

September 2, 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.
 - ☒ Anandhaiyappan, Botvfx
 - ☐ 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
 - ☒ David Aguilar, Walt Disney Animation
 - ☐ 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
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- ☐ Michael Min, Netflix
- ☐ Niall Redmond, Foundry
- ☒ 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)
 - Wiki content review (Cory O.)
 - No new content added in the last two weeks, likely due to SIGGRAPH demands.
 - Discussion for guided vs. self-organized standards (Cory O.)
 - Tabled until next session, follow up with USD team happening this week.
- USD/VFX Platform (0:10-0:20)
 - Interesting video from ASWF open source days about vfxplatform.
 - Some notes toward the end of the video about adoption of USD into the platform standard.
 - Presenter (non-Pixar) mentioned that including USD in the standard right now may slow development.
 - Some speculation about why/whether inclusion would actually slow development
 - Perhaps needing to go back and fix bugs in older releases could detract from development of upcoming releases.
 - Larger discussion about how inter-release churn could be managed, with the help of USDWG members
 - Feedback from studios building the latest versions of USD internally, contributed to the wiki.
 - What needed to change for internal software when moving between USD versions?
 - Identifying which tests changed in the USD repo between releases as a way of determining which APIs are changing between releases.
 - Would be great to get feedback on cases where semantic behavior of USD changed between releases.
 - Is this a bug, or is this a change that should have been communicated in release notes?
 - If it turns out that the change was in the release notes, how could that be communicated more clearly?
- Interest in USD from game studios (0:20-0:35)
 - CarsonB: Does anyone know whether there is any interest in USD in the games space?
 - CoryO: Doing some work with Epic on USD/Material X integration.
 - NickP: Some interest from studios, some AAA studios using it internally, some with custom schemas, no plans to publicly release.
 - JT: Some interest from indie studios also.
- Closing/Action Items (0:35-0:36)

Parking Lot

- USD Superbuilds (Carson B.)
- BIM representation (JT)
- Discussion: guided vs. self-organized standards
 - How does the USD team view external self-organized standardization around USD extensions?
 - What is the role of the USD repo for extension proposals?
 - What is the best way to organize external contributions? Branch in the USD repo, contrib repo, individual repos?
 - What is the best way to support discoverability of USD extension projects?

Reference

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