

March 30, 2022

Agenda

- Sub-working group updates
 - USD Camera
 - USD+MaterialX
 - USD Assets
 - USD Web Visualization
 - USD Limits
- Phil Sawicki: *USD at GTC*
- USD plugin repository discussion

Zoom

[Video Conference Link](#)

Notes

https://docs.google.com/document/d/1yGcr9brL_DcirFjsU4er4qG463R3OYkT-AKMfpu5WyE/edit?usp=sharing

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, Tippet 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
 - ☐ 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
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- ☐ 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 Kumlehn
- ☐ Varun Talwar
- ☒ Nicolas Popravka, Soul Machines