

September 29, 2021

[Video Conference Link](#)

Attendance

- ☒ Alex Schwank - WG Co-chair, Apple
 - ☒ Nick Porcino - WG Co-chair, Pixar
 - ☒ Alan Blevins, Dreamworks
 - ☒ Alex Gerveshi, AWS
 - ☐ Allen Hastings, Foundry
 - ☐ Aloys Baillet, Animal Logic
 - ☐ Andy Biar, Warner Bros.
 - ☐ Anandhaiyappan, Botvfx
 - ☐ Arash Keissami, Nira.app
 - ☒ Arielle Martin, Foundry
 - ☒ 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
 - ☒ Cory Omand, TWDS/Pixar
 - ☐ Daniel Heckenberg, Animal Logic
 - ☐ David Aguilar, Walt Disney Animation
 - ☒ David Larsson, Adobe
 - ☐ Dean Jackson, Apple
 - ☐ 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
 - ☐ Guillaume Laforge, 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, Epic
 - ☒ Joseph Goldstone
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- ☒ 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
- ☐ Mathieu Mazerolle, Foundry
- ☐ Matthew Levine, WDAS
- ☒ Matthew Low, DWA
- ☐ Michael B. Johnson, Apple
- ☐ Michael Kass, NVidia
- ☒ Michael Min, Netflix
- ☒ Mikko Haapoja, Shopify
- ☒ mkuruc@aurora.tech
- ☐ Niall Redmond, Foundry
- ☒ Paul Molodowitch, NVIDIA
- ☒ Patrick Palmer
- ☒ Pete Segal
- ☒ 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
- ☒ Sebastian Herholz, Intel
- ☒ Sergio Rojas, Arena World
- ☐ Serguei Kalentchouk, Apple
- ☐ Shawn Dunn, Epic Games
- ☐ Sue Sauer, Sunrise Productions
- ☒ Stefan Habel, Foundry
- ☒ Stephan Leroux, Shopify
- ☐ Steve Hwan, DD
- ☒ Thomas Kumblehn

Agenda

- Previous business
 - update on Materials sub-working group
- General business
 - place for meeting notes
- USD on the web: update from sub-working group
- USD camera: update from sub-working group
- usdLux discussion

Notes

<https://docs.google.com/document/d/1sj9uRWkx3UJ732EWNiEitkyHFv35TgrzJXSyTl9rd5U/edit?usp=sharing>