2020-10-20

Attendees

[ ] John Mertic (Linux Foundation)

[ ] Cary Phillips (ILM, OpenEXR, Sci-tech council)

[x] Darin Grant (Animal Logic, ASWF Treasurer)

[x] David Morin (Epic / ASWF Exec Director)

[x] Eric Enderton (NVIDIA, DigiPro)

[x] Joshua Minor (OTIO / Pixar)

[ ] Nick Porcino (OTIO, OpenEXR / Pixar)

[ ] Sean McDuffee (Intel)

[x] Will Telford (ADSK)

[x] Eric Bourque (ADSK)

[x] Orde Stevanoski (Imageworks)

[x] Lee Kerley (Imageworks)

[x] Daniel Heckenberg (Animal Logic)

[x] Alex Wilkie (Animal Logic)

[ ] Bruno Sargeant (Unity Technologies Inc - M&E PM)

[x] JT Nelson (Pasadena Open Source consortium / SoCal Blender group)

[ ] Roman Zulak (Imageworks)

[ ] Michael B Johnson (Apple, WG chair)

[x] Rob Bredow (ILM, ASWF Chair)

[x] Haley Kannall (AWS)

[x] Sebastian Herholz (Intel)

[x] Deke Kincaid (Digital Domain)

Agenda

- Welcome/Intros
  - WG chair not present?
  - There was a schedule conflict, but the meeting didn't get moved.
- Calendar issues form some folks.
  - Future meetings should be advertised on the mailing list and/or Slack?
  - Other ASWF WG meeting earlier today had similar problems.
- Scope of Working Group
  - Aiming to create a proposal to ASWF
  - Question: Is this WG aiming for just current ASWF project-related assets, or something larger than this? For example, challenging scenes to render.
- Homework followup:
  - Does *your* company have assets that would be useful to share?
- Disney Animation findings (via Rob Bredow & Nick Cannon)
  - Relaying message from Nick Cannon
  - Getting permission for the Moana Island project was actually easier than expected. Disney's openness for this could set a positive precedent.
  - Took a long time to get approval, but actual legal work was quick.
  - Biggest cost was in labor involved in transforming the data into an open format. OBJ - For example, USD version of Moana Island is still in progress.
  - Hosting cost for large data sets was non-trivial, but not super expensive (just needs to be budgeted)
  - Licensing questions: will the content be misused in a way the creators/owners are uncomfortable with?
  - Cannot use Disney trademarks, cannot misrepresent derivatives as coming from Disney
  - Short paper about the challenges: https://www.disneyanimation.com/publications/?drawer=/publications/the-challenges-of-releasing-the-moana-island-scene/
- OpenTimelineIO findings so far (JT + Josh)

- JT Nelson has collected open film content here: https://docs.google.com/document/d/1_kefZpDT98-TSWIEN9X3IdLJGNbq0F4w-kKilyw2jkg/edit
- We have found the source assets, and final footage for several open films, but we have not yet found the actual editorial timeline for any of these yet.
- Licenses?
  - Hard to get "real production" assets.
  - Moana Island license allows for "research and software development" - we would want more permissive allowances for presentations, demos, etc.
  - Do we know stories/use cases where terms were too restrictive?
  - Some content out there is published without a clearly identified license. For example, these video clips and source assets say "Creative Commons" but without specifying *which* CC license: https://www.beeple-crap.com/vjloops
  - Desired uses:
    - Research
    - Software Development
      - Performance Testing
      - Correctness Testing
    - Presentations & Demonstrations

- Example open assets:
  - Moana Island scene: https://www.disneyanimation.com/data-sets/?drawer=/resources/moana-island-scene/
  - Hyperspace Madness: https://area.autodesk.com/hyperspacemadness/
  - USD sample assets: http://graphics.pixar.com/usd/downloads.html
  - Sony Zombie Rig: https://secure.sonypictures.com/animation/hotelt/zombierig/videosubmissions/
  - Netflix open media: https://netflixtechblog.com/engineers-making-movies-aka-open-source-test-content-f21363ea3781
  - Blender Foundation projects (Blender scene files + rendered clips):
    - http://www.bigbuckbunny.org
    - https://durian.blender.org/
  - More here: https://docs.google.com/document/d/1_kefZpDT98-TSWIEN9X3IdLJGNbq0F4w-kKilyw2jkg/edit
- Possible assets that could be contributed
  - From animation studios, VFX, etc.?
  - From Universities?
  - UCLA Film and Television Archive
    - https://en.wikipedia.org/wiki/UCLA_Film_and_Television_Archive
    - https://www.cinema.ucla.edu/
  - AWS has some assets that might be a good choice (Haley Kannall)
  - Imageworks (Emoji city "Textopolis", and a realistic dog)
  - Light transport test scenes from Intel (Sebastian Herholz)
  - Cloud (weather kind of cloud) asset library for OpenVBD from Intel? (Sean McDuffee)
- Hosting costs
  - Some potential contributors are concerned about cost of hosting
  - ASWF could possibly host these - this WG will attempt to estimate size and costs for proposal to ASWF TAC & Governing Board
  - Moana data set is 265 GB (46 GB compressed). Hosting cost was 70 TB in the first week of downloads (tapered off from there).
  - Note: we should pick assets that appeal to the desired audience and not accidentally induce high hosting costs (e.g. a high profile, famous character or location might be a poor choice?)

Action Items:

- Locate assets at your company/project that might be worth contributing.
- Ask your employer about contributing - what are their objections, how could ASWF lower the barriers to entry?
- Estimate size of assets.