

Open Source Review Tool

Thoughts on a potential strategy

Reality

- Mixture of proprietary and commercial tools available
- Big overlap in basic functionalities - everyone reinventing the wheel
- Many of the mature systems are showing their age
 - About the reinvent the wheel again!
- Many of the mature systems are not free for public

Visible vs Invisible

Parts of a review tool

“Visible” parts

- UI/UX
- Look and feel
- Keyboard shortcuts
- Muscle memory
- Lots of strong opinions!

“Invisible” parts

- I/O layer
 - Images, movies, http streaming
 - 3D Geometry
- Database layer
 - Production tracking systems
 - Asset management systems
 - Editorial tracking systems
- Video/Audio playback “engine”
- Annotations
- Color pipeline
- Sync server

“Invisible” parts

- No *user* opinions here, just needs to work!
- Can be defined with clear API specs
- There can be multiple implementations of these modules
- Different implementations based on OS/Platform etc
- Some parts are already open source and supported by ASWF
 - OCIO
 - OIIO
 - OTIO
- But there are some big ones missing

What if?

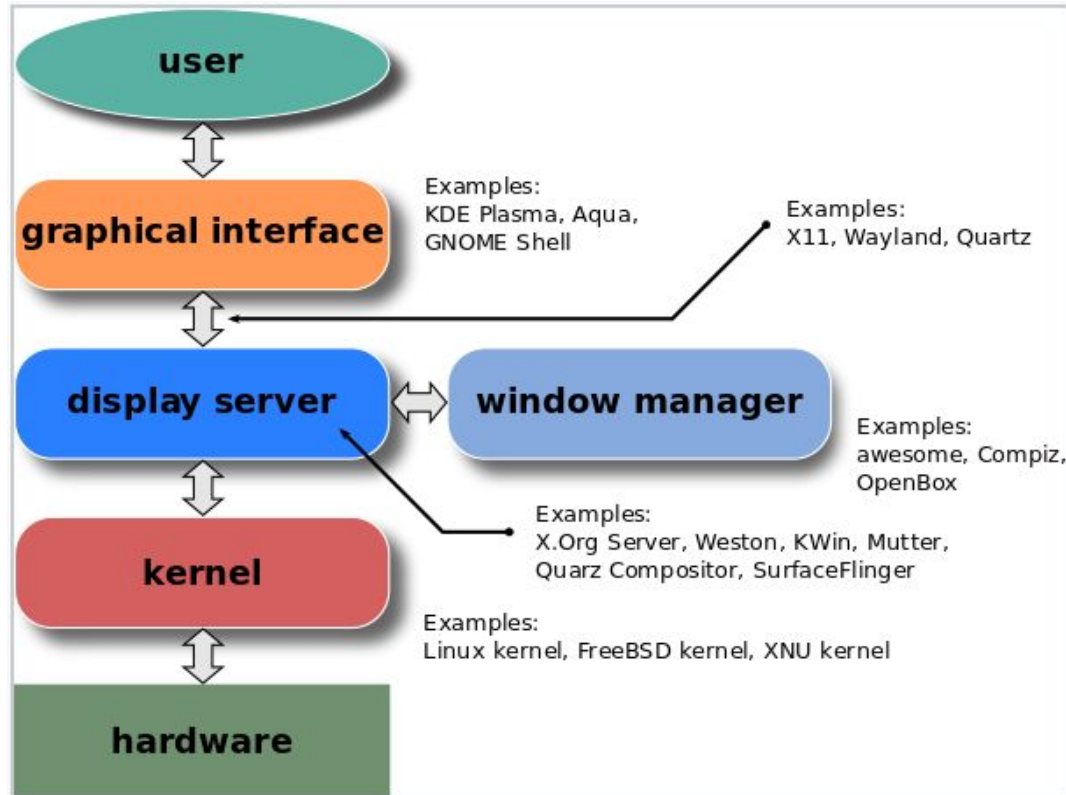
- Companies open source existing work for those missing modules
 - For example, the sync server from Imageworks
 - Someone else open source
 - Playback engine
 - Annotation backend
 - Etc
 - Perhaps start new projects for no appropriate existing work
- Database integrations
 - Well defined APIs for commercial/proprietary systems

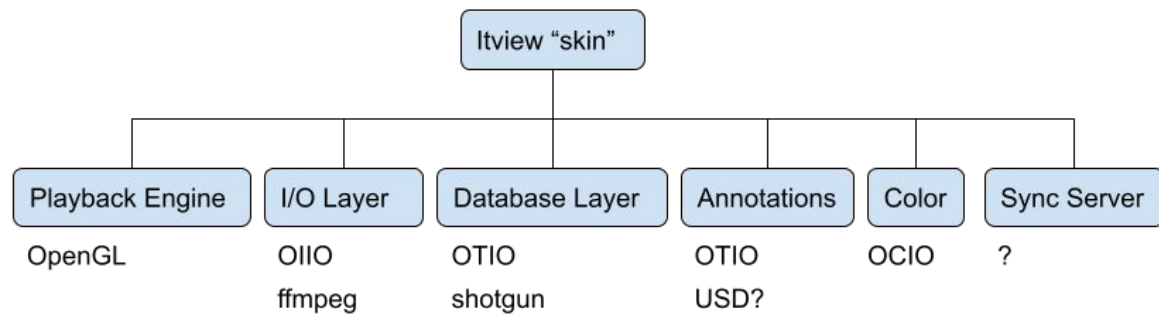
What about the “Visible” parts?

- Individual companies create their own “skin” or “theme”
- For example “itview” skin that mimics current itview
- Everything looks the same as current itview but completely new inside
- A very thin layer built on top of open source modules
- Takes all the opinions/arguments about UI/UX away
- There can still be reference implementations for UI/UX (or “skins”)

Is this a new idea?

Linux
Desktop
Environments





Discussion