

June 24, 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.
 - ☒ Ben Chung-Hoon, Google
 - ☐ Bill Spitzak, Dreamworks Animation
 - ☐ Brian Green, Dreamworks
 - ☐ 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
 - ☒ Luca Scheller, RiseFX
 - ☐ 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
 - ☒ Nick Porcino, Pixar
 - ☒ Pilar Molina Lopez, Blue Sky Studios
 - ☐ Pier Paolo Ciarravano, MPC
 - ☐ Robin Rowe, CinePaint
 - ☒ Roman Zulak, SPI
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- ☐ Rory Woodford, Foundry
- ☒ Sean Looper, AWS
- ☐ Sean McDuffee, Intel
- ☐ Serguei Kalentchouk, Apple
- ☐ Shawn Dunn, Epic Games
- ☐ Sue Sauer, Sunrise Productions
- ☒ Richard Lei, Weta
- ☒ Toby Jones, Walt Disney Animation Studios

Minutes

- Action item follow-up [0:05-0:30]
 - Contribution license on front page of wg-usd (Cory)
 - Wiki categories (Cory)
 - Samples area in the repo (Cory)
- Wiki/Samples
 - Provisioning Confluence, as github wiki pages have an overall flat organization that provides hierarchy through manually customizing sidebars.
 - Confluence provides better support for hierarchy/structuring pages, more conducive to the structure of a KB.
 - It is possible to edit the wg-usd wiki without having to be a member of the ASWF github org.
 - Members encouraged, as time allows, to begin adding content to the wg-usd wiki. Once Confluence is available, we can migrate the content over.
 - Samples area at the root of the wg-usd repository is now open for additions. Any new files there should have associated explanation /docs in the KB.
- USD CI
 - Aloys: could create a new USD PR upon which GPU-based CI in GitHub Actions could be based.
 - Solution would be linux-only, and may require a lightweight project under the ASWF github org to handle authentication for the ASWF GH actions infrastructure (AWS).
 - Extending builds/testing to other platforms (Windows/Mac) is a current topic of conversation in the ASWF CI WG. The outcomes developed by the CIWG could benefit USD Windows/Mac CI.
- Miscellaneous topics
 - NVidia Binary Downloads (BenC-H)
 - BenC-H: There doesn't appear to be any user documentation for the binary downloads on the NVidia website.
 - Kass: Please let me know what might be useful, and I can make sure that gets added.
 - USD Interest Summary Newsletter (Alexander Schwank)
 - From the wg-usd slack, it would be great if we could produce a summary of issues/threads for usd-interest and post it back to that alias for the benefit of the community.
 - IPython/Jupyter Notebooks (JT)
 - See research link in the reference section below.
 - CMake Superbuilds (Carson)
 - Carson: would superbuilds be of use to the community? See reference link below to understand what a superbuild is.
 - General sentiment in the group is that it would be interesting to look at, relative to the python script currently used to build USD.
 - Carson to make this available.
- Closing/Action Items [0:30-0:35]
 - Track confluence provisioning, notify group when it's available (Cory)
 - USD PR for GH actions (Aloys)
 - Proposal for USD Interest summary of threads (Alexander)
 - CMake Superbuilds (Carson)

Reference

- [Brainstorming Doc](#)
- [iPython/Jupyter Notebook Research](#)
- [CMake Superbuilds](#)