

December 9, 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
-

- ☐ 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.)
 - JT: Working on a way to integrate Jupyter notebooks into the wiki, will report back in upcoming sessions.
 - Follow up on timing for Omniverse presentation (Cory O.)
 - MichaelK not on the call today, CoryO to follow up with him after the holidays.
 - Also following up about the potential for a session on the physics schema.
 - Upcoming meetings
 - Group agreed to skip the December 23rd meeting, and regroup January 6th, 2021.
- USD Camera
 - CoryO: had an internal discussion about the viability of extracting aspects of the Pixar camera model out into USD.
 - Pixar's camera is represented in a layer above USD, and relies heavily on execution behaviors and features that are either not present in USD, or have different behavior than similar USD functionality (e.g. connections).
 - Not really possible to extract the camera in a meaningful way, although it may be possible to at least publish the basic namespace and attribute structure, and maybe point out where the incompatibilities are.
 - Initial page in the USDWG wiki for [USD Camera](#) includes some starting thoughts
 - Open to the group to contribute sample camera structure for further discussion.
 - MichaelJ: could possibly contribute a utility for layering multiple cameras into a USD scene for testing, pending legal approval.
 - CoryO: wg-usd GitHub is available for this sort of contribution, if that would be more useful than attaching/embedding in a wiki page.
 - CoryO: Please do seek approval, all contributions to the wiki and GitHub are CCBY 4.0.
- Closing/Action Items
 - Will discuss camera structure contributions at the next session.