

# OpenTimelineIO

## ASWF Project Review 2025

- Hi all!
- I'm Eric Reinecke
- I'm excited to get to talk with you all about OTIO today

# Outline



- 2025 Themes
- Development Ecosystem Check-in
- 2026 Areas of Focus

## 2025 Themes



- Modernization and cleanup of legacy code
  - Usability schema enhancements
  - Further maturing of Raven (the OTO Viewer Application)

2025 hasn't been quite the feature packed year for development I'd hoped for last year. That said the community has been doing some nice work advancing the code and I think the C++ dev experience in particular has seen a lot of quality of life improvement.

We did have some nice enhancements around preserving user context kinds of things like track colors and enabled state on some schema objects and Raven has gotten a lot of user experience enhancements.

Something we did see a lot of movement on was vendor adoption



Earlier this year with AVID's release 2025.6 they now have both import and export support in media composer - OTIO support in Media Composer is no longer Beta. The AVID team have been great partners in the OTIO community and we're really excited to continue collaborating - thank you AVID!



Also, with the help of Darby Johnston, Kdenlive now has native OTIO import/export support. This work led to many of the C++ developer experience enhancements - we're excited to have another strong integration in the ecosystem!



As another knock-on effect of the Kdenlive integration - there are now packages available for a number of linux and BSD distros as well.

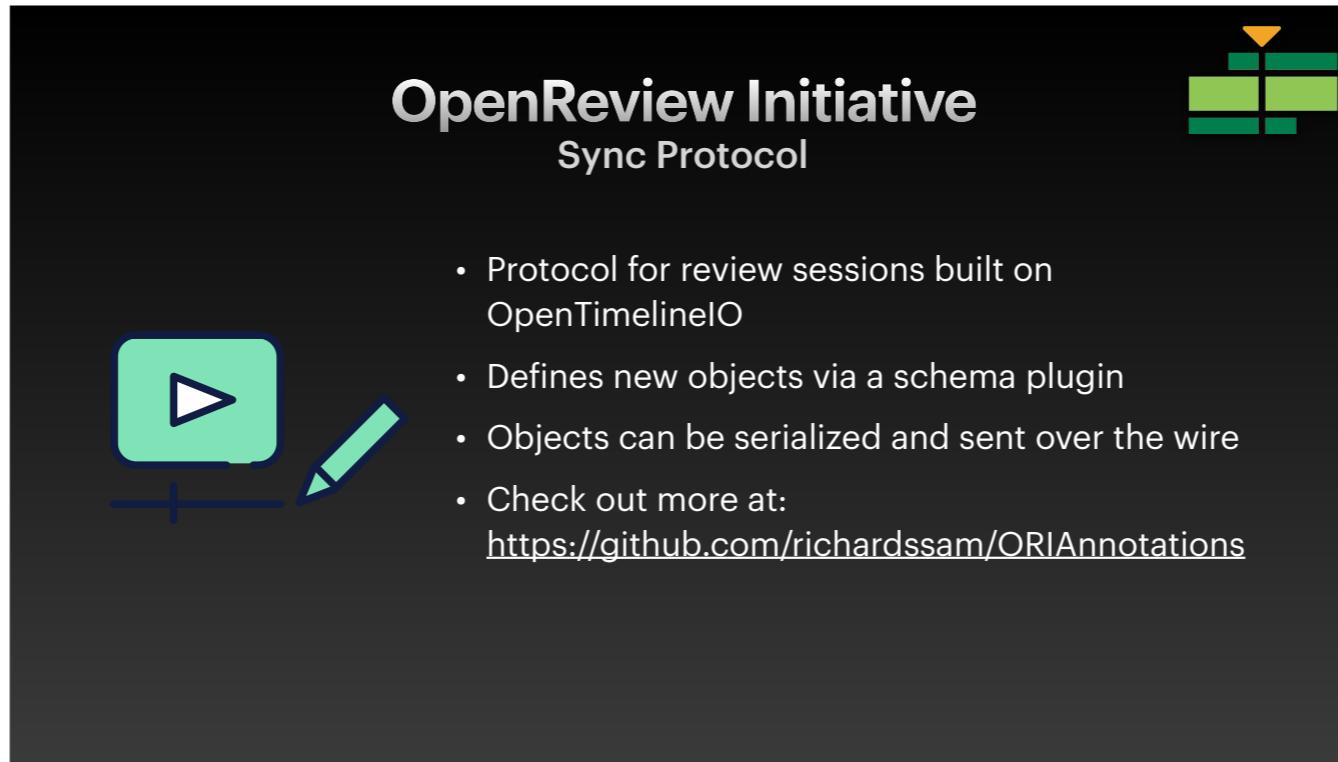


Another exciting new integration comes from the folks at CuttingRoom.

If you aren't familiar - CuttingRoom is an impressive web-based video editing package that's been building momentum.

They came and gave a demo to the TSC of their OTIO integration, shared feedback, and asked a lot of really great questions.

They're quite excited about some of roadmapped schema enhancements and we're looking forward to collaborating with them to strengthen the ecosystem.



Sam Richards on the Open Review Initiative has been building schema up for annotations and live review sessions as an OpenTimelineIO plugin. This allows either embedding in .otio files to be visible in editing applications or individual objects can be serialized and sent over a wire. This project is a good examples of some of the ways OTIO takes us places the legacy editorial formats aren't reasonably able to.

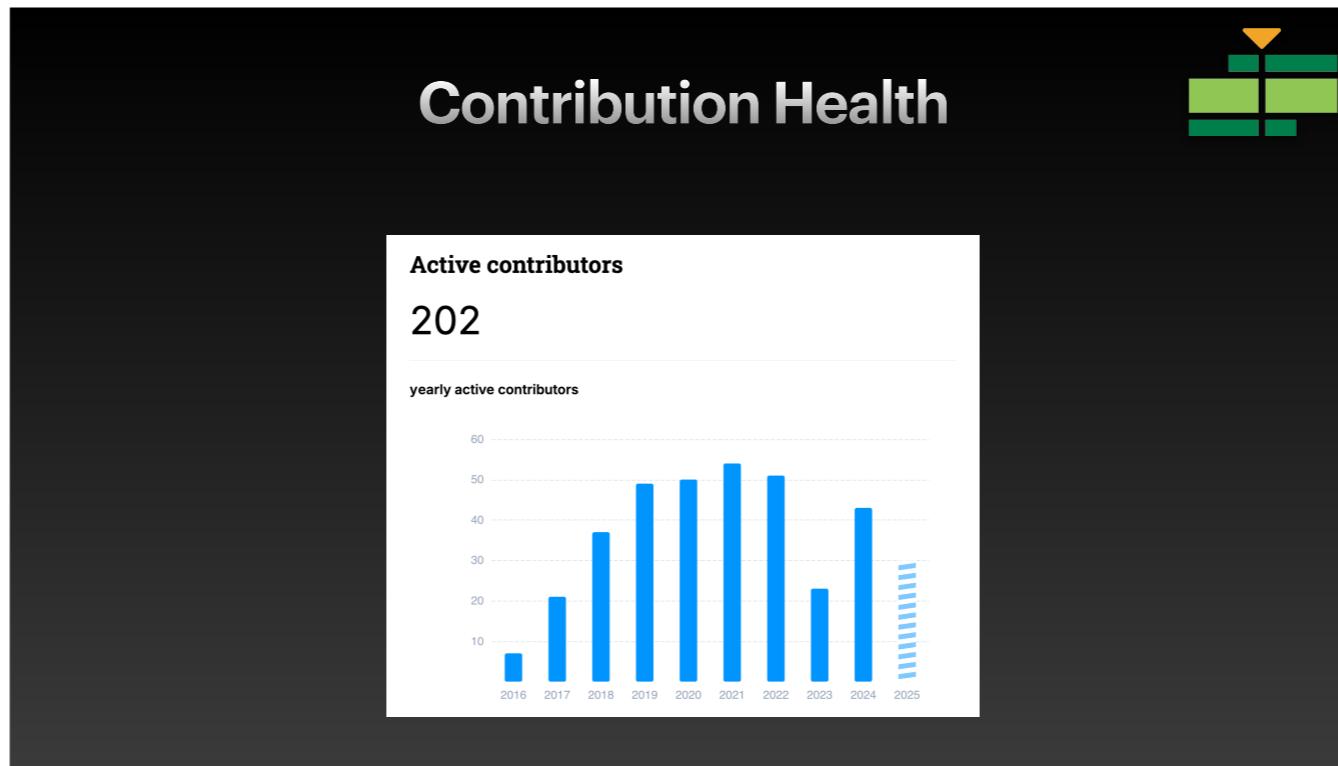
## High-Demand Schema Enhancements



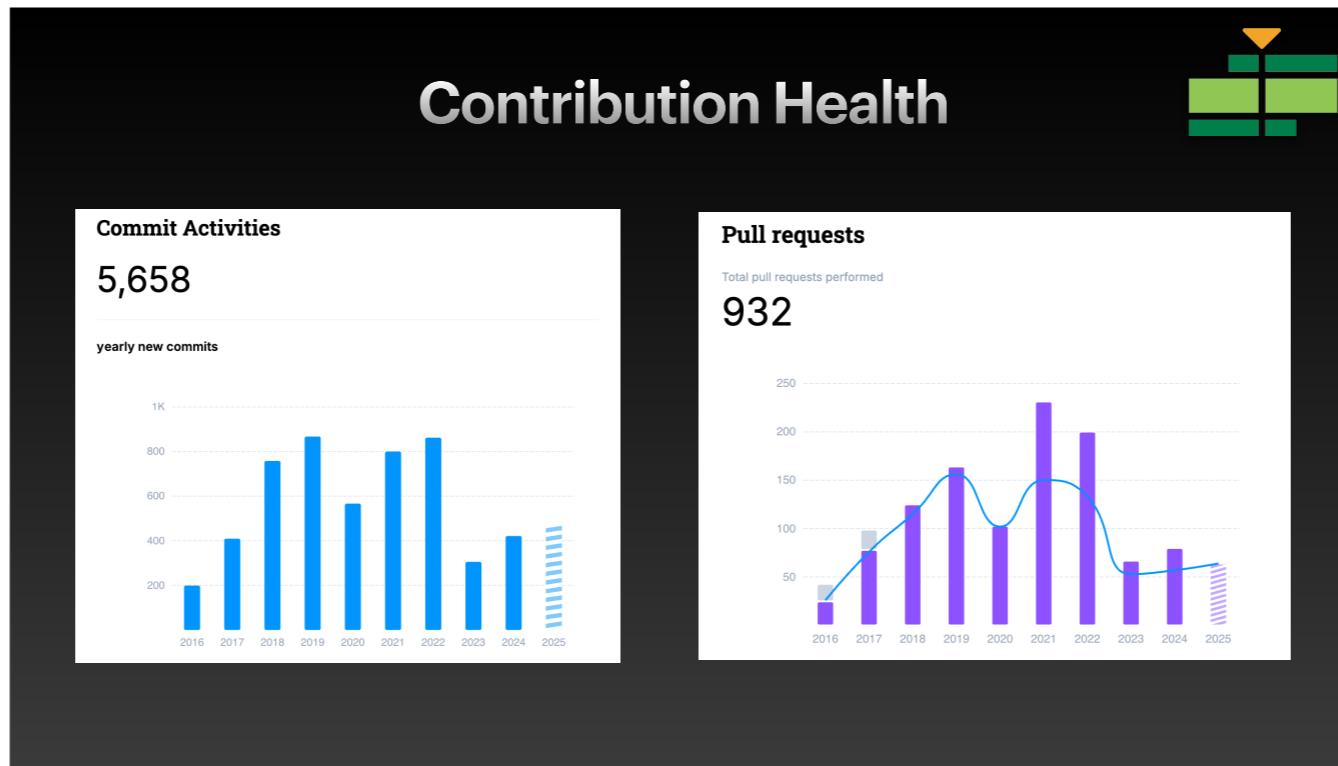
- Source Media Stream/Channel selection
- Progress toward color effects
- Spatial Transform Effects

Speaking of schema enhancements - these are still the items on the list we'd like to be looking at.

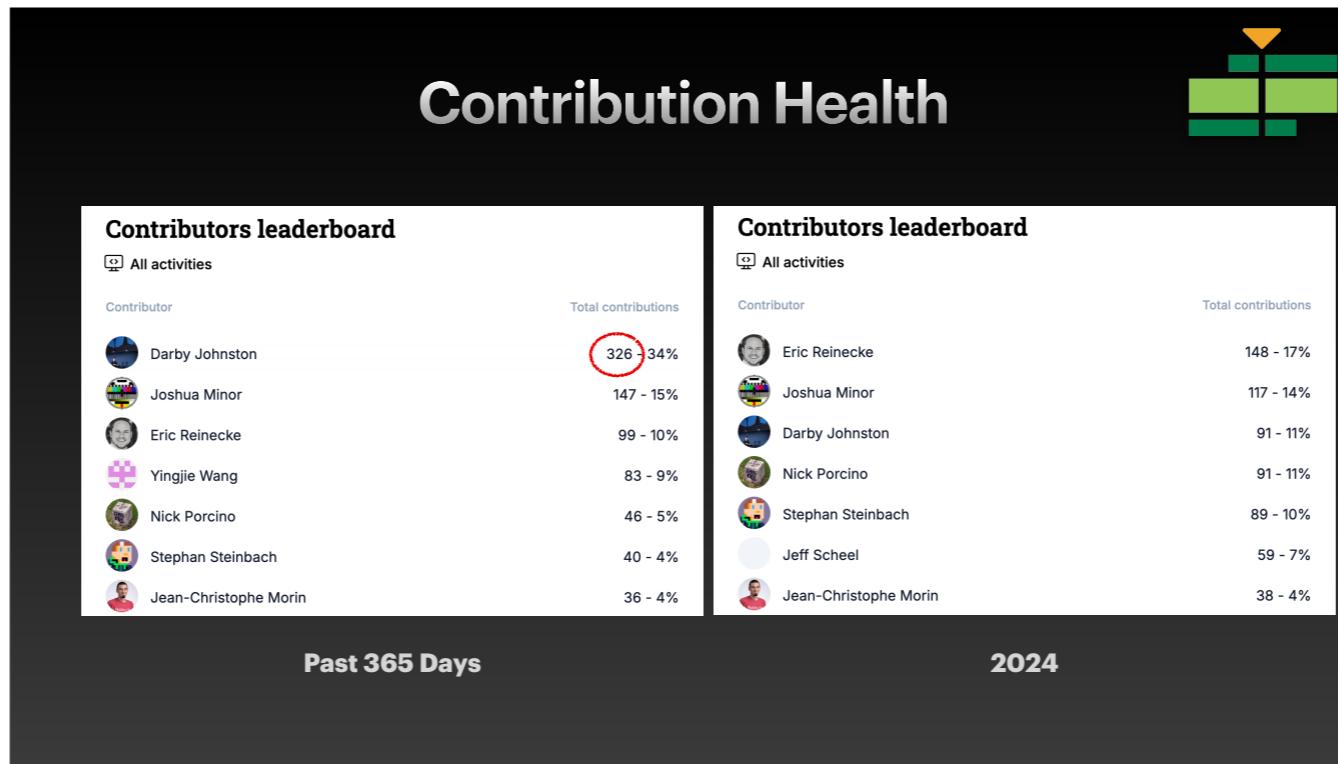
A lot of the work is done, but we been a bit resource starved and haven't been able to push them forward this year like we wish we could.



If we look at some of the contribution health metrics, we can see that there have been soft spots in our active contribution the past few years.



And while our commit activity is slowly trending in the right direction, our PR clearance is pretty flat.



Looking at our contributors leaderboard, you can see the top 3 make up almost 60% of the contributions from this year.

If we compare that to previous years, it's all a bit more spread out.

However, this also may just be a bit of an anomaly for the year skewed by Darby's prolific contributions this year - our total contributions are up about 20% because of this.

So maybe we shouldn't over-index on it, but it's something I want to keep an eye on.

## 2026 Focus



- Meet Requirements for ASWF Adoption
- Identify where EDL and ALE are still being used and determine why OTIO isn't used instead
- Deliver Major Schema Enhancements
  - Basic Color Pipeline Modeling (CDL, LUT Reference, colorspaces)
  - Spatial Transforms
  - Input/Output Stream and Channel Mapping
- Discuss calling ourselves 1.0?

I'm hoping we can get some time focussed in on clearing out the last few items for our OpenSSF badge so we can be ready to graduate. Unfortunately core maintainers have been spending a lot of time on things like maintaining CI and trying to help outside contributors stay unblocked.

Personally, I find a lot of my time ends up being spent on housekeeping which isn't really my domain expertise, so I worry that I'm not being most effective. I wish there was a way we could get more help with things like CI and release setup.

## For the TAC



- Are there places we'd like to see OTIO collaborating more with other projects?
- Beyond focussing a bit more on dev days, are there other ideas about how to recruit more engineering contribution?



- Thank You!