# [tac] Project Contribution Proposal: OpenEXR

**Jonathan Stone** <stonej212@gmail.com>                    Mon, Mar 25, 2019 at 4:31 PM
Reply-To: tac@lists.aswf.io
To: tac@lists.aswf.io

**Name of the project (existing or proposed):**
OpenEXR

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

**Project description (please describe the purpose and function of the project, its origin and its significance to the ecosystem):**
OpenEXR is a high dynamic-range image file format developed by Industrial Light & Magic (ILM) for use in computer imaging applications. OpenEXR was created by ILM in 1999 and released to the public in 2003 as an open-source library.

**Please explain how this project is aligned with the mission of ASWF?**
OpenEXR is one of the foundational technologies in computer imaging, and it remains a standard HDR image format in computer graphics for linear and interactive media. OpenEXR was honored with an Academy Award for Technical Achievement in 2007.

**What is the project's license for code contributions?**
OpenEXR is shared under a modified BSD license (http://www.openexr.com/license.html), and its license agreements for individual and corporate code contributions may be found at http://www.openexr.com/documentation.html.

**What tool or platform is utilized for source control (GitHub, etc.) and what is the location (e.g. URL)?**
OpenEXR uses GitHub for source control, and its repository is currently located at https://github.com/openexr/openexr.

**What are the external dependencies of the project, and what are the licenses of those dependencies?**
The mandatory dependency of OpenEXR and its license is:

- Zlib (http://zlib.net/zlib_license.html)

The optional dependencies of OpenEXR and their licenses are:

- Boost (https://www.boost.org/users/license.html)

- NumPy (http://www.numpy.org/license.html)

- Fltk (https://www.fltk.org/COPYING.php)

- Cg (http://developer.download.nvidia.com/cg/Cg_2.2/license.pdf)

**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?**
Recent contributors to the OpenEXR project include Cary Phillips, Nick Rasmussen, Kimball Thurston and Nick Porcino, and a complete list of current maintainers can be found at https://github.com/orgs/openexr/people.

**What mailing lists are currently used by the project?**
OpenEXR has three mailing lists: openexr-announce, openexr-user, and openexr-devel.

- https://lists.nongnu.org/mailman/listinfo/openexr-announce

- https://lists.nongnu.org/mailman/listinfo/openexr-user

- https://lists.nongnu.org/mailman/listinfo/openexr-devel

**What tool or platform is leveraged by the project for issue tracking?**
Issue tracking for OpenEXR is handled through its GitHub repository:
https://github.com/openexr/openexr

**Does the project have a Core Infrastructure Initiative security best practices badge? Do you foresee any challenges obtaining one? (See: https://bestpractices.coreinfrastructure.org)**
OpenEXR 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 projects website? Is there a wiki?**
The website for OpenEXR is http://www.openexr.com/, and there is no official wiki.

**What social media accounts are used by the project?**
OpenEXR does not have any official social media accounts.

**What is the project's release methodology and cadence?**
New releases of OpenEXR are organized on an as-needed basis, and do not currently follow a regular cadence.

**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?**
OpenEXR is an unregistered trademark of Lucasfilm Ltd.

_·_·_·_·_