
[tac] Project Proposal: ASWF Asset Repository

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For tomorrow's meeting, here is the Asset Repo project proposal. (Google doc [here](#).)

thanks,

EE

Name of the project (existing or proposed):

ASWF Asset Repository

Requested project maturity level (select one): Adopted, Incubation, and Sandbox

Incubation

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

In order to encourage development and research that addresses the true scale, scope and requirements of computer graphics film production, the Asset Repository seeks to publish and maintain curated exemplars of the data sets used in our industry. Research projects and commercial development projects often have trouble obtaining input datasets with full film complexity, and that are licensed to allow publishing research results and software demonstrations. Disney's Moana Island is a prime example of what we want to encourage, but in addition to 3D scene data, assets could also be images, image sequences, volumetric data, animation rigs, edit decision lists, etc.

The project is the outcome of the ASWF Asset Repository Working Group.

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

(1) For an individual OSS project, even though basic tests (such as regression tests) will likely live within the project itself, Asset Repo assets may still be useful for stress-testing and performance tuning. Developers who are integrating or contributing to the OSS project can also use full-scale assets to test their implementations or ideas. (2) The availability of film-scale assets will enable and encourage research and development that addresses film industry needs. This is to the mutual benefit of all the ASWF members. (3) The ASWF has the right membership to conduct this conversation among film studios, vendors, and researchers.

What is the project's license for ~~code~~ contributions and methodology for ~~code~~ contributions?

The proposed license balances the needs of asset donors and asset users. It will be presented for approval at the next ASWF Board meeting. See the latest draft [here](#).

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

Top-level directory information and small text files (README etc) will live on the ASWF wiki. This will link to the actual asset data (often large), which lives on a plain cloud storage bucket.

Version control will be ad hoc, using the wiki directories.

For URL we propose “aswf.io/assets”.

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

None.

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

We propose forming the Asset Repo TSC, consisting of interested ASWF TAC voting members or their representatives.

The initial core committers are Sean McDuffee, Joshua Minor, Michael B. Johnson, and Eric Enderton.

What mailing lists are currently used by the project?

Mailing list: <https://lists.aswf.io/g/wg-assets>

Slack channel: [#wg-assets](https://slack.aswf.io)

(These would be renamed to remove “wg”).

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

Slack threads and mailing list. At least to start with.

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

Not code, primarily, so not applicable.

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

For URL we propose “aswf.io/assets”. We would continue to use the ASWF wiki.

What social media accounts are used by the project?

None

What is the project's release methodology and cadence?

Initial asset contributions must be approved for inclusion by the TSC. An asset may then be “in preparation” for some time, to make sure it can be loaded by publicly available software. There is then a second TSC approval for the asset to be published.

After an asset's initial kinks are ironed out, we expect updates to occur infrequently, such as updates for new versions of a file format or a DCC app. But there may be bug fixes or other improvements. Some assets may be more actively maintained by the donor as well.

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?

No.

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