

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
- ☒ 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, Wizart 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, Wayfair
 - ☐ Eoin Murphy, NVidia
 - ☐ Eric Enderton, NVidia
 - ☐ Eric Majka
 - ☐ Erik Ostsjö
 - ☒ F. Sebastian Grassia, Pixar
 - ☐ Fabrice Macagno, Animal Logic
 - ☐ Felix Herbst, Prefrontal Cortex
 - ☒ François Devic, Eidos-Montréal
 - ☒ François 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
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- ☒ 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 Tittley
- ☐ 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
- ☒ Michael Min
- ☐ Mikko Haapoja, Shopify
- ☐ Matt Kuruc, Aurora.tech
- ☐ Natasha Tatarchuk, Unity
- ☐ Niall Redmond, Foundry
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- ☐ 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