

2024-03-04

March 4, 2024

Host: Carol Payne

Secretary: Carol Payne

Attendees:

- ☒ Rémi Achard (TSC) - DNEG
- ☒ Mark Boorer (TSC) - Industrial Light & Magic
- ☒ Mei Chu (TSC) - Sony Pictures Imageworks
- ☒ Sean Cooper (TSC ACES TAC Rep) - ARRI
- ☒ Michael Dolan (TSC) - Epic Games
- ☐ Patrick Hodoul (TSC) - Autodesk
- ☒ Zach Lewis (TSC) - Method
- ☒ Thomas Mansencal (TSC) - Weta FX
- ☒ Carol Payne (TSC Chair) - Netflix
- ☒ Mark Titchener (TSC) - Foundry
- ☐ Carl Rand (TSC) - Weta Digital
- ☒ Doug Walker (TSC Chief Architect) - Autodesk
- ☒ Kevin Wheatley (TSC) - Framestore
- ☒ Mark Reid - Animal Logic
- ☒ Jonathan Stone - Lucasfilm
- ☒ Nick Porcino - Pixar

OCIO TSC Meeting Notes

- GitHub Actions Updates
 - Remi - his fixes should be good for github actions
 - PR ready to merge
 - Analysis workflow - github secret is at the ASWF level, working on that fix
- SLP 2024
 - <https://www.aswf.io/summer-learning-program/>
 - Learner application is open, please help us spread the word!
 - Doug - worth reaching out to SMPTE
- ASWF Color Interop Forum announced - March 25 @ 12pm PT
 - <https://zoom-lfx.platform.linuxfoundation.org/meeting/94746362086?password=1e136399-492a-424f-904a-64276834c19e>
- NanoColor Working Group Charter Review
 - Kevin - not super clear with the charter what the deliverable is - is it code? is it standards?
 - Do we need to be a little clearer about the fact that it is code that is being deliverable
 - Clearer that it is an implementation and not just an API
 - Jonathan adding language to clarify
 - Mark B - saying header only might be cart before the horse
 - Mark B - document might be missing **why** this is necessary in the first place - what issue are we trying to solve?
 - Nick Porcino - point 2 is maybe the key point here - the need for a stable, immutable set of standard color spaces
 - Point 3 is also important - analytic closed form equations for portability, archivability, etc
 - Doug - also minimizing dependencies from the main OCIO library
 - Jonathan - also important for MaterialX to be able to make this version of OCIO a required dependency, not optional. Color information is not optional for materials, it is essential to understand intent.
 - Jonathan - other applications such as three.js and glTF
 - Mark B - concerned about a growing list of immutable colorspace - one of the main tenants of OCIO is flexibility for the author to define their color pipeline
 - Kevin - does this include standard display colorspace?
 - Doug - not for the MaterialX / USD use cases for nanoColor, but yes for OCIO Lite for use in a web browser. Would include some sets of analytically defined, closed form, invertible transforms including some display / view transforms
 - Kevin - what about spectral?
 - Doug - very interesting questions, but as none of these systems currently support spectral data, out of scope for the original project
 - Mark - what is the big difference between these libraries?
 - Doug - list of ops would not include LUT 1D, LUT 3D or file transform. Also the dependencies as you mention, zlib, yaml, expat.
 - Thomas - where is the delineation? Will main OCIO depend on this new library?
 - Doug - this is one of the main questions the group will need to figure out
 - Michael - ideal would be for main OCIO to be a client or dependent on this new lite/nano library
 - Nick - this would also be ideal for USD
 - Kevin - what about white point adaptation etc? Materials aren't like our eyes
 - Doug - yes, white point adaptation cats would be defined as part of the standards

- Mark - what about float vs half float?
- Nick - yes, working in float
- Sean - Matte painting workflows are definitely something to consider
- Carol - there will be much more to discuss and work towards as we start to think about how this implementation will actually work. Stay tuned for working group meetings and things once we talk with the TAC on Wednesday, and feel free to slack / comment on the doc in the meantime.