

January 6, 2021

[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
- ☒ 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.)
 - USD Playground (Phillippe S.)
 - web-based visualizer for USD files, with ability to change usda and see results.
 - could be great for sharing asset examples, linked from the USDWG wiki.
 - (JT) possible integration Jupyter notebooks
 - Presentation scheduling (Cory O.)
 - Omniverse extension mechanism.
 - Omniverse just entering open beta, so check back next month.
 - Physics schema.
 - No update.
 - New:
 - Web-based USD visualization (Roman Z.), scheduled for next session (1/20/2021).
 - Viewing and Collaborating on USD Data (Arash K.)
- USD Camera
 - Michael M. to form a sub-working group to discuss a proposal for USD camera rigging structure.
 - Reporting back to the USDWG periodically.
 - First sub-group, congrats Michael.
- Web-based USD Visualization
 - There are a number of efforts in this space, should discuss whether a sub-working group would be useful.
 - Can discuss this after presentation in this space scheduled next session.
- Call for additional topics
- Closing/Action Items