

May 13, 2020

[Video Conference Link](#)

Attendance

- ☒ Cory Omand - WG Chair, Pixar/TWDS
- ☒ Alan Blevins, Dreamworks
- ☒ Alex Schwank, Apple
- ☐ Aloys Baillet, Animal Logic
- ☒ Andy Biar, Warner Bros.
- ☒ Carson Brownlee, Intel
- ☐ Charles Fleche, Rodeo FX
- ☒ Daniel Heckenberg, Animal Logic
- ☐ Dhruv Govil, Apple
- ☒ Eoin Murphy, Animal Logic
- ☒ Eric Enderton, NVidia
- ☐ 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
- ☒ JT Nelson, Pasadena Open Source Consortium/SoCal Blender group
- ☒ Kimball Thurston, Weta
- ☒ Larry Gritz, SPI
- ☒ Lee Kerley, SPI
- ☒ Mark Elendt, SideFX
- ☐ Mark Final, Foundry
- ☒ Mark Tucker, SideFX
- ☐ Matthew Levine, WDAS
- ☒ Michael B. Johnson, Apple
- ☒ Michael Kass, NVidia
- ☒ Michael Min, Netflix
- ☒ Niall Redmond, Foundry
- ☒ Pilar Molina Lopez, Blue Sky Studios
- ☐ Robin Rowe, CinePaint
- ☒ Roman Zulak, SPI
- ☐ Rory Woodford, Foundry
- ☒ Sean Looper, AWS
- ☐ Sean McDuffee, Intel
- ☒ Serguei Kalentchouk, Apple
- ☒ Shawn Dunn, Epic Games

Minutes

- Administrative details [0:00-0:05]
 - Meeting agenda document access
 - Find and add/correct your name, trim colleagues that won't be attending
 - Agenda location in github for future meetings
 - <https://github.com/AcademySoftwareFoundation/wg-usd>
 - Communications on usd-interest once WG is ratified
 - Wave: Will there be a slack channel?
 - Cory: Let's do that
 - John: Done
- Recap of past scoping meetings [0:05-0:15]
 - Cory: two meetings in March before hiatus until now.
 - Notes available on GH
- Clarification of WG goals/non-goals [0:15-0:45]
 - Cory: conferred with USD team at Pixar about their views on contributions of most value (see WG readme)
 - WG Goal 1: Assist community members with issues raised in USD support channels
 - WG Goal 2: Consolidate and share best practices for deployment of USD technologies
 - WG Non-goal: Not a steering committee; no special influence on direction of the USD project
 - Schema alignment is a non-goal
 - Cory: Let's discuss deliverables for WG to focus on
 - Wave: examples of asset structures, shot / sequence structures, naming conventions
 - Gordon: need to capture rationale, discussion as well as final artifact
 - Daniel: is there a good descriptive approach to follow? Design Patterns? Python Enhancement Proposals?
 - Sean: How are the ideas proposed, discussed, accepted / ratified?
 - Wave: PR process seems very suitable
 - Cory: Perhaps ratified examples can be considered for migration into USD documentation
 - MichaelMin: Netflix goal is to have standards that allow for exchange of assets and materials between studios
 - Consistency
 - Encapsulation (namespacing etc)
 - Hoping for these standards to be applicable across different styles of project (documentary, episodic, live-action, animated)
 - Cory: Let's refine wording for deliverables. PEP-style?
 - Wave: API examples are more useful, valuable than USDA
 - Sean: Would programmatic examples be run against CI?
 - MarkTucker: Another request / deliverable would be Python documentation (not just C++)
 - Cory: Will follow up with USD team about releasing Python docs
 - Eric: Nvidia has slim bridge doc <https://developer.nvidia.com/usd/apinotes>
 - Wave: Windows, Mac developer, run-time environment support?
 - Daniel: Would a working cross-platform CI environment for USD be a valuable deliverable for the existing goals?
 - Cory: Yes, will add to README
 - SeanMcDuffee: Would this extend to binary downloads?
 - Cory: Hopefully
 - SeanMcDuffee: Are hardware, data center factors, performance discussions or measurements in-scope?
 - SeanLooper: Benchmarks would be valuable
- Action Items, Agenda for next meeting [0:45-0:50]

Action Items

- John: Set up wg-usd slack channel under ASWF
- Cory: Add slack channel to wg readme as communication channel
- Cory: Follow up with USD team on publishing of Python docs.
 - Python docs exist but are not yet published anywhere.
 - Doc strings also exist, but the mechanism to build them out in the open source project needs to be fixed.