

# Dev Days 2023

Post-Event Summary



# Dev Days Mission

Dev Days was a new event sponsored by the ASWF to encourage developers (from anywhere, of any experience) to contribute to the open source software that is part of the backbone of the industry. Participants spend one day (over the 48 hour period) learning about a project of their choice, benefiting from the mentorship of project leaders, and of course writing code!



# Participating Projects



# Dev Days Overview

- 90 participants registered. Still tracking exact number of active participants.
- 7 companies participated: Autodesk, DreamWorks Animation, ILM, Lucasfilm, Sony Pictures Imageworks, Weta FX, Walt Disney Animation Studios
- 20 PRs merged and 11 PRs awaiting to be merged (pending CLA, review, minor fix)



# Dev Days Highlights

- Way more participants than we anticipated.
- Lots of senior engineers new to OSS.
- Many comments on how an official event made it easier to commit to contributing.
- Issue from 2012 resolved for OpenImageIO!



# Dev Days Participants Overview

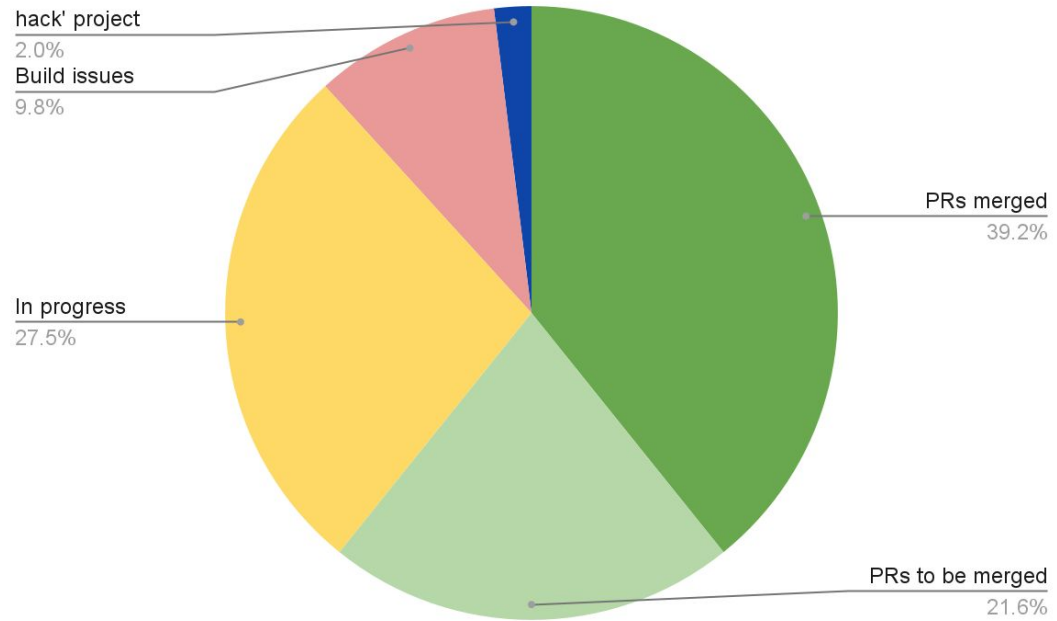
Overall there were 90 registered participants. About half of those actively participated.

graph to show participation by timezone



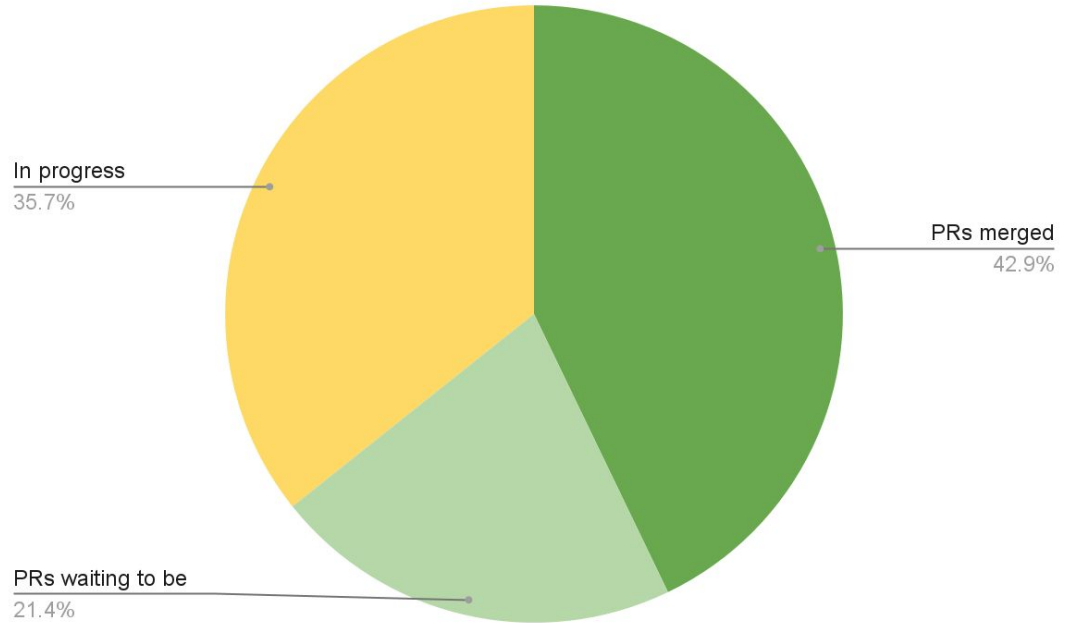
# Summary for 5 Projects

- 20 PRs merged
- 11 PRs waiting to be merged
- 14 issues still in progress
- 1 'hack' project
- 5 contributions foiled by build problems



# MaterialX

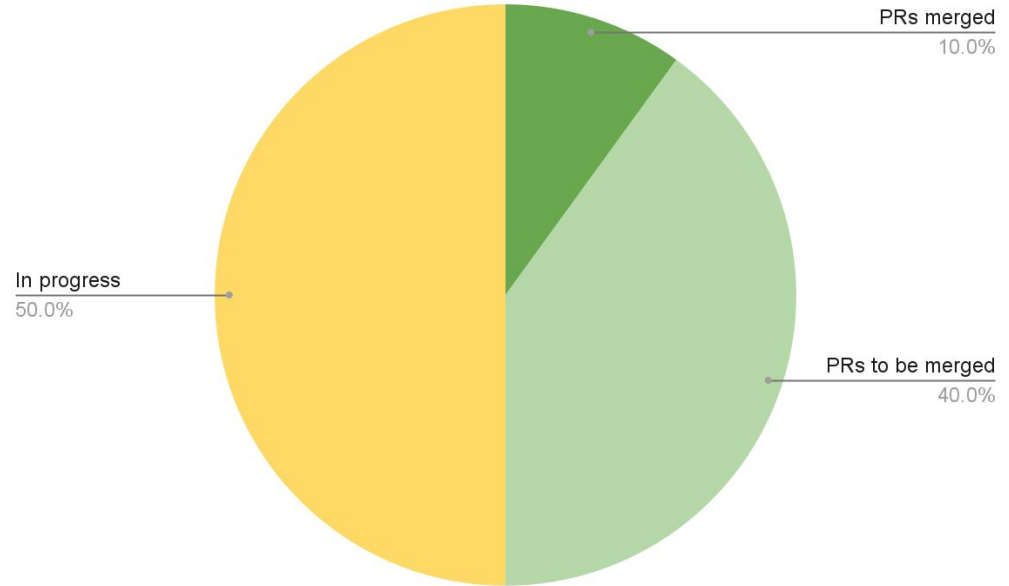
- 6 PR merged
- 3 PR waiting to be merged
- 5 issues in progress





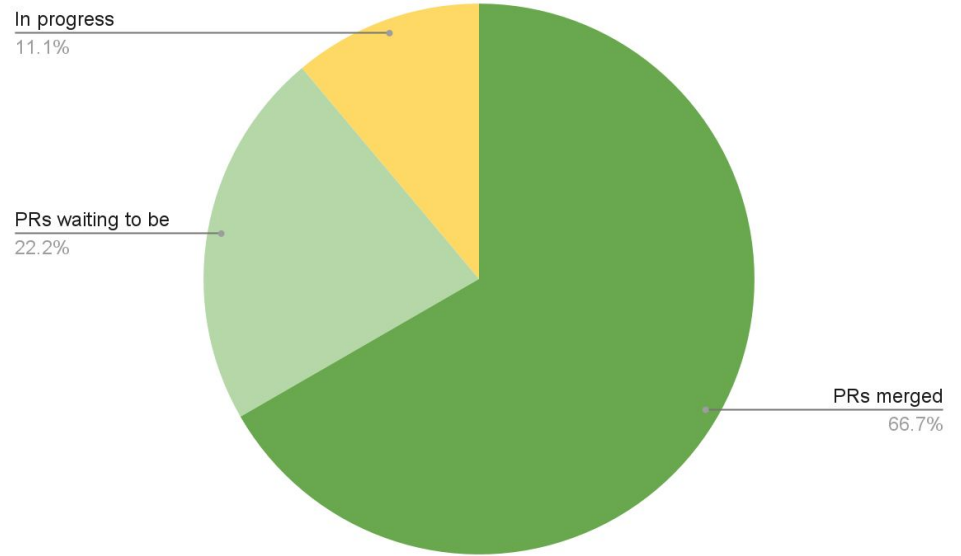
# OpenColorIO

- 1 PR Merged
- 1 PR Approved
- 3 PRs awaiting review
- ~4-5 issues in progress



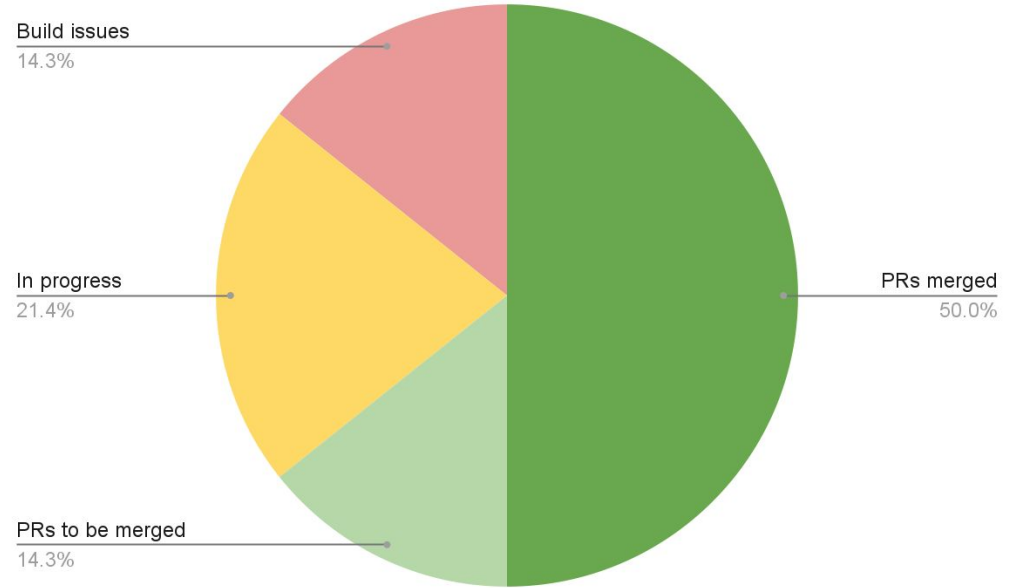
# OpenImageIO

- 6 PRs merged
- 2 PR waiting to be merged
- 1 issue in progress



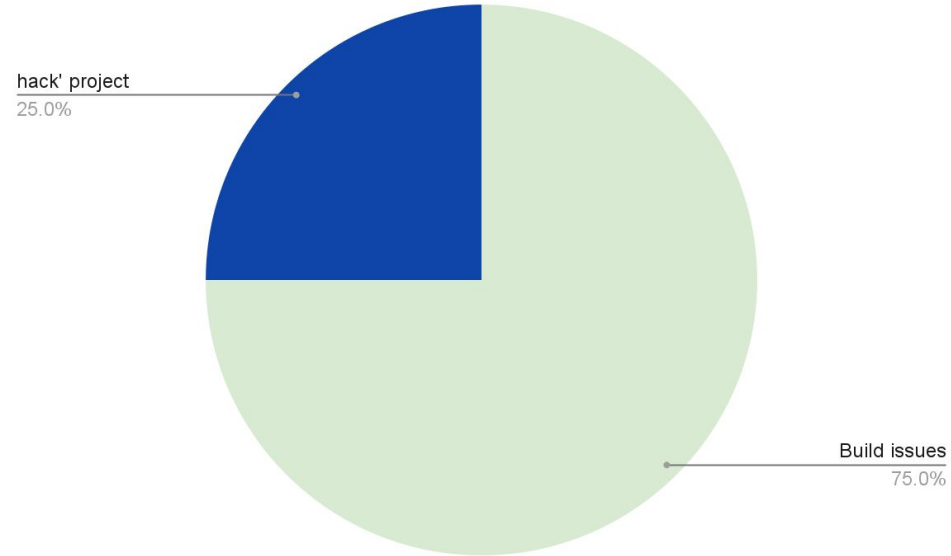
# OpenEXR

- 7 PRs merged
- 2 PRs waiting to be merged
- 3 issues still in progress
- 2 contributions foiled by build problems



# Open Review Initiative

- Some issues with builds and getting PR merges
- 1 'hack' project successful
- 3 successful RV builds, ready for contribution



# Dev Days - Room for Improvement



- Issues with builds
- Lack of Roadmap
- Communication with participants
- Late sign ups
- Experienced devs were fine, new people underestimated prep needs



# Dev Days - Future Plans

- Sending out a feedback survey to participants & projects
- Sending out a bit of swag & participation badges!
- What's next?
  - Scale
  - Frequency
  - Focus

