

April 14, 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-)
- Sub-working group updates
 - USD Camera (Michael M.)
 - Met last week
 - Representing camera and lens metadata in OTIO
 - What makes sense to put in the practical/CG camera, and what parts should be metadata
 - USD Web Visualization (Roman Z.)
 - Hoping to make the WebASM repository public shortly
- Call for additional topics
 - UsdPreviewSurface vs MaterialX vs ...
 - Please add your presentation/demo ideas to the [Presentation Scheduling](#) page!
- Closing/Action Items