
[tac] ASWF project application for OSL

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Reply-To: tac@lists.aswf.io

To: tac@lists.aswf.io

Sony Pictures Imageworks is pleased to submit an application to turn OSL over to be an ASWF project. We intend to keep the existing BSD license, and adopt substantially the same charter, governance practices, and CLA as OpenColorIO. If accepted, we will assemble a TSC from a broad range of stakeholders.

The completed application template follows.

* Name of the project (existing or proposed):

Open Shading Language (OSL)

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

Incubation

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

Open Shading Language (OSL) is the de-facto standard programmable shading and pattern language for physically-based rendering for feature film VFX and animation. Originally developed at Sony Pictures Imageworks for use in its in-house renderer, it was open-sourced in 2010 using the BSD 3-clause license. It is now used widely in the industry and is embedded in many commercial products and used as a dependency in other open source projects. Renderers and other systems utilizing OSL as a key component include Autodesk Arnold, 3dsMax, Pixar's RenderMan RIS, Clarisse, Animal Logic's Glimpse renderer, 3Delight, OTOY Octane and Brigade, Blender/Cycles, Image Engine's Gaffer, and more. MaterialX and USD specifically target OSL for describing shading and material networks.

OSL has been used in well over 100 films that we know of and can name. Probably the number is much higher since it is the main embedded language in several industry-standard renderers, and thus might well have been used in some way for the majority all VFX films produced in recent years. OSL was recognized with an Academy Sci-Tech award in 2017.

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

This is one of the most prominent open source projects used in film/animation, and is an important part of the ecosystem - for example, is dependant upon or is a dependency of several other ASWF projects (and projects frequently mentioned as coveted future ASWF projects). It is a core film technology used extensively in production, built into products, or co-developed by, the majority of ASWF member companies. By my count, at least 6 ASWF premier member companies have directly contributed code to OSL.

The OSL project has not had any kind of development lull, leadership gap, or other trouble experienced historically by some projects that have sought ASWF membership. If anything, though, its stability and development velocity may be its biggest risk -- it is easy for people to be lulled into thinking that the project has everything it could ever need, does not need any community effort, and thus much is at risk and at the mercy of the availability of the main authors.

We have seen all the benefits accrued to other projects after becoming ASWF owned, and think that the OSL project would be greatly enhanced by that kind of increased support, resources, shared ownership, and community involvement. OSL is at a critical point in the middle of a major development effort to bring it to a full GPU ray traced implementation, and those extra resources and broad-based involvement will be of immediate use and directly benefit the ASWF member companies and their products, internal tools, and productions.

* What is the project's license for code contributions and methodology for code contributions. ASWF maintains recommendations for contribution and licensing for hosted projects.

Code is BSD 3-clause license. Documentation is CC BY 3.0. We have historically required a CLA for all contributions, modelled after the Apache 2.0 CLA.

Code contributions have always been accepted through the usual PR process, and GitHub reports that there have been 42 contributors from a wide range of production studios and hardware/software vendors (including several ASWF member companies).

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

<https://github.com/imageworks/OpenShadingLanguage>

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

The major direct dependencies are

- * [OpenImageIO](<http://www.openimageio.org>) - BSD 3-clause
- * [Boost](<http://www.boost.org>) - Boost license
- * [IlmBase](<http://www.openexr.com>) - BSD 3-clause
- * [LLVM](<http://llvm.org>) - Apache 2.0 License with LLVM exceptions

* 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?

The project founder and chief architect is Larry Gritz, who intends to remain the architect for as long as that seems in the best interests of the project.

Current committers (narrowly defined as presently having write permissions on the repo) include frequent contributors Chris Kulla, Cliff Stein, and Alejandro Conty (all of Sony Pictures Imageworks).

Aside from Sony Imageworks, particularly notable code contributions in the past have come from representatives of Autodesk/SolidAngle, Intel, Pixar, NVIDIA, Animal Logic, and Blender. (Sorry if I left out your org; it was unintentional!) Many other people have contributed code to the project. An approximately complete list of direct contributors can be found here: <https://github.com/imageworks/OpenShadingLanguage/blob/master/README.md#credits>

Part of the goal of this application is to expand and diversify the people and organizations represented by committers, have a formal TSC that is representative of the key stakeholders of the project (which include not only code authors but the major projects and companies that use or embed OSL in their software), and bring people from outside Sony Imageworks into more active and central roles.

We seek a leadership structure similar to OpenColorIO, with both chief architect and a TSC chair role (which may, but do not need to be, the same person), and the usual TSC structure.

* What mailing lists are currently used by the project?

Google group: <http://groups.google.com/group/osl-dev>

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

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

Not yet, but we've started and are 92% complete. It should be fairly easy to get to 100% especially after some additional resources are put on these tasks after acceptance to the foundation. <https://bestpractices.coreinfrastructure.org/en/projects/3061>

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

We just directly use the GitHub home, <https://github.com/imageworks/OpenShadingLanguage>

* What social media accounts are used by the project?

None officially run by the project other than the GitHub notifications and the Google group / mail list.

There is a user-run Facebook OSL group, and maybe other forums and user-sponsored communication methods.

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

Historically, we have had major releases with significant feature additions every 12-18 months, approximately monthly minor releases with bug fixes and occasionally low-risk non-breaking minor feature additions. We also keep the master development branch as solid and production-hardened as possible, with many working studios (particularly SPI) building tools for production directly from the master branch whenever 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. None of these have been registered, nor used by Sony commercially for any products or other uses beyond simply describing/naming this open source project.

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