June 22, 2022

Time

1pm Pacific

Agenda

- Sub-working group updates
  - USD Camera
  - USD+MaterialX
  - USD Assets
  - USD Web Visualization
- *Games and USD* roundtable date

Zoom

Video Conference Link

Notes

https://docs.google.com/document/d/1DTszSx52_cQHt2EQJyhWbBToZJWsy4dQ8Rah6TUuW9U/edit#

Attendance

- [ ] Alex Schwank - WG Co-chair, Apple
- [x] Nick Porcino - WG Co-chair, Pixar
- [ ] Michael Min - USD Camera WG, Netflix
- [x] Roman Zulak - USD on the web WG, NVIDIA
- [ ] Aaron Luk, NVIDIA
- [ ] Adam Harder
- [x] Ashwin Bhat - USD and MaterialX, Autodesk
- [ ] Alan Blevins, NVIDIA
- [ ] Alessandro Bernardi - Ubisoft - HELIX Studio
- [x] Alex Gerveshi, AWS
- [ ] Alex Wilkie
- [ ] Alexander Kalyuzhnyy, Wizart Animation
- [ ] Allen Hastings, Foundry
- [ ] Aloys Baillet, Animal Logic
- [ ] Andy Biar, Warner Bros.
- [ ] Ana Gomez
- [ ] Anandhaiyappan, Botvfx
- [x] Arash Keissami, Nira.app
- [x] Ashwin Bhat
- [ ] Arielle Martin, Foundry
- [ ] Barry Ruff
- [x] Ben Chung-Hoon, NVIDIA
- [ ] Ben Deniz
- [ ] Bernard Kwok, Autodesk
- [ ] Bill Dwelly
- [ ] Bill Spitzak, Dreamworks Animation
- [ ] Bruno Landry (Unity)
- [ ] Carlos Felipe Garcia Murillo

- [ ] Carson Brownlee, Intel
- [ ] Charleen Chu, SPI
- [ ] Charles Fleche, Ubisoft Montréal
- [ ] Chris King
- [ ] Chris Rydalch, SideFX
- [ ] Claire Chen
- [ ] Claire Yb
- [x] Connor Smith, Magic Leap
- [ ] Cory Omand, TWDS/Pixar
- [ ] Curtis Andrus
- [ ] Dan Herman
- [ ] Dan Lee
- [ ] Dan Rolinek
- [ ] Daniel Heckenberg, Animal Logic
- [ ] Dave Hale, Riot Games
- [x] David Aguilar, Walt Disney Animation
- [ ] David Larsson, Adobe
- [ ] Dean Jackson, Apple
- [ ] Deke Kincaid, Digital Domain
- [x] Dhruv Govil, Apple
- [ ] Divyansh Mishra
- [ ] Doug MacMillan, Tippett Studio
- [ ] Edward Slavin, NVidia
- [ ] Élie Michel
- [x] Eric Chadwick, Wayfair
- [ ] Eoin Murphy, NVidia
- [ ] Eric Enderton, NVidia
- [ ] Eric Majka
- [ ] Erik Ostsjo
- [x] F. Sebastian Grassia, Pixar
- [ ] Fabrice Macagno, Animal Logic
- [ ] Felix Herbst, Prefrontal Cortex
- [x] François Devic, Eidos-Montréal
- [x] Francois Lord, Rodeo FX
- [ ] Frieder Erdmann, Ubisoft Massive
- [ ] Gary Jones, Foundry
- [ ] Gordon Bradley, Autodesk
- [ ] Gordon Cameron, Epic Games
- [ ] Guido Quaroni, Adobe
- [ ] Guillaume Laforge, Autodesk
- [x] Guy Martin, NVIDIA
- [x] Henrik Edstrom, Autodesk
- [ ] Henry Vera, DNEG
- [ ] James Pedlingham, Foundry
- [ ] Jeff Bradley, Dreamworks
- [ ] Jenny Zhang
- [x] Jeremiah Zanin, Santa Monica Studio

- [x] Jeremy Cowles - USD Assets WG Chair, Unity
- [ ] Jerran Schmidt, NVIDIA
- [x] Jerry Gamache
- [ ] Joe Hultgren (Visual Concepts)
- [ ] John Burnett, Bonfire Studios
- [ ] John Creighton, Apple
- [ ] John Hood, SPI
- [ ] John Mertic, Linux Foundation
- [ ] Jon Creighton, Apple
- [ ] Jon Wade, Spotify
- [ ] Jonathan Gerber
- [ ] Jordan Soles, Rodeo FX
- [ ] Jordan Thistlewood, Epic
- [x] Joshua Miller
- [ ] Joseph Goldstone
- [x] JT Nelson, Pasadena Open Source Consortium/SoCal Blender group
- [ ] Julien Dubuisson
- [ ] Kelvin Chu, Riot Games
- [ ] Kimball Thurston, Weta
- [ ] Koen Vroeijenstijn, Activision / Infinity Ward
- [ ] Kristof Minnaert, Remedy Entertainment
- [ ] Laura Scholl
- [ ] Larry Gritz, SPI
- [x] Lee Kerley, SPI
- [x] Lucas Morante, Illusorium
- [ ] Luca Scheller, RiseFX
- [ ] Luke Titley
- [ ] Mark Alexander
- [ ] Mark Elendt, SideFX
- [ ] Mark Final, Foundry
- [ ] Mark Masson
- [ ] Mark Manca
- [ ] Mark Tucker, SideFX
- [ ] Martin Karlsson
- [ ] Mathieu Bertrand
- [ ] Mathieu Mazerolle, Foundry
- [x] Matias Codesal, NVIDIA
- [ ] Matt Johnson, Epic Games
- [ ] Matthew Levine, WDAS
- [ ] Matthew Low, DWA
- [x] Michael B. Johnson, Apple
- [ ] Michael Kass, NVidia
- [x] Michael Min
- [ ] Mikko Haapoja, Shopify
- [ ] Matt Kuruc, Aurora.tech
- [ ] Natasha Tatarchuk, Unity
- [ ] Niall Redmond, Foundry

- [ ] Nicolas Popravka, Soul Machines
- [ ] Oliver Dunn
- [ ] Oscar Sebio, Autodesk
- [ ] Paolo Selva, Weta
- [ ] Paul Baaske, Jellyfish Pictures
- [x] Paul Molodowitch, NVIDIA
- [ ] Patrick Palmer
- [ ] Pete Segal
- [x] Phil Sawicki, NVIDIA
- [ ] Prapanch Swamy
- [ ] Pier Paolo Ciarravano, MPC
- [ ] Quentin Birrer
- [ ] Richard Kerris, nVidia
- [ ] Richard Lei, Weta
- [ ] Rob Pieké
- [ ] Rob Stauffer, SideFX
- [ ] Robin Rowe, CinePaint
- [ ] Rory Woodford, Foundry
- [ ] Ryan Stelzleni
- [ ] Scott Keating
- [ ] Sean Looper, AWS
- [ ] Sean McDuffee, Intel
- [ ] Seb Schmidt, Weta
- [ ] Sebastian Herholz, Intel
- [ ] Sebastian Grassia, Pixar
- [ ] Sebastien Dalgo, Unity
- [x] Sergio Rojas, Different Dimension
- [ ] Serguei Kalentchouk, Netflix
- [ ] Shawn Dunn, Epic Games
- [ ] Silvia Palara
- [ ] Sneha Jaikumar
- [ ] Stefan Habel, Foundry
- [ ] Stephan Leroux, Shopify
- [ ] Steve Agland, Animal Logic
- [ ] Steve Hwan, DD
- [ ] Steve LaVietes
- [ ] Sue Sauer, Sunrise Productions
- [x] Sylvain Trottier, NVIDIA
- [ ] Thomas Kumlehn
- [x] TJ Trently, NetEase Games
- [x] Varun Talwar
- [ ] Wayne Wu
- [ ] Will Telford, NVIDIA
- [ ] Xiaoxi Liu, Unity
- [ ] Yassine Mankai
- [ ] YJ Jang