

March 17, 2021

[Video Conference Link](#)

Attendance

- ☒ Cory Omand - WG Chair, Pixar/TWDS
 - ☒ Alan Blevins, Dreamworks
 - ☒ Alex Gerveshi, AWS
 - ☒ Alex Schwank, Apple
 - ☒ Aloys Baillet, Animal Logic
 - ☐ Andy Biar, Warner Bros.
 - ☐ Anandhaiyappan, Botvfx
 - ☒ Arash Keissami, Nira.app
 - ☒ Ben Chung-Hoon, Google
 - ☒ Bill Spitzak, Dreamworks Animation
 - ☐ Brian Green, Dreamworks
 - ☒ Carson Brownlee, Intel
 - ☐ Charles Fleche, Rodeo FX
 - ☐ Chris Rydalch, Blue Sky Studios
 - ☐ Daniel Heckenberg, Animal Logic
 - ☐ David Aguilar, Walt Disney Animation
 - ☐ Deke Kincaid, Digital Domain
 - ☒ Dhruv Govil, Apple
 - ☐ Doug MacMillan, Tippett Studio
 - ☒ Eliot Smyrl, Pixar Animation Studios
 - ☐ Eoin Murphy, NVidia
 - ☒ Eric Enderton, NVidia
 - ☐ Fabrice Macagno, Animal Logic
 - ☒ Francois Lord, Rodeo FX
 - ☐ Gary Jones, Foundry
 - ☒ Gordon Bradley, Autodesk
 - ☐ Greg Wuller, AWS
 - ☐ Henry Vera, DNEG
 - ☐ James Pedlingham, Foundry
 - ☐ Jeff Bradley, Dreamworks
 - ☒ John Hood, SPI
 - ☐ John Mertic, Linux Foundation
 - ☐ Jordan Soles, Rodeo FX
 - ☐ Jordan Thistlewood, Foundry
 - ☒ JT Nelson, Pasadena Open Source Consortium/SoCal Blender group
 - ☐ Kimball Thurston, Weta
 - ☐ Larry Gritz, SPI
 - ☒ Lee Kerley, SPI
 - ☐ Luca Scheller, RiseFX
 - ☐ Mark Elendt, SideFX
 - ☐ Mark Final, Foundry
 - ☒ Mark Tucker, SideFX
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- ☐ Mathieu Mazerolle, Foundry
- ☐ Matthew Levine, WDAS
- ☒ Matthew Low, DWA
- ☒ Michael B. Johnson, Apple
- ☒ Michael Kass, NVidia
- ☒ Michael Min, Netflix
- ☐ Niall Redmond, Foundry
- ☒ Nick Porcino, Pixar
- ☐ Paul Molodowitch, Luma Pictures
- ☒ Philippe Sawicki, Autodesk
- ☐ Pier Paolo Ciarraivano, MPC
- ☐ Richard Lei, Weta
- ☐ Rob Stauffer, SideFX
- ☐ Robin Rowe, CinePaint
- ☒ Roman Zulak, SPI
- ☐ Rory Woodford, Foundry
- ☐ Sean Looper, AWS
- ☐ Sean McDuffee, Intel
- ☒ Seb Schmidt, Weta
- ☒ Sergio Rojas, Arena World
- ☐ Serguei Kalentchouk, Apple
- ☒ Shawn Dunn, Epic Games
- ☐ Sue Sauer, Sunrise Productions

Minutes

- Action item follow-up (0:05-)
 - Presentation scheduling (Cory O.)
 - Viewing and Collaborating on USD Data (3/31)
 - Omniverse Extension Mechanism (Post-GTC)
- Sub-working group updates
 - USD Camera (Michael M.)
 - Working out low level structural details
 - See <https://github.com/meshula/LabCamera>
 - USD Web Visualization (Roman Z.)
 - Meeting again on April 7th, please reach out in ASWF slack for more details.
 - Setting up a section of the USDWG wiki to consolidate meeting agendas/minutes.
 - Looking at extending the WebAssembly work started by Phil S.
- (Rescheduled from 3/3) Presentation/Q&A: [USD for Digital Backlot](#)
 - Video to be posted soon (presentation only, no Q&A)
- Call for additional topics
- Closing/Action Items