# September 30, 2020

## Attendance

- ☑ Cory Omand - WG Chair, Pixar/TWDS
- ☑ Alan Blevins, Dreamworks
- ☑ Alex Schwank, Apple
- ☐ Aloys Baillet, Animal Logic
- ☐ Andy Biar,  Warner Bros.
- ☐ Anandhaiyappan, Botvfx
- ☑ Arash Keissami, Nira.app
- ☑ 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
- ☑ Fabrice Macagno, Animal Logic
- ☐ 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
- ☐ Nick Porcino, Pixar
- ☐ Nicolas Montmarquette, Autodesk
- ☑ Philippe Sawicki, Autodesk
- ☐ Pier Paolo Ciarravano, 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

## Minutes

- Action item follow-up (0:05-0:10)
  - Wiki content review (Cory O.)
  - Charter language changes (Cory O.)
    - No language changes necessary at this time, would be nice to do so for clarification, but this should not gate adding topics to the agenda.
  - Scheduling for WG self-organized standards (Cory O.)
    - Still need to add a page in the wiki for this, but in the mean time, please contact Cory if you have a topic you'd like to add.
- Discussion: VFX platform/USD alignment (0:10-0:50)
  - Chief issue seems to be ABI stability
  - Bridge products are the best approach currently for vendors, but having ABI stability in USD, especially around schemas and other plugin points, would be better.
    - Would it be possible to have ABI stability around extension points, like schemas, file format plugins, other plugin points?
  - Discussion of a possible externally-developed "universal bridge" for portions of the USD interface that are important to implementors.
  - NVidia has a solution for this in their Omniverse product. Would be nice to get input from the USD team about this topic.
    - Plugins are versioned and have a stable interface.
  - Best way to proceed may be to write a white-paper/proposal about how such a shim might operate, which could then be iterated on by vendors/studios/implementors.
    - Could start as a wiki page in the USDWG space to allow interested parties to collaborate on what such a shim might look like.
  - Inclusion of a minimum version of USD in the VFX platform standard would help vendors choose a version to ship with, but without ABI stability it's not possible to swap in a new version unless a bridge exists for that product that allows recompilation against a newer version of USD.
  - KimballT: Weta has a potential pull request for USD to support setting the SONAME to allow different versions of USD in-memory at once.
- Closing/Action Items (0:50-0:55)
  - Further discussion about the "universal bridge" approach.

## Parking Lot

- USD Superbuilds (Carson B.)

## Reference

- iPython/Jupyter Notebook Research, Intro
- CMake Superbuilds
- LF SSO FAQ