

2021-02-16

Asset Repository WG - 16 Feb 2021

Attendees

[x] Michael Johnson (Apple) + WG Chair
[] Joshua Minor (Pixar + OpenTimelineIO)
[] John Mertic (Linux Foundation)
[] Nick Porcino (OTIO, OpenEXR / Pixar)
[x] Eric Enderton (NVIDIA, DigiPro)
[] Sean McDuffee (Intel)
[] Eric Bourque (ADSK)
[] Erik Hansen
[x] JT Nelson (Pasadena Open Source consortium / SoCal Blender group)
[x] Lee Kerley (SPI)
[x] Phil Sawicki (Autodesk)
[x] Roman Zulak (Imageworks)
[] Orde Stevanoski (Imageworks)
[] Cary Phillips (ILM, OpenEXR)
[x] Sebastian Herholz (Intel)
[] David Morin
[] Sam Richards (Disney Imagineering)
[] Will Telford (Autodesk)
[] Carson Brownlee (Intel)

Apologies:

Notes:

- (Mostly editing the draft proposal, see [Meeting Notes Google Doc.](#))
- Should we make a shopping list?
 - Antique Mall from Toy Story 4: Pixar has shared with a couple industry partners.
 - If everyone says no, this is a fool's errand....
 - Ask the TAC to ask their studios.
 - A lot easier for a show you just wrapped. All the converter tools still work, etc.
- Sebastian: Researchers, e.g. in light transport, don't need scale of Moana, but they do need to understand the problems you have.
- Sometimes you need something simpler, like a flattened subset. Or frustum culled.
- A USD file can still have proprietary schemas. But you can read them, even if all the data can't necessarily be interpreted.
- Blue Sky Studios assets?? Their production pipeline was totally unique.
- Sometimes the studio artist will use the same process on their own IP, say in Blender. Similar quality? A fallback position - not the full value that ASWF can bring.
- Disney/Pixar shorts? Paperman, Piper ... Less interesting because they tend to be experimental, exploring alternate pipelines.
- Michael to Slack a few more of our regulars, then present at next TAC.