October 14, 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
- ☑ 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.)
- Discussion: VFX platform/USD alignment (0:10-0:50)
    - How can we best provide information for integrators for what versions of USD are applicable in a particular platform CY.
    - Vfx platform is intended to include the set of infrastructure software, for alignment of low-level components like the compiler, boost, etc. Not about adding all of the possible "important" software, otherwise it becomes impossible to track the fanout of dependencies.
    - Libraries like OpenVDB, which are part of the platform standard, make an extraordinary effort to maintain compatibility so newer versions of the library can be swapped into DCCs that were compiled with an older version of the library.
    - Would be nice to have a "works with VFX YYYY" badge for USD versions.
        - Current versions of USD that state "works with VFX YYYY" don't make any statement about other CY standard that it may also work with.
    - Could Hydra be split from the USD core? would that provide additional stability? Seems like a lot of work, and may not provide a lot of additional stability.
    - Seems like it would be good to have a matrix of USD feature to version
        - Which file format versions support which features (e.g. must have this version to use UsdShade)
        - Noting API/ABI breaks
        - Noting File format version semantic breaks
        - Noting where it's possible to diverge from the standard without breaking anything.
    - Continued discussion about a "universal bridge"
        - MichaelK: Nvidia may make the extension mechanism in Omniverse public
        - This could be a good starting point for a universal bridge.
        - Would be great to have the team attend a future WG session to present and discuss.
    - Ideas for upcoming discussions?
        - How-to make plugins for USD demo (KimballT and RichardL)
        - Physics schema proposal (NVidia, Apple, Pixar (dme)) sent to usd-interest.
        - Standardized USD camera (MichaelM)
        - Omniverse extension mechanism (MichaelK)
- Closing/Action Items (0:50-0:55)
    - AlanB: Start a page in the wiki as an outline for a version compatibility matrix.
    - CoryO: Create discussion scheduling page with above topics as placeholders, start discussing scheduling.
    - **NO MEETING 2020-10-28 – next session is 2020-11-11**

Parking Lot

- USD Superbuilds (Carson B.)

Reference

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