DPEL Wiki

	DRAFT
Mailing List	https://lists.aswf.io/g/assets-discussion
Slack channel	https://slack.aswf.io #assets
Meeting Information	TSC meets every other Tuesday at 1:00pm US Pacific Time. https://zoom.us/j/94577272267?pwd=Z2ZBNnlocDBqemJqWldXcnRrZERFdz09 Meeting ID: 945 7727 2267 Passcode: 745174 One tap mobile +16465588656,,94577272267# US (New York) +13017158592,,94577272267# US (Germantown) Dial by your location +1 646 558 8656 US (New York) +1 301 715 8592 US (Germantown) +1 312 626 6799 US (Chicago) +1 669 900 6833 US (San Jose) +1 253 215 8782 US (Tacoma) +1 346 248 7799 US (Houston) 877 369 0926 US Toll-free 855 880 1246 US Toll-free +1 778 907 2071 Canada +1 204 272 7920 Canada +1 438 809 7799 Canada +1 587 328 1099 Canada +1 647 374 4685 Canada +1 647 558 0588 Canada 855 703 8985 Canada Toll-free Meeting ID: 945 7727 2267 Find your local number: https://zoom.us/u/acC61ojWTi
Chairperson(s)	Michael B. Johnson

DPEL – Digital Production Example Library

(formerly known as ASWF Asset Repository)

Mission and Goals

In order to encourage development and research that addresses the true scale, scope and requirements of computer graphics film production, the DPEL seeks to:

- Publish curated exemplars of the data sets used in our industry.
  - Lower any barriers to contributions, especially from studios.
  - In particular, recommend a uniform licensing agreement.
- Maintain these exemplars to be useful as:
  - Test sets for ASWF projects and other open source projects;
  - Robustness and conformance tests for software authors, including commercial software vendors; and
  - Inspiration and illustration for research. This could include aspirational data sets too difficult to use in production.
  - Examples available for use in presentations, documentation, and marketing materials.

Non-Goals

- These are not intended as training assets, nor as “best practices” examples. On the contrary, ideally they exhibit some of the variety and warts of production data. (They may still be valuable for education.)
- This is not a “digital backlot” of reusable assets for production, nor a marketplace for personal projects. It is tightly curated. The license terms do not permit reuse for creative projects.
- These are not complete conformance tests nor regression test suites for open source projects. Maintenance of such test suites is best left to the individual projects.

Approach

- Encouraging contributions
  - Engage with major studios to publish complex film production assets.
    - To fill in gaps of coverage, engage with non-studio film producers such as Blender Foundation.
  - Maintain a Wish List that gathers requests and specifications from ASWF projects.
  - To do: Establish criteria for acceptance. Establish a curating mechanism.
  - To do: Create an ASWF seal of approval for an asset, as being representative of current film production scale and content. Since film production evolves over time, this approval will carry a date, and may be renewed as appropriate.
- License
  - The ASWF Digital Assets License balances the concerns of asset donors and asset consumers.
- Publishing
  - In progress: Set up public access at http://dpel.aswf.io.
  - Where it is valuable and practical, ASWF can host the actual files (which may be large).
- Formats and Maintenance
  - Initially, the studio may present the asset(s) in any publicly readable format.
  - Subsequently, it may be valuable to conform the asset to open file formats. This can take substantial effort. Coordinate with the studio, community, and possibly ASWF interns to do this.
    - In general there are two kinds of assets: “warts and all” production assets, which are great for testing robustness of software, and “clean and portable” assets, which are great for getting started, and for research projects.
  - File formats evolve. Establish procedures to version and maintain the assets.
  - To do: Life cycle. Establish criteria/procedure for retiring assets.

Meeting notes

https://docs.google.com/document/d/1HuxNSlV6fS_3km6QlwA5Z9oBhNgx_NlhZjV2jg2DrFg/edit

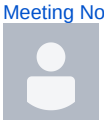
Recent space activity



Matthew Low
Technical Steering Committee updated Mar 27, 2024 view change



Eric Enderton
Meeting Notes updated Mar 12, 2024 view change



Joshua Minor
Wish List updated Feb 29, 2024 view change



Eric Enderton
Technical Steering Committee updated Sep 12, 2023 view change



Larry Gritz
Wish List updated Aug 04, 2021 view change

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