

January 05, 2022

[Video Conference Link](#)

Attendance

- ☒ Alex Schwank - WG Co-chair, Apple
- ☒ Nick Porcino - WG Co-chair, Pixar
- ☒ Michael Min - USD Camera WG, Netflix
- ☐ Roman Zulak - USD on the web WG, NVIDIA
- ☒ Ashwin Bhat - USD and MaterialX, Autodesk
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- ☐ Alan Blevins, NVIDIA
- ☒ Alex Gerveshi, AWS
- ☒ Allen Hastings, Foundry
- ☐ Aloys Baillet, Animal Logic
- ☐ Andy Biar, Warner Bros.
- ☐ Anandhaiyappan, Botvfx
- ☒ Arash Keissami, Nira.app
- ☐ Arielle Martin, Foundry
- ☒ 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, 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
- ☒ Jeremy Cowles, Unity

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- ☐ Jerran Schmidt, Autodesk
- ☒ Jerry Gamache
- ☐ John Hood, SPI
- ☐ John Mertic, Linux Foundation
- ☐ Jordan Soles, Rodeo FX
- ☐ Jordan Thistlewood, Epic
- ☐ Joseph Goldstone
- ☒ JT Nelson, Pasadena Open Source Consortium/SoCal Blender group
- ☐ Julien Dubuisson
- ☐ Kimball Thurston, Weta
- ☐ Koen Vroeyenstijn, Activision / Infinity Ward
- ☐ Larry Gritz, SPI
- ☒ Lee Kerley, SPI
- ☒ Lucas Morante
- ☐ Luca Scheller, RiseFX
- ☐ Luke Tittley
- ☐ 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
- ☒ Mikko Haapoja, Shopify
- ☒ Matt Kuruc, Aurora.tech
- ☐ Niall Redmond, Foundry
- ☐ Paul Molodowitch, NVIDIA
- ☒ Patrick Palmer
- ☒ Pete Segal
- ☒ Phil Sawicki, NVIDIA
- ☒ Prapanch Swamy
- ☐ Pier Paolo Ciarravano, MPC
- ☐ Quentin Birrer
- ☐ Richard Lei, Weta
- ☐ Rob Stauffer, SideFX
- ☐ Robin Rowe, CinePaint
- ☐ Rory Woodford, Foundry
- ☐ Sean Looper, AWS
- ☐ Sean McDuffee, Intel
- ☐ Seb Schmidt, Weta
- ☐ Sebastian Herholz, Intel
- ☒ Sergio Rojas, Different Dimension
- ☒ Serguei Kalentchouk, Netflix
- ☐ Shawn Dunn, Epic Games
- ☐ Sue Sauer, Sunrise Productions
- ☐ Stefan Habel, Foundry
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- ☐ Stephan Leroux, Shopify
- ☐ Steve Hwan, DD
- ☐ Thomas Kumlehn

Agenda

- Reintroduce sub working groups
- USD camera SWG update
- USD on the web SWG update
- USD+MaterialX SWG update
- Discuss asset unit tests

Notes

https://docs.google.com/document/d/1-ef5HIXwghA8h6VsYWAj_AeMIld_7SE3IGDbZ5M9IFM/edit?usp=sharing