

June 08, 2022

Time

1pm Pacific

Agenda

- Sub-working group updates
 - USD Camera
 - USD+MaterialX
 - USD Assets
 - USD Web Visualization
- *Games and USD* roundtable date
- USD at WWDC
- Élie Michel: *USD & OpenMfx - Interchange of parametric assets and non-destructive effects*

Zoom

[Video Conference Link](#)

Notes

https://docs.google.com/document/d/1OH6Y9YAfbAomKCXVMz1ar7WQ8Q_T9EePRjGfq1r5ku4/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
- ☐ Aaron Luk, NVIDIA
- ☐ Adam Harder
- ☐ Ashwin Bhat - USD and MaterialX, Autodesk
- ☒ Alan Blevins, NVIDIA
- ☐ Alessandro Bernardi - Ubisoft - HELIX Studio
- ☒ Alex Gerveshi, AWS
- ☒ Alex Wilkie
- ☐ Alexander Kalyuzhnyy, Wizard Animation
- ☒ Allen Hastings, Foundry
- ☐ Aloys Baillet, Animal Logic
- ☐ Andy Biar, Warner Bros.
- ☒ Ana Gomez
- ☐ Anandhaiyappan, Botvfx
- ☒ Arash Keissami, Nira.app
- ☐ Ashwin Bhat
- ☐ Arielle Martin, Foundry
- ☒ Barry Ruff
- ☒ 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
- ☒ Connor Smith, Magic Leap
- ☒ Cory Omand, TWDS/Pixar
- ☒ Curtis Andrus
- ☐ Dan Herman
- ☐ Dan Lee
- ☒ Dan Rolinek
- ☐ Daniel Heckenberg, Animal Logic
- ☐ Dave Hale, Riot Games
- ☐ David Aguilar, Walt Disney Animation
- ☐ David Larsson, Adobe
- ☐ Dean Jackson, Apple
- ☐ Deke Kincaid, Digital Domain
- ☒ Dhruv Govil, Apple
- ☒ Divyansh Mishra
- ☐ Doug MacMillan, Tippett Studio
- ☒ Edward Slavin, NVidia
- ☒ Élie Michel
- ☐ Eric Chadwick
- ☐ Eoin Murphy, NVidia
- ☐ Eric Enderton, NVidia
- ☐ Eric Majka
- ☒ Erik Ostsjo
- ☐ F. Sebastian Grassia, Pixar
- ☐ Fabrice Macagno, Animal Logic
- ☒ Felix Herbst, Prefrontal Cortex
- ☒ François Devic, Eidos-Montréal
- ☐ Francois Lord, Rodeo FX
- ☒ Frieder Erdmann, Ubisoft Massive
- ☐ Gary Jones, Foundry
- ☐ Gordon Bradley, Autodesk
- ☐ Gordon Cameron, Epic Games
- ☐ Guido Quaroni, Adobe
- ☐ Guillaume Laforge, Autodesk
- ☒ Guy Martin, NVIDIA
- ☒ Henrik Edstrom, Autodesk
- ☐ Henry Vera, DNEG
- ☐ James Pedlingham, Foundry
- ☐ Jeff Bradley, Dreamworks
- ☒ Jenny Zhang

- ☒ Jeremiah Zanin, Santa Monica Studio
- ☒ Jeremy Cowles - USD Assets WG Chair, Unity
- ☒ Jerran Schmidt, NVIDIA
- ☒ 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
- ☒ Joshua Miller
- ☐ Joseph Goldstone
- ☒ 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
- ☒ Lee Kerley, SPI
- ☒ 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
- ☒ Matias Codesal, NVIDIA
- ☒ Matt Johnson, Epic Games
- ☐ 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
- ☐

- ☐ Nicolas Popravka, Soul Machines
- ☒ Oliver Dunn
- ☐ Oscar Sebio, Autodesk
- ☐ Paolo Selva, Weta
- ☐ Paul Baaske, Jellyfish Pictures
- ☒ 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 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
- ☒ 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
- ☐ Sylvain Trottier, NVIDIA
- ☒ Thomas Kumlehn
- ☐ TJ Trently, NetEase Games
- ☐ Varun Talwar
- ☒ Wayne Wu
- ☐ Will Telford, NVIDIA
- ☒ Xiaoxi Liu, Unity
- ☒ Yassine Mankai
- ☐ YJ Jang