

April 28, 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
 - ☐ 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, Tippet Studio
 - ☐ Eoin Murphy, NVidia
 - ☐ Eric Enderton, NVidia
 - ☐ Fabrice Macagno, Animal Logic
 - ☒ Francois Lord, Rodeo FX
 - ☐ Gary Jones, Foundry
 - ☒ Gordon Bradley, Autodesk
 - ☐ 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
 - ☐ Matthew Levine, WDAS
 - ☒ Matthew Low, DWA
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- ☐ 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 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
 - DCC/Jupyter Notebook Integration (JT)
 - Omniverse Native Interface (NVidia)
- Sub-working group updates
 - USD Camera (Michael M.)
 - No updates this week, no meeting since last session.
 - USD Web Visualization (Roman Z.)
 - Working to get more complicated assets working, e.g. UsdSkel.
 - No meeting since last session.
- Call for additional topics
 - Continued work on Jupyter notebook/USD/DCC integration.
 - How is Omniverse making use of Hydra for rendering
 - RTX renderer uses USD for interchange, uses a modified Hydra implementation.
 - Standard Hydra still has OpenGL dependencies
 - In future, modifications would likely be open sourced for possibly inclusion upstream.
 - GLTF/KTX support in USD
 - Would need a file format plugin in order to support
 - NVidia would like to collaborate if others are interested in developing KTX support.
 - <https://www.khronos.org/ktx/>
- Closing/Action Items
 - Cory O. to follow up with Michael K. about ONI presentation, possibly for 5/12.
 - Cory O. to follow up with JT about Jupyter/USD/DCC integration demo, possibly for 5/26.