September 1, 2021

Attendance

- ☑ Cory Omand - WG Chair, Pixar/TWDS
- ☐ Alan Blevins, Dreamworks
- ☑ Alex Gerveshi, AWS
- ☑ Alex Schwank, Apple
- ☑ Allen Hastings, Foundry
- ☐ Aloys Baillet, Animal Logic
- ☐ Andy Biar, Warner Bros.
- ☐ Anandhaiyappan, Botvfx
- ☑ Arash Keissami, Nira.app
- ☑ Ashwin Bhat, Autodesk
- ☑ 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
- ☑ David Larsson, Adobe
- ☐ 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
- ☑ Jerran Schmidt, Autodesk
- ☐ 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
- [x] Mark Tucker, SideFX
- [ ] Mathieu Mazerolle, Foundry
- [ ] Matthew Levine, WDAS
- [x] Matthew Low, DWA
- [ ] Michael B. Johnson, Apple
- [ ] Michael Kass, NVidia
- [x] Michael Min, Netflix
- [ ] Niall Redmond, Foundry
- [x] Nick Porcino, Pixar
- [ ] Paul Molodowitch, NVIDIA
- [ ] Pete Segal
- [x] Phil Sawicki, NVIDIA
- [ ] Pier Paolo Ciarravano, 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
- [x] Sergio Rojas, Arena World
- [ ] Serguei Kalentchouk, Apple
- [x] Shawn Dunn, Epic Games
- [ ] Sue Sauer, Sunrise Productions
- [x] Steve Hwan
- [x] Thomas Kumlehn

Agenda

- **Sub-working group updates**
  - USD Camera (Michael M.)
    - Netflix Camera engineer (Chris) created camera samples
    - Looking to share data that was collected in the near future
    - Next planning scheduled for next week, looking to potentially onboard folks from
  - USD Web Visualization (Roman Z.)
    - Autodesk demonstrated great progress in integrating USDZ into the Autodesk Forge Viewer
    - Autodesk looking forward to open-sourcing the solution, looking for feedback from the community
- **USDWG Leadership** (comand)
  - Looking to rotate the USD WG Chair as a replacement for Cory
    - Main goal is to bring a new perspective, new energy
    - Cory to remain available for support and assistance (as a TAC sponsor)
  - Low overhead job: focus mostly on keeping meetings going, maintaining the agenda on track, etc.
  - Q/A on Working Group needs:
    - TAC has been trying to narrow the definition of a Working Group (time-bound, eventually comes to an end). How does the USD WG fit this definition?
      - USD WG sits relatively outside of this definition, as it focuses on supporting community-lead initiatives rather than attempting to solve a specific problem.
      - No pressure from the TAC to change the operating model of the USD WG
      - USD WG seen as a great forum to bring information, issues and value to the attention of the community
    - Connection to Pixar seen as needed to continue driving the conversation
      - Pixar still "owns" USD: new proposals and changes go through Pixar. Direct link is valuable.
      - Community engagement to drive ideas is still essential.
    - Cory's contribution in leading the conversations, asking the right questions was seen as beneficial to the group
  - Proposed duration of Chair

- Consensus around about 1 year (as opposed to rotating 3-months period, seen as too short to gain traction)
- Potential need for a co-chair, to act as replacement to cover vacations, time off, etc.
    - Lowers the risk of bias in the decision-making process
    - Helpful in taking notes during meetings
    - Increases the breadth of the representation in the industry (gaming, AEC, etc.)
  - Individuals proposing their candidacy:
    - Alexander Schwank
    - Nick Porcino
    - Michael Min
  - Transition to take place at the next meeting session
- **Call for additional topics**
  - Proposal from Autodesk for a potential sub-working group: MaterialX, and how it could work better in the community
    - Presented how MaterialX flows through USD, and how to expand it for more workflows
    - Current issue: Translation is lossy and limiting
    - Proposal: Improve the `UsdMtlx` plugin, and improve runtime workflows performance (by avoiding code re-generation on changes)
    - Also part of the problem space: color management, build Vulkan support in Hydra
    - SideFX, Adobe signaled interest in the topic
    - Ask: Who would be interested in the topic? What would be the best way to approach this topic?
      - Question to be brought up to the TAC for guidance/advice, given that MaterialX overlaps with a few other topics and WG
      - Reach out to Gordon Bradley or Henrik Edstrom of Autodesk to address feedback or signal any interest
      - Gordon Bradely to present plan in a next session
- **Closing/Action Items**