

August 18, 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
 - ☒ Carlos Felipe Garcia Murillo
 - ☐ 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
 - ☒ Henrik Edstrom, Autodesk
 - ☐ 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
 - ☒ Lucas Morante
 - ☐ Luca Scheller, RiseFX
 - ☐ Mark Elendt, SideFX
 - ☐ Mark Final, Foundry
 - ☐ Mark Tucker, SideFX
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- ☐ 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
- ☐ Paul Molodowitch, NVIDIA
- ☒ Pete Segal
- ☒ Phil Sawicki, NVIDIA
- ☐ Pier Paolo Ciarraivano, MPC
- ☐ Richard Lei, Weta
- ☐ Rob Stauffer, SideFX
- ☐ Robin Rowe, CinePaint
- ☒ Roman Zulak, NVIDIA
- ☐ Rory Woodford, Foundry
- ☐ Sean Looper, AWS
- ☐ Sean McDuffee, Intel
- ☐ Seb Schmidt, Weta
- ☐ Sergio Rojas, Arena World
- ☐ Serguei Kalentchouk, Apple
- ☐ Shawn Dunn, Epic Games
- ☐ Sue Sauer, Sunrise Productions
- ☐ Steve Hwan

Minutes

- Sub-working group updates
 - USD Camera (Michael M.)
 - USD Web Visualization (Roman Z.)
 - Progress on Jupyter Notebooks exposing 3D content
 - NVIDIA made a free online course about *USD Fundamentals* available during SIGGRAPH
 - <https://courses.nvidia.com/courses/course-v1:DLI+S-FX-02+V1/about>
- USDWG Leadership (comand)
 - Next session scheduled for September 1st 2021 will be aimed at hearing thoughts and suggestions regarding USD Chair, and transition
 - Cory to send invite and note to the USD interest mailing-list to notify attendees who couldn't join today's session
- SIGGRAPH impressions
 - Code-less schemas are interesting, and may provide relief for some class of ABI compatibility problems.
 - USD potentially included in the VFX platform, as draft is currently being sketched for the 2023 draft: <https://vfxplatform.com>
 - To be confirmed within the upcoming weeks
 - Blender support for USD in the 3.0 Alpha release appears to have gathered positive reactions
- Call for additional topics
- Closing/Action Items