May 26, 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, Tippett 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

- ☑ Michael B. Johnson, Apple
- ☐ Michael Kass, NVidia
- ☐ Michael Min, Netflix
- ☐ Niall Redmond, Foundry
- ☐ Nick Porcino, Pixar
- ☐ Paul Molodowitch, NVIDIA
- ☑ Phil Sawicki, NVIDIA
- ☐ Pier Paolo Ciarravano, MPC
- ☐ Richard Lei, Weta
- ☐ Rob Stauffer, SideFX
- ☐ Robin Rowe, CinePaint
- ☑ Roman Zulak, NVidia
- ☑ 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.)
    - having some great conversations about camera/lens metadata and workflows.
    - building a (simple) VFX Workflows diagram for discussion for how metadata flows in the existing pipelines.
    - hopefully will have something for the sub-working group soonish.
  - USD Web Visualization (Roman Z./Phil S.)
    - continued work on server-side bindings for USD stage manipulation.
    - Unity binding SWIG interface files for USD are publicly available as a starting point.
- USD adoption round-table **(deferred to a future session due to outages)**
- Call for additional topics
  - Jupyter Notebook/Headless DCC integration (JT)
    - actively working on getting this working
    - will bring a demo as soon as it is ready
  - google/usd_from_gltf
    - Having some issues with this toolset from Google (https://github.com/google/usd_from_gltf)
    - Might have better luck with Apple ARKit tools, available here: https://developer.apple.com/augmented-reality/tools/
      - Scroll down to the bottom of the page, see "USDZ Tools"
      - Download requires an Apple developer account.
- Closing/Action Items
  - **Next session (June 9th) is cancelled**
  - **USD adoption round-table is rescheduled to June 23rd**
    - Please prepare a slide with your studio/vendor experience with adopting USD (see linked agenda for details).