

April 27, 2022

Agenda

- Sub-working group updates
 - USD Camera
 - USD+MaterialX
 - USD Assets
 - USD Web Visualization
 - USD Limits
- USD in game development

Zoom

[Video Conference Link](#)

Notes

<https://docs.google.com/document/d/1G-zD1NcosDNAiSdXKJS5xhA9KeHOWfhzOOy6tzY40mQ/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, Tippett Studio
- ☐ Eoin Murphy, NVidia
- ☐ Eric Enderton, NVidia
- ☒ F. Sebastian Grassia, Pixar
- ☐ Fabrice Macagno, Animal Logic
- ☒ François Devic, Eidos-Montréal
- ☒ 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, NVIDIA
- ☒ 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 Titley
- ☐ 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 Baaske, Jellyfish Pictures
- ☐ Paul Molodowitch, NVIDIA
- ☐ Patrick Palmer
- ☐ Pete Segal
- ☒ Phil Sawicki, NVIDIA
- ☐ Prapanch Swamy
- ☐ Pier Paolo Ciarraivano, 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
- ☒ TJ Trently, NetEase Games
- ☐ Varun Talwar
- ☐ Nicolas Popravka, Soul Machines