

May 27, 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
- ☒ Chris Rydalch, Blue Sky Studios
- ☒ 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
- ☒ Toby Jones, Walt Disney Animation Studios

Minutes

- Action item follow-up [0:00-0:10]
 - Cory: Slack channel in ASWF slack
 - Prefer to keep most communications on usd-interest
 - Cory: Python documentation
 - Some current issues in docstring build and release of Python documentation.
 - Cory: TAC ratification
- Outline current proposals (determine scope, identify lead)
 - Continuous integration [0:10-0:25]
 - Since USD 20.05, CI already running in Azure, no binaries yet.
 - Build flavours create a large matrix
 - Main switches are: Python on/off, Imaging on/off
 - Testing in the public Azure CI is limited (Linux only, no GPU), much Pixar-internal testing is currently image-based around linux-only perceptual diff
 - Daniel: CI working group progress on distribution/testing. Find the right way to share infrastructure between the GH Actions / Azure pipelines. Support the effort without needing to duplicate effort.
 - Kass: Can see if possible to donate GPU hardware or GPU compute instances for testing effort.
- Best practices/Knowledge base [0:25-0:50]
 - Cory: USD documentation editing / publishing workflow currently not suited to non-Pixar contributions
 - Cory: Discussed PEP-style best-practice approach with USD team, who want to avoid fracturing docs / API samples. Also want to manage the problem of versioning of docs, best practice against code.
 - Kass: Would a public wiki be acceptable?
 - Cory: USD team concerns about accuracy / maintenance
 - Kass: Wikipedia model shows robustness of decentralised and crowd-sourced contributions and maintenance. May sit alongside a more moderated PEP-style process.
 - Alan: Collection of examples need not be best-practice to be valuable. Cory: Wiki formatting much better for later discovery than email. SeanLooper: Wiki allows for discussion to be captured with examples for later distillation into best practice
 - Sue: An important factor is making examples accessible to less technical community, this includes richer media
 - Daniel: USD-wg GitHub repo does have a wiki with configurable access mechanisms: <https://help.github.com/en/github/building-a-strong-community/documenting-your-project-with-wikis>
 - Daniel: There may be IP / licensing questions around contributions. Cory: Action item to check with ASWF
- Determine action items/next steps [0:40-0:50]

Action Items

- Alan: Propose categories for knowledge base
- Cory: Create knowledge base category wiki doc in wg-usd.
- Cory: Discuss wiki approach with USD team.
- Cory: Discuss Azure/GH Actions GPU testing with USD team.
- Cory: Check with ASWF about legal framework for contributing to a public wiki.