

August 19, 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
 - ☐ Deke Kincaid, Digital Domain
 - ☒ Dhruv Govil, Apple
 - ☐ Doug MacMillan, Tippett Studio
 - ☐ Eoin Murphy, NVidia
 - ☐ Eric Enderton, NVidia
 - ☒ Francois Lord, Rodeo FX
 - ☒ Gary Jones, Foundry
 - ☐ Gordon Bradley, Autodesk
 - ☐ Greg Wuller, AWS
 - ☐ 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
 - ☒ Mathieu Mazerolle, Foundry
 - ☐ Matthew Levine, WDAS
 - ☒ Matthew Low, DWA
 - ☐ Michael B. Johnson, Apple
 - ☒ Michael Kass, NVidia
 - ☒ Michael Min, Netflix
 - ☐ Niall Redmond, Foundry
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- ☐ Nick Porcino, Pixar
- ☒ Nicolas Montmarquette, Autodesk
- ☒ Philippe Sawicki, Autodesk
- ☐ Pilar Molina Lopez, Blue Sky Studios
- ☐ Pier Paolo Ciarraivano, MPC
- ☒ Richard Lei, Weta
- ☐ Robin Rowe, CinePaint
- ☒ Roman Zulak, SPI
- ☐ Rory Woodford, Foundry
- ☐ Sean Looper, AWS
- ☒ Sean McDuffee, Intel
- ☐ Serguei Kalentchouk, Apple
- ☐ Shawn Dunn, Epic Games
- ☐ Sue Sauer, Sunrise Productions
- ☐ Toby Jones, Walt Disney Animation Studios

Minutes

- Action item follow-up (0:05-0:10)
 - Update WGUSD wiki landing page and send announcement to usd-interest (Cory O.)
 - Add content from brainstorming doc to the wiki (Cory O.)
 - CoryO: Landing page is updated, brainstorming doc was added as the [Content Guide](#), and an announcement was sent out to usd-interest, with a teaser of the July edition of the State of USD Interest newsletter.
 - USD Superbuilds (Carson B.)
 - CarsonB: Nothing to share until after SIGGRAPH.
 - CoryO: Will park this item until next session.
 - Jupyter notebook research progress (JT)
 - Ready to add some USD-specific examples into the wiki.
- Additional items (0:10-1:03)
 - Role of the group in guiding or reviewing new content in the wiki
 - Should we be defining a hierarchy, or making it clear that new content is not yet reviewed or ready for prime time.
 - Need to add in information first, then try to determine what the hierarchy should be.
 - Working group could use presentations from different members on how they're using USD as jumping off points for getting new content into the wiki.
 - How to manage potential collaboration items that come up in the course of a WG meeting
 - JT: USD representation of BIM information coming up in the context of VR
 - MichaelK: Please keep me in the loop on that, as NVidia is interested in BIM.
 - CoryO: How should we be dealing with topics like this that arise in the working group? Is it okay to just acknowledge the connection of dots, and check back in with specific people later, or should this be something we identify and actively drive?
 - Larger discussion at this point about de-facto standardization, and whether the WG should be a place in which these topics are discussed.
 - Some questions were raised about how the USD team views de-facto standardization external to Pixar, and how they might want to be involved with this.
 - The WG is primary intended to assist the USD project and take some of the support burden for adoption off of the USD team, so it's not clear how support for interested parties trying to standardize on interchange would serve to lighten support burden.

Reference

- [iPython/Jupyter Notebook Research, Intro](#)
- [CMake Superbuilds](#)
- [LF SSO FAQ](#)