

November 25, 2020

[Video Conference Link](#)

Attendance

- ☒ Cory Omand - WG Chair, Pixar/TWDS
 - ☐ Alan Blevins, Dreamworks
 - ☒ Alex Gerveshi, AWS
 - ☒ 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
 - ☒ Jordan Thistlewood, Foundry
 - ☒ 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
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- ☐ 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-)
 - Wiki content review (Cory O.)
 - Presentation Scheduling (Cory O.)
 - Timing for Omniverse presentation
- USD Plugin Examples (Richard L.)
 - <https://github.com/wetadigital/USDPluginExamples>, linked from [Index](#)
 - Open for pull requests for improvement on existing examples
 - Possible addition of a resolver plugin
- Camera Setup for USD (Michael M.)
 - Gathering interest on a common USD camera model and basic rig with lenses.
 - Cory O. to inquire whether Pixar could possibly share camera model
 - Current rig is expressed in a format that sits on top of USD, but some aspects may be representable in USD.
- Closing/Action Items
 - Follow up on timing for Omniverse presentation (Cory O.)
 - Follow up on Pixar USD camera (Cory O.)

Reference

- [CMake Superbuilds](#)