

March 31, 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
 - ☐ 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
 - ☐ Mathieu Mazerolle, Foundry
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- ☐ 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, NVIDIA
- ☐ Pier Paolo Ciarravano, 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.)
 - Omniverse Extension Mechansim (Post-GTC)
- Sub-working group updates
 - USD Camera (Michael M.)
 - How to create the basic transformations for a standard camera, based on LabCamera.
 - Looking forward to a presentation from Wave on existing/ongoing work.
 - USD Web Visualization (Roman Z.)
 - WebASM build of USD + Hydra delegate working together.
 - Posted some information about this setup on the wiki.
 - Next big thing would see whether USDc can be sent properly between 64- & 32-bit.
 - Branch to get this all to build should be made public some time in the next couple of weeks.
- Presentation/Q&A: [Viewing and Collaborating on USD Data](#) (Arash K.)
 - <https://publicnira2.nira.app/a/GeFX-M8HRCCVh78wVuTLtg/1>
 - <https://publicnira2.nira.app/a/owPxZDazQQOuk52JR3PzBg/6>
- Call for additional topics
- Closing/Action Items