

2021-03-02

Asset Repository WG - 2 Mar 2021

Attendees

[] Michael Johnson (Apple) + WG Chair

[x] Joshua Minor (Pixar + OpenTimelineIO)

[] John Mertic (Linux Foundation)

[] Nick Porcino (OTIO, OpenEXR / Pixar)

[x] Eric Enderton (NVIDIA, DigiPro)

[x] Sean McDuffee (Intel)

[x] Eric Bourque (ADSK)

[] Erik Hansen

[x] JT Nelson (Pasadena Open Source consortium / SoCal Blender group)

[] Lee Kerley (SPI)

[x] Phil Sawicki (Autodesk)

[] Roman Zulak (Imageworks)

[] Orde Stevanoski (Imageworks)

[] Cary Phillips (ILM, OpenEXR)

[x] Sebastian Herholz (Intel)

[] David Morin

[] Sam Richards (Disney Imagineering)

[x] Will Telford (Autodesk)

[] Carson Brownlee (Intel)

[x] Sergio Rojas (Arena World)

Apologies:

Michael Johnson (Apple) + WG Chair

Notes:

- Last meeting was mostly a working session editing the proposal document.
- Researchers in light transport don't need the full scale, actually simpler assets are plenty useful.
- Proposal was presented to ASWF TAC last week.
 - OTIO & Autodesk highlighted that it is a recurring struggle to get approval to show/present assets, so we would like the asset repo licensing guidance to allow for public presentation of the assets.
 - Questions: will this be an actual repository, or just a list of links to assets elsewhere?
 - Converting assets & making them usable outside the originating context can be expensive & time consuming.
 - Netflix & Autodesk developing something called the Open Asset Model - will be presented to next TAC meeting. Not intended to be a repo, but rather a high level schema (above USD) for organizing reusable assets.
 - Intel and Amazon have both offered to contribute assets to this effort.
 - Blender is offering rendered media & cut lists from Cosmos Laundromat.
- Next step is for TAC to vote, and then the governing board can vote on funding?
- What will this group become after that?
- Next steps:
 - Decide which licenses meet the project goals
 - Start with a very small group.
 - Disney representation would be helpful.
 - Start with some existing assets + licenses to see if we can use the same one.
 - [Moana license](#): "The scene ... may only be used for research or software development (including benchmarking) purposes."
 - [ORCA license](#) per scene: a couple [CC-BY 4.0](#), a couple [CC BY-NC-SA 4.0](#).
 - Gather wish list from other ASWF projects & members
- Character assets will be particularly tricky in terms of license/approval

- Some open asset examples are already available
 - Epic game assets?
 - <https://www.unrealengine.com/en-US/paragon>
 - "Licensed for use only with UE4 based products."
 - USD sample character
 - See UsdSkel example here:
 - <https://graphics.pixar.com/usd/downloads.html>
 - License: "only for your personal, non-commercial testing of Pixar's Universal Scene Description technology. All other uses of the USD ASSET by You are not permitted under this Agreement."
 - Blender projects?
 - Which license? Creative commons vs public domain?
 - Are there other restrictions around the characters themselves?
 - Wide variety of rigging setups