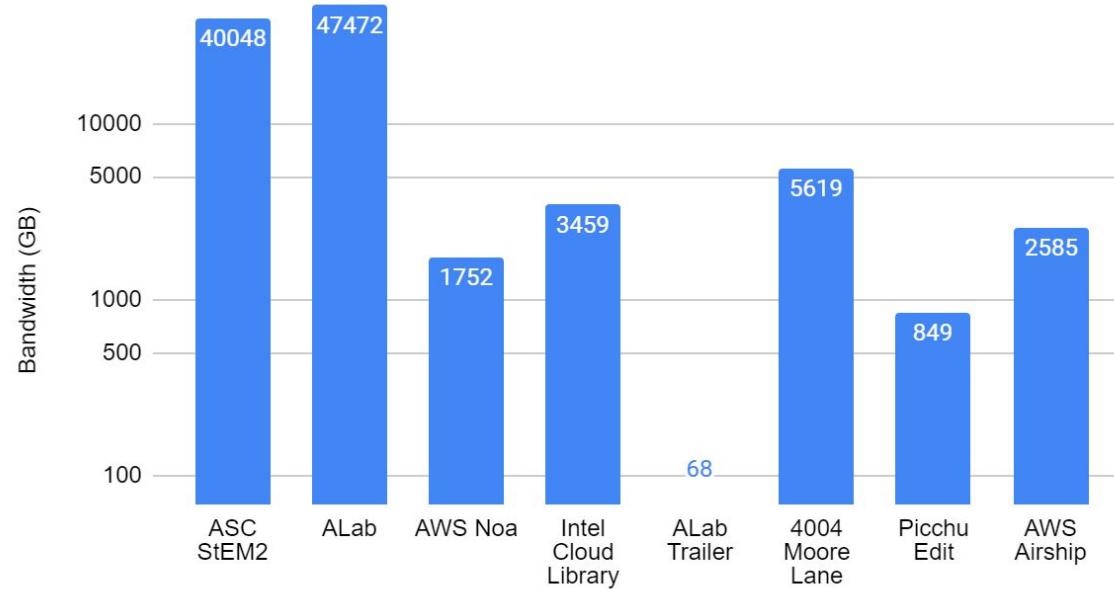
*Since March 2024



DPEL

Download Statistics

DPEL Asset Bandwidth

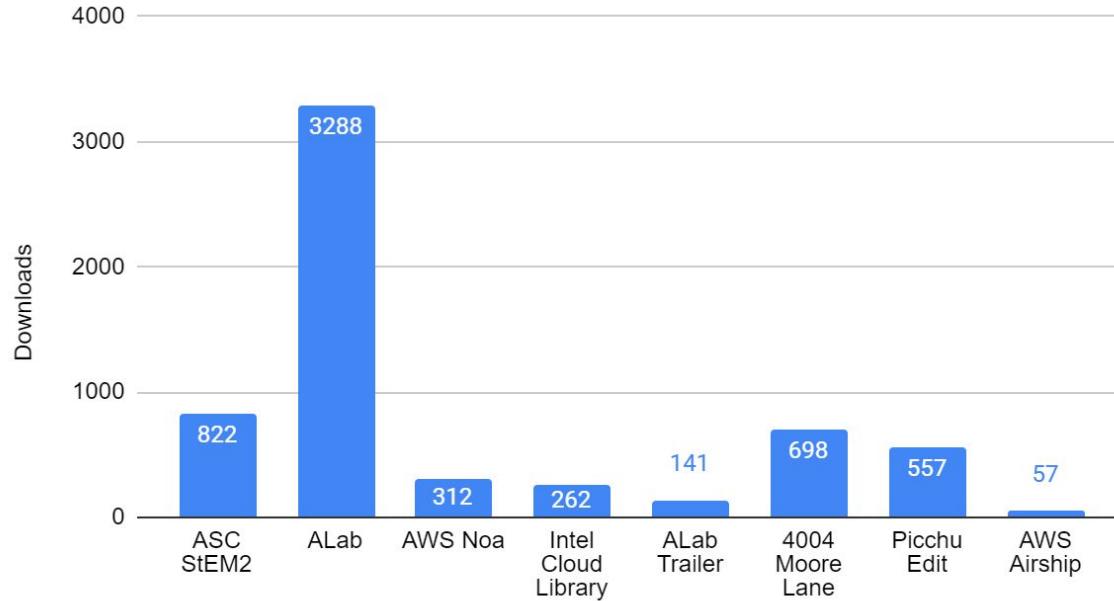


*Since March 2024



Download Statistics

DPEL Asset Downloads



*Since March 2024



Download Analytics



S3 Storage Lens



CloudFront Metrics



Technical Steering Committee

- **Matthew Low** | DreamWorks, Chair
- **Ben Fischler** | Autodesk
- **Darin Grant** | Animal Logic
- **Eric Enderton** | NVIDIA
- **Haley Kannall** | Amazon Web Services
- **Joshua Minor** | OpenTimelineIO
- **Michael Johnson** | Apple
- **Nick Porcino** | Pixar
- **Satish Goda** | Netflix
- **Sean McDuffee** | Intel



Challenges

Not a source code project

Contributions are substantial and singular

Lower engagement, collaboration, and TSC stability



Opportunities

Lower barriers to contribution

Create source code components

Grow visibility and stabilize TSC

USD ALab



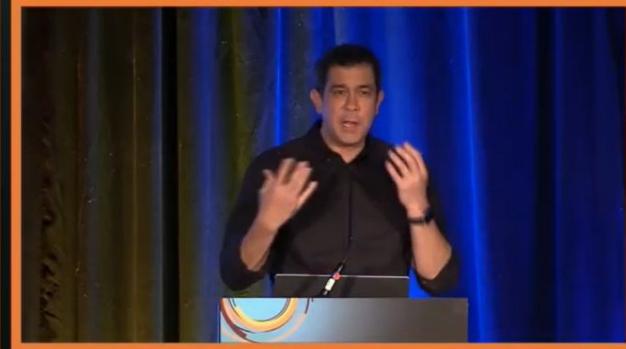
Aidan Sarsfield, Jens Jebens, Christian Lopez Barron, Grant Freckleton

- Born of Frustration – Intellectual Property Restrictions
- “Skin in the game” learnings from AL_USDMaya to USD schemas
- Cross-disciplined development team (Artists, Production, Legal)

Barrier: No one had ever released a production quality USD asset

Lesson: Doing something outside of your comfort zone can reap great rewards

open
Source
days²⁴
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Future

- Increase engagement and collaboration
- Continue GitHub asset migration
- Website improvements
- Explore 3D web viewers
- Grow ASWF engagement and public visibility
- Enhanced download statistics and analytics
- Solicit new assets



Project Adoption Status

Digital Production Example Library (DPEL)

Projects that follow the best practices below can voluntarily self-certify and show that they've achieved an Open Source Security Foundation (OpenSSF) best practices badge. [Show details](#)

If this is your project, please show your badge status on your project page! The badge status looks like this: Here is how to embed it: [Show details](#)

These are the **gold** level criteria. You can also view the **passing** or **silver** level criteria.

[Expand panels](#) [Show all details](#) [Show complete and incomplete criteria](#)

▼ Basics	5/5
▼ Change Control	4/4
▼ Quality	7/7
▲ Security	4/5

Use basic good cryptographic practices

Note that some software does not need to use cryptographic mechanisms. If your project produces software that (1) includes, activates, or enables encryption functionality, and (2) might be released from the United States (US) to outside the US or to a non-US-citizen, you may be legally required to take a few extra steps. Typically this just involves sending an email. For more information, see the encryption section of [Understanding Open Source Technology & US Export Controls](#).

Secured delivery against man-in-the-middle (MITM) attacks

Met Unmet ?

The project website, repository (if accessible via the web), and download site (if separate) MUST include key hardening headers with nonpermissive values. (URL required) [\[hardened_site\]](#) [\[idle_details\]](#)

Note that GitHub and GitLab are known to meet this. Sites such as <https://securityheaders.com/> can quickly check this. The key hardening headers are: Content Security Policy (CSP), HTTP Strict Transport Security (HSTS), X-Content-Type-Options (as "nosniff"), and X-Frame-Options. Fully static web sites with no ability to log in via the web pages could omit some hardening headers with less risk, but there's no reliable way to detect such sites, so we require these headers even if they are fully static sites.

Found all required security hardening headers. // X-Content-Type-Options was not set to "nosniff".

Other security issues

Analysis 2/2

openssf best practices silver

<https://www.bestpractices.dev/en/projects/8737>



DPEL

Digital Production Example Library