

# 2020-12-22

## Asset Repository WG - 22 Dec 2020

### Attendees

- [x] Michael Johnson (Apple) + WG Chair
- [x] Eric Enderton (NVIDIA, DigiPro)
- [x] Roman Zulak (Imageworks)
- [x] Dhruv Govil (Apple)
- [x] JT Nelson (Pasadena Open Source consortium / SoCal Blender group)

### Wave's Discussion w/OpenEXR group

- Have two types of assets:
  - fuzz images / bug images: regression tests, robustness tests. Mostly useful to OpenEXR project.
  - production scale images: old, not at suitable level. Mostly synthetic.
- Mainly interested in complicated push-the-edge images. Not as interested in best practices / simple examples. 150 AOVs. Deep images - fragmented leaves etc.
- Concern about Docker image becoming unwieldy large.
- Cary: Maybe a requirement for ASWF project could be having an example repo? Cary, Nick, Larry felt the hurdle was worth it.
- Cary: Samples are separate github repo.
  
- Who's going to do the work
  - Packaging of Moana could include a bunch of OpenEXRs ?
  - Google Summer of Code? No those have to be code, not TD work etc.
  - Joseph Goldstone: Academy Sci Tech interns?
  - ASWF "Summer of Production" interns?
  - D+I interns
  - Need an active production person to guide the intern to create images that match the pipeline complexity and shape of production EXRs.
- Where to host assets that don't match a project
  - Are they not ASWF's business?
  - **Let's ask** Nick Cannon, did you host because there was nowhere else, or because Disney wanted to host themselves?
  - ASWF could still host portable or modified versions. Or provide an alternative host.
- Assets hosted with a project
  - **Followup:** Bring up at TAC.
  - Assets with a project have a certain credibility, and guarantee.
  - Badge them which are old / new ? EXR 3.0 ...
  - Roman: By the time a project is ready for ASWF, it will have production test data.
  - But often proprietary. Pixar has a large USD test set, that they can't publish. OSL assets: Sony has tons but OSL (OSS) doesn't.

### Wave's meeting with w/Matt Luhn, director of upcoming Blender short

- <https://cloud.blender.org/films/sprite-fright>
- Ex Pixar. Production designer worked on Up, Finding Dory, etc
- Wave will **follow up** with producer of the film, Francesco Siddi
  - could we get EXRs
  - could we get cuts (OpenTimeline)
  - OpenVDB?
- JT: Assets shared across divisions more often now - production, marketing, merchandise.