

March 2, 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
 - ☒ Alan Blevins, NVIDIA
 - ☒ Alex Gerveshi, AWS
 - ☐ Alexander Kalyuzhnyy, Wizart Animation
 - ☒ 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, SideFX
 - ☒ Cory Omand, TWDS/Pixar
 - ☒ Dan Rolinek
 - ☐ Dan Herman
 - ☐ 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
 - ☒ F. Sebastian Grassia, Pixar
 - ☐ Fabrice Macagno, Animal Logic
 - ☒ Francois Lord, Rodeo FX
 - ☐ Gary Jones, Foundry
 - ☒ Gordon Bradley, Autodesk
 - ☒ Guido Quaroni, Adobe
 - ☐ Guillaume Laforge, Autodesk
 - ☐ Henrik Edstrom, Autodesk
 - ☐ Henry Vera, DNEG
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- ☐ James Pedlingham, Foundry
- ☐ Jeff Bradley, Dreamworks
- ☒ Jeremy Cowles - USD Assets WG Chair, Unity
- ☐ Jerran Schmidt, Autodesk
- ☒ Jerry Gamache
- ☐ Joe Hultgren (Visual Concepts)
- ☐ John Hood, SPI
- ☐ John Mertic, Linux Foundation
- ☐ Jon Wade, Spotify
- ☐ 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
- ☒ Laura Scholl
- ☐ Larry Gritz, SPI
- ☒ Lee Kerley, SPI
- ☒ Lucas Morante, Illusorium
- ☐ Luca Scheller, RiseFX
- ☐ Luke Tittley
- ☐ Mark Elendt, SideFX
- ☐ Mark Final, Foundry
- ☒ Mark Tucker, SideFX
- ☐ Martin Karlsson
- ☐ Mathieu Mazerolle, Foundry
- ☐ Matthew Levine, WDAS
- ☒ Matthew Low, DWA
- ☒ Michael B. Johnson, Apple
- ☒ Michael Kass, NVidia
- ☐ Mikko Haapoja, Shopify
- ☐ Matt Kuruc, Aurora.tech
- ☐ Natasha Tatarchuk, Unity
- ☐ Niall Redmond, Foundry
- ☐ Paul Molodowitch, NVIDIA
- ☒ Patrick Palmer
- ☐ Pete Segal
- ☒ Phil Sawicki, NVIDIA
- ☒ Prapanch Swamy
- ☐ Pier Paolo Ciarravano, MPC
- ☐ Quentin Birrer
- ☐ Richard Kerris, nVidia
- ☐ Richard Lei, Weta
- ☐ Rob Stauffer, SideFX
- ☐ Robin Rowe, CinePaint
- ☐ Rory Woodford, Foundry



- ☒ Ryan Stelzleni
- ☐ 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
- ☐ Stephan Leroux, Shopify
- ☒ Steve Hwan, DD
- ☒ Thomas Kumblehn
- ☒ Varun Talwar

Agenda

- Follow up on action items
- Sub-working group updates
 - USD Camera
 - USD+MaterialX
 - USD Assets
 - USD Web Visualization
- USD limits whitepaper progress
- Nick Porcino: *new camera schema plans*

Notes

https://docs.google.com/document/d/1SEc9_qXCYA8xy-n661hHX4AB3HNKpO3ZY1tlrkH9R64/edit?usp=sharing