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.