Wish List

LIst of requests for types of film (or film-like) assets. This is primarily for requests by ASWF projects, but the ASWF TAC will sometimes post requests from related open-source projects, university researchers, or commercial software/hardware projects. To add a request, please propose it on the mailing list.

Description need not mention "feature film complexity" or "production strength", since this is assumed.

Title	Category	Requestor (s)	Preferred File Format	Description, Purpose, Requirements	Last updated	Notes
Feature /Short Film Timeline	Video /Audio + Timeline	OpenTimelineIO	OTIO (or AAF, FCPXML, etc.)	A full feature or short film timeline, with associated media clips. For understanding of production use cases, we are looking for a working NLE project with many video and audio tracks, clips with trims/handles, transitions, effects, etc. not just a single track with back-to-back clips. Video and audio media could be any format, and need not be high resolution.	2021-05-27	DPEL has the Animal Logic ALab Trailer and AWS Picchu Edit, but is still seeking longer examples, including live action projects.
Production Shaders	Shaders	Open Shading Language (OSL)	OSL (or OSO)	A few representative, production-complexity OSL shader networks describing the surface properties of an asset. Ideally the shaders could be re-applied to simpler geometry (such as a sphere) such that it can be run in a simplified environment like testshade or testrender. The goal is to provide the OSL developers some benchmarking targets for tracking performance evolution and comparing different hardware backends.	2021-06-30	
Movie compression tests	Video	Open Review Initiative's Encoding Guidelines working group	EXR or raw	Image sequences that will tax typical movie compressions algorithms, e.g. rain, or particular effects, or fast moving imagery. For now we are mainly looking for HD content at 24 or 60 fps.	2021-07-28	See also the Netflix Open Content library and the ASC StEM2 test material.
Deep images	EXR deep images	OpenImageIO (and probably others)	EXR "deep"	"Deep" images suitable for time and memory performance benchmarking and tuning of how apps read, write, merge, and otherwise manipulate true production-complexity deep images. Ideally there are two image elements that make something interesting when deep merged together. OpenEXR-images has some sample deep images, but they are toys that don't illuminate the true performance characteristics of apps when fed production scale deep images.	2021-08-03	