



Proposal for **Sandbox** level adoption by ASWF

<https://github.com/OpenAssetIO/OpenAssetIO>

# Description and Origins

From the project's [GitHub](#) page

An open-source interoperability standard for tools and content management systems used in media production.

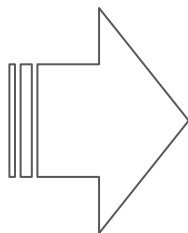
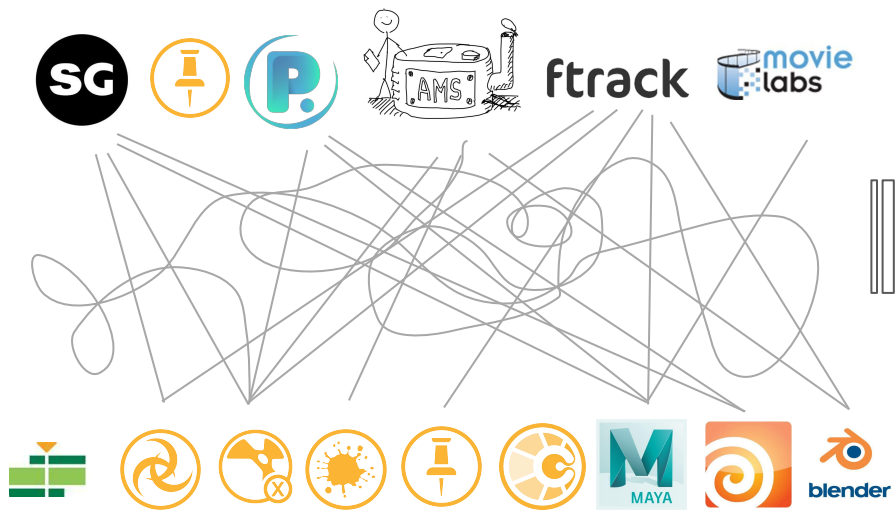
OpenAssetIO defines a common set of interactions between a host of the API (eg: a Digital Content Creation tool or pipeline script) and an Asset Management System.

It aims to reduce the integration effort and maintenance overhead of modern CGI pipelines, and pioneer new, standardized asset-centric workflows in post-production tooling.

OpenAssetIO enabled tools and asset management systems can freely communicate with each other, without needing to know any specifics of their respective implementations.

The API has no inherent functionality. It exists as a bridge - at the boundary between a process that consumes or produces data (the host), and the systems that provide data coordination and version management functionality.

The API builds upon the production-tested [Katana Asset API](#), addressing several common integration challenges and adding support for a wider range of asset types and publishing workflows.



# Alignment to ASWF Mission

- Asset interchange must be open in an increasingly distributed world
- Siloes between pipelines stunt collaboration and creativity
- Data locality is the main barrier to building more flexible pipelines
  - Such as the ability to leverage cloud compute and distributed artists

*OpenAssetIO makes asset resolution a standard plug*

ASWF adoption will mean that applications, pipeline tools, and asset management systems can all agree on how to resolve data between themselves without depending on proprietary APIs and referencing schemes

# Project Status: Pre-Alpha

Roadmap is focused on validating end-to-end workflows with PoCs.

Active collaborations:



➤ Asset resolver for open source VFX pipeline



➤ OpenTimelineIO asset multi-ref



➤ Asset resolver for Sandbox v2



➤ PoC for assetizing EDLs



➤ Alternative to file paths for asset referencing

Design Input via Working Group from  
15+ companies including:



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# License and Contributions Process

- [Apache License 2.0](#)
- [Contribution process](#) already closely aligned with ASWF
  - DCO required
  - Commits must be GPG signed
  - CLA is required

# Project Details 1/2

- Dependencies:
  - Python 3, pybind11, C++17
- [OpenSSF certification](#)
- [List of contributors](#)
- Maintainers:
  - [Tom Cowland <tom.cowland@foundry.com>](mailto:tom.cowland@foundry.com)
  - [David Feltell <david.feltell@foundry.com>](mailto:david.feltell@foundry.com)
- [Bug tracking](#) via GitHub issues
- [Progress tracked](#) via GitHub Project Board

# Project Details 2/2

- Discussion Channels
  - Monthly open [Working Group meetings](#) with notes & recordings
  - [GitHub Discussions](#)
  - [Integrators Slack channel](#)
    - Currently provisioned by Foundry but hosting all OpenAssetIO stakeholders
- Related Projects
  - [OpenAssetIO-MediaCreation](#) - Specializations for M&E Workflows
  - [otio-openassetio](#) - PoC OpenAssetIO resolver for OTIO media references
- No formal release schedule or cadence yet (short term [roadmap is here](#))
  - Aiming for Q3'22 Alpha for non-UI workflows.
- No use of social media
- To our knowledge, no trademarks are used or claimed



# Summary

**OpenAssetIO**, sponsored by Foundry and based on established prior work in Katana, is a well-governed early-stage open source project with nascent industry involvement. Support from **ASWF** will grow the project's community, expand its stewardship, and connect design discussions to new channels.

Our hope is that Sandbox stage adoption by **ASWF** will put **OpenAssetIO** on the path to realizing its mission of accelerating the evolution of media production pipelines by providing a uniform system for asset referencing, unlike the siloed and fragmented systems in place today.