The Rongotai Model Train Club

ASWF TAC - June 2025



Copyright Scaling Questions Issues Lack of Compliance Standards Needs Studio Scarce Al Concerns Resources Talent Research Rights Focussed Code Redundancy Market Duty of Αl **Optics** Care Inaccessibility



Legal

Scale

People

Tooling

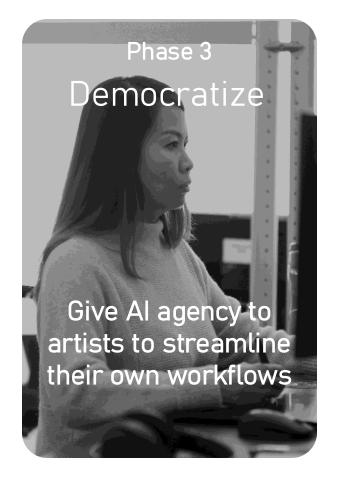


Formalize the process of training and ingestion by tracking datasets and models in a way that respects Artist and Studio rights & obligations



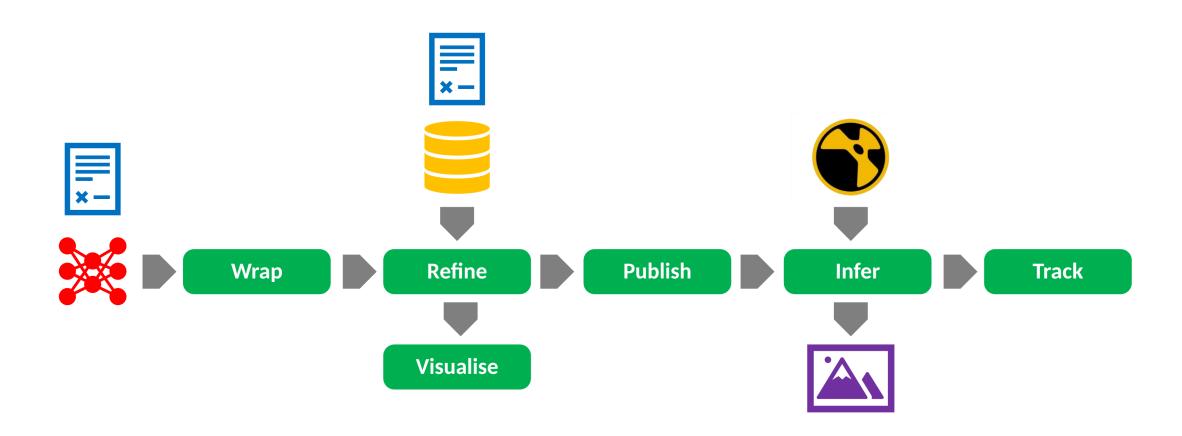




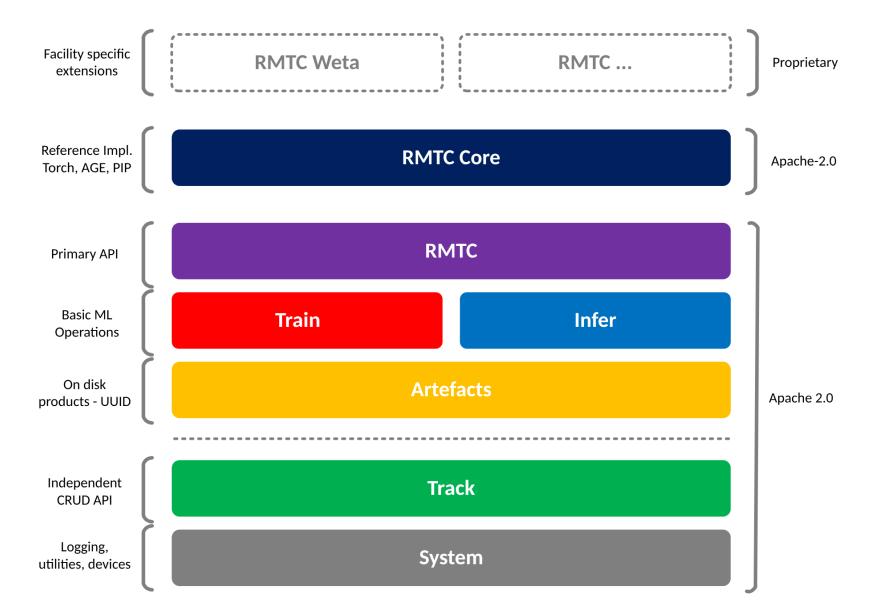


* Phase 2 & 3 are in planning

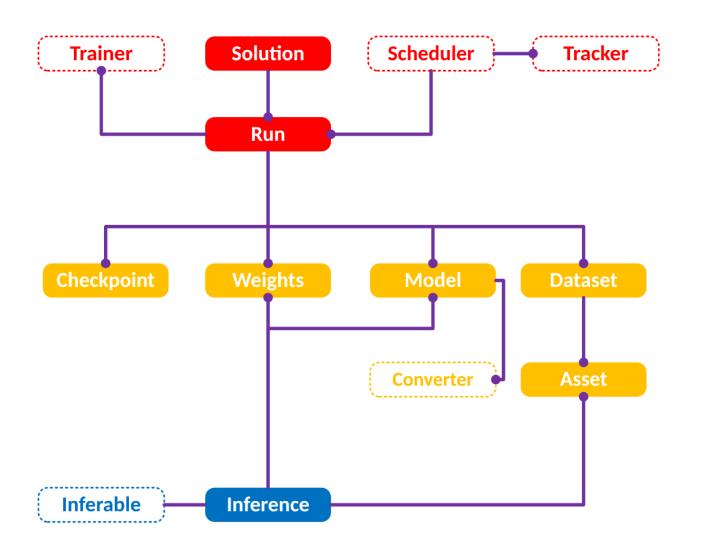


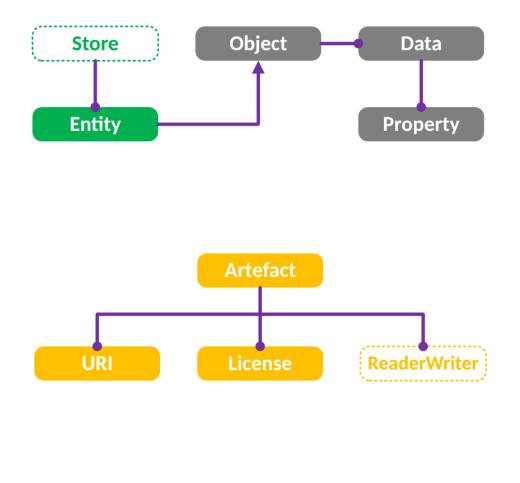




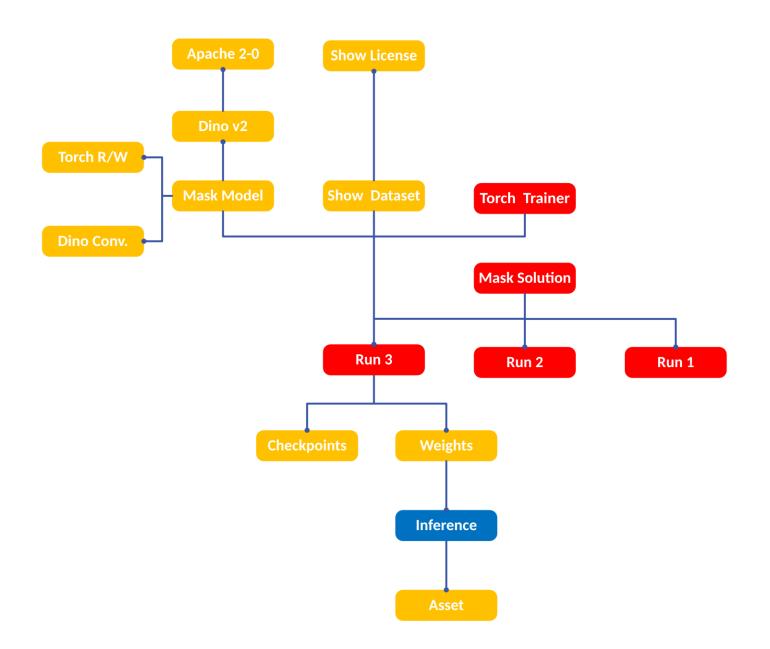














Scalability

- Shared Service
- Standards
- Al Platform

Extensions

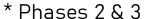
- Schedulers
- Trainers
- Inferers
- Artefact Wrapping

Validation

- API
- Testing
- Stakeholders
- Design
- Use cases

Interfaces*

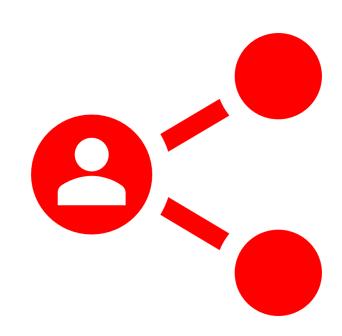
- Explorer
- Jobber
- Recipes
- Inference





Shared Service?

- RMTC as a Service
 - Persistence at the DOM level
 - Job integration
 - Service stack implementation
- Shared artefact repository?
 - Do we consider a ASWF hosted artefact repository?
 - Impacts facility agnostic asset UUIDs
 - o Shared training? Even more ambitious





Standards

- Asset Tensors?
 - HWC or CHW images? PyTorch or cache coherency?
 - o Training agnostic tensors?
 - o Safe tensors?
- Inference Time Assets?
 - o DCC memory mappable assets
 - o Runtime converters
- Other standards to consider?
 - o C2PA provenance embedding?





Al Platform?

- Do we extend VFX Platform?
 - Al projects are currently 'off structure'
 - Separate or as part of VFX Platform
- Training, inference & utilities
 - PyTorch training
 - ONNX inference
 - CUDA infrastructure
 - o CuPy GPU Numpy?



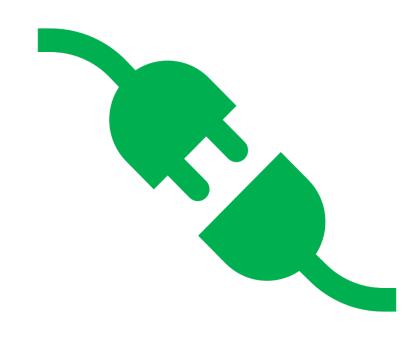






Extensions

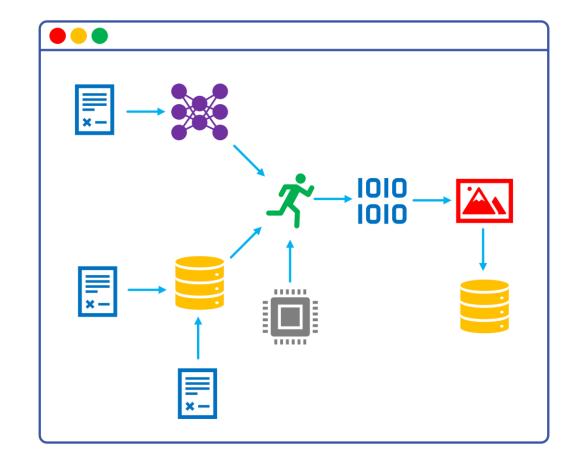
- Additional training strategies
 - o More than 1:1 correlation models
- Renderwall training scheduler
 - o Concurrent w/ weights fusion
 - o OpenCue / Plow
- Inference plugins for DCCs
 - Nuke
 - o Maya
- Wrapping
 - o Common foundational models
 - Common datasets





Explorer

- GUI for exploring artefacts
 - o Track provenance
 - o Datasets, models & inferences
 - Ingested model repository
- Visual tracing
 - o Licensing
 - Inference -> Weights -> Run
 - Create reports
- Invocation system to trigger tools
 - Dataset curation
 - o Training recipes & job management
 - Inferencing





Question	Impact	Priority	Details
How do we collaborate?	High	Critical	 Do we share datasets & training infrastructure? Should we consider an ASWF hosted model repository? How to fact the differing food of each facility?
How to futureproof during such rapid change?	High		Do to consider training at scale? • All interpreted or will it be superseded soon? • that about zero shot models? • Do we focus on tracking ingestion & refinement?
Implications of scale on design?	ah O	High	 Infrastructure requirements / hardware requirements? How best to organize the system to accommodate external systems like AWS? Dataset acquisition and sharing?
Depth of tracking?	High	Medium	 How far do we want to track? Every inference? What about dataset transformations that transform licenses? Currently – track everything
Do we was to onsider inferent tooling?	Medium	Medium	 Do we focus on just training and tracking or widen into inference time How to integrate into DCCs? Comfy competitor? Connect to C2PA tracking



Q&A

