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OpenColorIO application to be an ASWF project



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12/03/18 🔗 (<https://lists.aswf.io/g/tac/message/192>)

The OpenColorIO developers and Sony Pictures Imageworks are pleased to submit an application to turn OCIO over to be an ASWF project.

We plan to adopt substantially the same charter as OpenVDB. It will reference GOVERNANCE and CONTRIBUTING documents in the repo itself for many of the details, you can read these drafts here:

<https://github.com/imageworks/OpenColorIO> (<https://github.com/imageworks/OpenColorIO>)

These are still undergoing final approval from Sony's legal department, so there may be minor edits forthcoming, but I don't expect anything substantially different than what we currently have. We also may still amend the initial members of the TSC, versus what's in the document today.

We intend to keep the existing BSD license, but replace the CLAs with the same LF minimal CLA/DCO that OpenVDB is using.

The completed application template follows:

Project Contribution Proposal Template

Please answer each of the below questions to the best of your ability and submit to tac@... (mailto:tac@lists.aswf.io) for consideration.

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

* Requested project maturity level (select one): Adopted

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

OpenColorIO (OCIO) is an Academy Award-winning color management solution geared towards motion picture production with an emphasis on visual effects and computer animation. OCIO provides a straightforward and consistent user experience across all supporting applications while allowing for sophisticated back-end configuration options suitable for high-end production usage. OCIO is compatible with the Academy Color Encoding Specification (ACES) and is LUT-format agnostic, supporting many popular formats.

OCIO is used nearly ubiquitously among VFX and animation production facilities for internal tools, commercial software aimed at that market, and as a dependency for many other open source projects aimed at VFX and animation production.

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

OCIO is considered core infrastructure in animation & VFX pipelines, one of the earlier and more widely-known industry open source projects, and one with among the widest adoption into both studio proprietary and commercial tools. It was recognized with an Academy Sci-Tech award in 2014 for exactly these reasons. Starting quite early in the planning of ASWF, OCIO was encouraged to be a trial project for the CI infrastructure and hoped to be one of the first official projects.

Although OCIO was born as a project sponsored (and initially implemented entirely) by Sony Pictures Imageworks, it has had many outside contributions, for the past several years having many leaders and committers from other companies, and currently is undergoing a major development effort for a 2.0 feature set that is largely contributed by Autodesk. In light of this, it seems like a good time to move to a more neutral governance model and emphasize that OCIO is really a project and resource of and for the entire VFX/animation community, not just one facility.

* What is the project's license for code contributions?

BSD 3-clause license: <https://github.com/imageworks/OpenColorIO/blob/master/LICENSE>
(<https://github.com/imageworks/OpenColorIO/blob/master/LICENSE>)

Apache CLAs: <http://opensource.imageworks.com/cla/> (<http://opensource.imageworks.com/cla/>)

Our assumption is that upon acceptance to ASWF, we would keep the BSD license and switch to the standard Linux Foundation "minimal" CLA and DCO (same CLA/DCO approach as OpenVDB).

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

<https://github.com/imageworks/OpenColorIO> (<https://github.com/imageworks/OpenColorIO>)

<https://github.com/imageworks/OpenColorIO-Configs> (<https://github.com/imageworks/OpenColorIO-Configs>)

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

Embedded dependencies (code in our repo):

- TinyXML <http://sourceforge.net/projects/tinyxml/> (<http://sourceforge.net/projects/tinyxml/>) zlib license -- note that this was used for OCIO 1.x and is being phased out in favor of eXpat.
- eXpat (only OCIO >= 2.0) - MIT license <https://github.com/libexpat/libexpat/blob/master/expat/COPYING> (<https://github.com/libexpat/libexpat/blob/master/expat/COPYING>)
- One header from OpenImageIO - BSD 3-clause
- SampleICC <http://sampleicc.sourceforge.net/> (<http://sampleicc.sourceforge.net/>) -- ICC software license (BSD-like)
- Pystring - <https://github.com/imageworks/pystring> (<https://github.com/imageworks/pystring>) - BSD 3-clause
- Junit <https://junit.org> (<https://junit.org>) - Eclipse public license 1.0
- Little CMS <http://www.littlecms.com/> (<http://www.littlecms.com/>) MIT license
- yaml-cpp <https://github.com/jbeder/yaml-cpp> (<https://github.com/jbeder/yaml-cpp>) MIT license
- IlmBase/OpenEXR -- just for "half" implementation -- BSD license
- MD5 <http://sourceforge.net/projects/libmd5-rfc/files/> (<http://sourceforge.net/projects/libmd5-rfc/files/>) - custom license? BSD-like?

Other runtime dependencies (not embedded in our repo):

- - Python 2.x (for the Python bindings)
- - ACES
- - (optional) Nuke 6.x or newer (for the Nuke nodes)
- - (optional) Truelight SDK (for TruelightTransform)
- - (optional) OpenImageIO (for apps including ocioconvert) - BSD 3-clause

Embedded build-time dependencies (embedded in our repo, build time only):

- Sphinx - BSD license
- Docutils <http://docutils.sourceforge.net/> (<http://docutils.sourceforge.net/>) - Mix of public domain, BSD, Python license
- Pygments <http://pygments.org/> (<http://pygments.org/>) - BSD license
- Jinja 2.7.1 <https://github.com/pallets/jinja> (<https://github.com/pallets/jinja>) - BSD license
- setuptools 1.1.6 <https://github.com/pypa/setuptools> (<https://github.com/pypa/setuptools>) - MIT license

- MarkupSafe 1.0 <https://pypi.org/project/MarkupSafe/> (<https://pypi.org/project/MarkupSafe/>) - BSD license

Build time dependencies (not embedded):

- cmake >= 3.10

* 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?

Forward-looking documentation of the process can be found in the CONTRIBUTING.md and GOVERNANCE.md documents, which may be viewed here:

<https://github.com/imageworks/OpenColorIO> (<https://github.com/imageworks/OpenColorIO>)

The proposed TSC members in the GOVERNANCE.md document are the current major maintainers / committers / leaders.

There may still be some minor editing of these documents as Sony Pictures legal department finishes their review of them for final approval.

* What mailing lists are currently used by the project?

Mail lists:

- * Developer: ocio-dev@... (<mailto:ocio-dev@googlegroups.com>)
- * User: ocio-users@... (<mailto:ocio-users@googlegroups.com>)

Slack channel: <https://opencolorio.slack.com> (<https://opencolorio.slack.com/>)

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

GitHub issues <https://github.com/imageworks/OpenColorIO/issues>
(<https://github.com/imageworks/OpenColorIO/issues>)

* 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>))

It does not currently, but we don't foresee any specific obstacles (other than doing the work).

We have committed a checklist of these items into the OCIO repo and are currently assessing what work needs to be done to be fully compliant. Most of the items are practices we currently do. The only one that represents much real work is adding static analysis to our process.

* What is the projects website? Is there a wiki?

Web page: <http://opencolorio.org> (<http://opencolorio.org/>)

* What social media accounts are used by the project?

None

* What is the project's release methodology and cadence?

The initial 1.0.1 release was in Oct 2011, with subsequent 1.0.1 ... 1.0.7 releases coming approximately monthly, then 1.0.8 and 1.0.9 releases coming 6 months and 1 year subsequently.

Following this, the project was stagnant for some years after its original leader, Jeremy Selan, departed the project, and for an extended period there had not been any official major releases (though minor contributions continued to be made by many parties).

Contributors revived the development community and had a significant update by releasing 1.1.0 in January 2018.

Since then, a major effort has been underway -- with many contributors, the largest being Autodesk -- on a major rewrite to create a 2.0 version. Autodesk is merging its SynColor technology (among many other improvements) to create a combined technology base under open source.

Once 2.0 is released and adopted by the industry, we aim to have a more regular release cadence of minor releases with fixes/improvements on a monthly-to-quarterly basis and major releases with new features approximately annually or as needed.

* 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?

Unregistered trademark presumably by the original sponsor of the project, Sony Pictures Imageworks. There is also a logo that has been used informally on project web and documentation materials. To the best of our knowledge, none of these have been used by Sony commercially for any products or other uses beyond simply describing/naming this open source project.

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