

December 08, 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 Ciarravano, 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

- <https://github.com/usd-wg> license agreement
- USD camera SWG update
- USD on the web SWG update
- USD+MaterialX SWG update
- Blender 3.0 USD import feedback
- discuss desired USD file format plugins

Notes

https://docs.google.com/document/d/1U_VyDlafPTu0JBefpdJvCr8PXcFASPv7WR9FAQFNa9Y/edit?usp=sharing