OFX Association: ASWF Application

March 3, 2022

- Name of the project (existing or proposed):
    - OpenFX. The standard is called OpenFX (often abbreviated as OFX, and sometimes spelled out as Open Effects). The governing group is The OFX Association.
- Requested project maturity level (select one): Sandbox or Adopted or Incubation
    - OpenFX is a mature standard, in broad use since 2004. So perhaps Adopted is the correct maturity level.
- Project description (please describe the purpose and function of the project, its origin and its significance to the ecosystem)
    - OFX is an open, extensible C API (application programming interface) that defines an industry-wide common interface between image-based visual effects plug-ins and host applications. Over its long history, by creating an interoperable ecosystem of plug-ins, OFX has become the reference standard for visual-effects and video processing software creators.
    - The Open Effects Association is a non-profit organization formed specifically to control the standard. The Association develops and promotes the standard across the visual effects community. See www.OpenEffects.org.
    - By standardizing the interface and releasing it as open source, OFX has supplanted older proprietary host-specific APIs. OFX has made it much easier for applications to support a variety of plug-ins. It has also encouraged and allowed developers to support many host applications. Previously, VFX applications hosted plug-ins via proprietary plug-in APIs. Plug-in effect development was fragmented and developers had to pick and choose which proprietary APIs to support. This limited the third-party effects available on many applications. OFX allows the same plug-ins to run on multiple editing, video processing, and VFX applications with little or no modification. The net result is that artists throughout the industry now have access to a much wider set of tools, increasing their options and fostering creativity.
    - Dozens of software manufacturers, large and small, write commercial OFX plugins; some examples are Autodesk Flame, The Foundry Nuke, BlackMagic Design DaVinci Resolve and Fusion, MAGIX Vegas Pro, Boris FX Sapphire, RE:Vision FX plug-ins, and many others (Magix, FxHome, FilmConvert, Digital Anarchy, HS-Art, Frischluft, Mikros, ABSoft, Grass Valley, NewBlue FX, SGO, Digital Vision, Toonboom, ...). Many VFX companies also produce in-house plug-ins based on the OFX standard, and open-source tools such as Natron also support OFX (both plug-ins

and as a host). End users of OFX plug-ins probably number at least in the hundreds of thousands, likely more.

- Please explain how this project is aligned with the mission of ASWF?
    - OFX is an open source plugin standard that allows interoperability between image processing tools in the VFX industry.
    - As a long-standing, widely used, open source API, we believe that adopting OpenFX aligns very well with the ASWF's mission of increasing the quality and quantity of contributions to the content creation industry's open source software base.
    - We believe that by joining ASWF we would get more contributions, more visibility, and be able to add new features more rapidly, thus enhancing the overall ecosystem for image-based visual effects throughout the industry.
- What is the project's license for code contributions and methodology for code contributions. ASWF maintains recommendations for contribution and licensing for hosted projects.
    - The standard, including the API (header files), samples, and documentation, are released under the 3-clause BSD license.
    - The API header files, samples, and documentation are all hosted on github. Contributions are welcome from anyone and can be made by pull request. However:
    - Standard changes (significant changes to the API header files such as new suites or functions) must go through an approval process as specified by the governing Association, including a working implementation on plug-in and host sides and approval by member companies.
- What tool or platform is utilized for source control (GitHub, etc.) and what is the location (e.g. URL)?
    - All code, samples and documentation are in github at https://github.com/ofxa/openfx.
- What are the external dependencies of the project, and what are the licenses of those dependencies?
    - There are no external dependencies for the API; it consists of standard C headers only for maximum portability. Some of the samples use make, C++, and other standard tools.
- 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 standard is maintained by The OFX Association, a nonprofit corporation registered in the UK.
    - The Association consists of member companies (currently around 15) and three Directors, currently Gary Oberbrunner, Pierre Jasmin, and Peter Huisma. Dennis Adams and John-Paul Smith are also on the Directors committee.

    - The Directors and a few people nominated by the members are committers to the OpenFX github repo.
- What mailing lists are currently used by the project?
    - ofx-discussion group: https://groups.google.com/g/ofx-discussion
    - ofxa-announcements: https://groups.google.com/g/ofxa-announcements
    - ofxa-members: https://groups.google.com/g/ofxa-members
    - ofxa-directors: https://groups.google.com/g/ofxa-directors
- What tool or platform is leveraged by the project for issue tracking?
    - Github issues at https://github.com/ofxa/openfx
- Does the project have a OpenSSF Best Practices Badge? Do you foresee any challenges obtaining one? (See: https://bestpractices.coreinfrastructure.org)
    - We do not currently have this; from a quick scan of the requirements I don't think we would have any difficulty certifying all of those requirements.
- What is the project's website? Is there a wiki?
    - The main website is https://www.openeffects.org.
    - We maintain a small wiki on github for ancillary info: https://github.com/ofxa/openfx/wiki
- What social media accounts are used by the project?
    - The Association doesn't have any of its own social media accounts.
- What is the project's release methodology and cadence?
    - As a mature standard, it tends to evolve slowly, as dictated by the time and energy of the participants. In some years we add significant new functionality (direct GPU textures for instance), and in other years only minor changes are added.
    - Release cadence is primarily dictated by new features. When a new feature (or a collection of them) has been added to the standard and approved by the members, we roll a new release. The current released version is 1.4. We expect to release version 1.5 in 2022.
    - Minor changes (documentation, typos, new sample code, etc.) are often rapidly accepted into the main branch and can be used by anyone between releases.
    - We would like to release updates more often; we have a long list of ideas but we are currently resource-limited by our small volunteer staff. We think joining ASWF would help significantly here.
- 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?
    - I don't believe the Association has filed for trademark protection for its commonly used terms such as "OpenFX" or "Open Effects" or its circular logo, though it is possible we have UK trademark protection – we can look into that.