

November 10, 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
 - ☐ Bernard Kwok, Autodesk
 - ☐ Bill Spitzak, Dreamworks Animation
 - ☐ Carlos Felipe Garcia Murillo
 - ☒ Carson Brownlee, Intel
 - ☐ Charles Fleche, Rodeo FX
 - ☐ Chris Rydalch, Blue Sky Studios
 - ☒ Cory Omand, TWDS/Pixar
 - ☐ Dan Rolinek
 - ☐ Daniel Heckenberg, Animal Logic
 - ☐ David Aguilar, Walt Disney Animation
 - ☐ David Larsson, Adobe
 - ☐ Dean Jackson, Apple
 - ☐ Deke Kincaid, Digital Domain
 - ☒ Dhruv Govil, Apple
 - ☐ Doug MacMillan, Tippet 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
 - ☒ Jeremy Cowles, Unity
 - ☐ Jerran Schmidt, Autodesk
 - ☐ John Hood, SPI
 - ☐ John Mertic, Linux Foundation
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- ☐ Jordan Soles, Rodeo FX
- ☐ Jordan Thistlewood, Epic
- ☐ Joseph Goldstone
- ☒ JT Nelson, Pasadena Open Source Consortium/SoCal Blender group
- ☒ Julien Dubuisson
- ☐ Kimball Thurston, Weta
- ☐ Koen Vroeijenstijn, Activision / Infinity Ward
- ☐ Larry Gritz, SPI
- ☒ Lee Kerley, SPI
- ☒ Lucas Morante
- ☐ Luca Scheller, RiseFX
- ☒ Luke Titley
- ☐ 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 Ciarraano, MPC
- ☒ Quentin Birrer
- ☐ 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 Kumlehn

Agenda

- USD on the web SWG update
- USD+MaterialX SWG update
- USD camera SWG update
- Luke Titley to present [usd-bind - Rust bindings for USD](#)

Notes

https://docs.google.com/document/d/11avdY3nZWRq1MqtB0twMDxiKP_6JKsUB9aki9D1FoVo/edit?usp=sharing