

September 14th, 2022

Time

1pm Pacific

Agenda

- Sub-working group updates
 - Assets
 - Camera
 - Games
 - MaterialX
 - Web Visualization
- Open floor for topics

Zoom

[Video Conference Link](#)

Notes

<https://docs.google.com/document/d/1hVdvnQxUS7cYn5vnySKXjTgyae73kds48uwWXh-OWM/edit?usp=sharing>

Attendance

- ☐ Alex Schwank - WG Co-chair, Apple
- ☒ Nick Porcino - WG Co-chair, Pixar
- ☐ Michael Min - USD Camera WG, Netflix
- ☐ Aaron Luk, NVIDIA
- ☐ Adam Harder
- ☒ Ashwin Bhat - USD and MaterialX, Autodesk
- ☐ Alan Blevins, NVIDIA
- ☐ Alberto Tono
- ☐ Alessandro Bernardi - Ubisoft - HELIX Studio
- ☐ Alex Gerveshi, AWS
- ☒ Alexander Kalyuzhnyy
- ☐ Alex Hessler
- ☐ Alex Wilkie
- ☐ Allen Hastings, Foundry
- ☐ Aloys Baillet, Animal Logic
- ☐ Andy Biar, Warner Bros.
- ☐ Ana Gomez
- ☐ Anandhaiyappan, Botvfx
- ☐ Anthony Tan, Autodesk
- ☒ Arash Keissami, Nira.app
- ☒ Ashwin Bhat
- ☐ Arielle Martin, Foundry
- ☒ Barry Dempsey
- ☐ Barry Ruff
- ☒ Ben Chung-Hoon, NVIDIA
- ☐ Ben Deniz
- ☐ Bernard Kwok, Autodesk

- ☒ Bill Dwelly
- ☐ Bill Spitzak, Dreamworks Animation
- ☐ Brett Levin
- ☒ Brian Fukushima
- ☐ Brian Savery
- ☒ Bruno Landry (Unity)
- ☐ Carlos Felipe Garcia Murillo
- ☒ Carson Brownlee, Intel
- ☐ Cat Ross
- ☐ Charleen Chu, SPI
- ☐ Charles Fleche, Ubisoft Montréal
- ☐ Chris King
- ☐ Chris Rydalch, SideFX
- ☐ Claire Chen
- ☐ Claire Yb
- ☐ Connor Smith, Magic Leap
- ☐ Corey Revilla
- ☒ Cory Omand, TWDS/Pixar
- ☐ Curtis Andrus
- ☐ Dan Herman
- ☐ Dan Lee
- ☐ Dan Rolinek
- ☐ Daniel Heckenberg, Animal Logic
- ☐ Daniel Lanner
- ☐ 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
- ☐ Eoin Murphy, NVidia
- ☐ Eric Chadwick, Wayfair
- ☐ Eric Enderton, NVidia
- ☒ Eric Haines
- ☐ Eric Majka
- ☐ Erik Ostsjo
- ☒ F. Sebastian Grassia, Pixar
- ☐ Fabrice Macagno, Animal Logic
- ☐ Felix Herbst, Prefrontal Cortex
- ☐ Fernando Leandro
- ☒ François Devic, Eidos-Montréal
- ☐ Francois Lord, NAD-UQAC / Rodeo FX
- ☐ Freddie Sulit



- ☒ Frieder Erdmann, Ubisoft Massive
- ☐ Garrison Thomson
- ☐ 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
- ☐ Hridiza Roy
- ☐ James Pedlingham, Foundry
- ☐ Jason Kim
- ☐ Jeff Bradley, Dreamworks
- ☒ Jenna Bell, Disney / Invisible Thread
- ☐ Jenny Zhang
- ☐ Jens Jebens
- ☒ Jeremiah Zanin, Santa Monica Studio
- ☐ Jeremy Cowles - USD Assets WG Chair, Unity
- ☐ Jerran Schmidt, NVIDIA
- ☐ Jerry Gamache
- ☐ Jesse Ng, Metropolitan Museum of Art
- ☐ Joachim De Deken
- ☐ Joe Hultgren (Visual Concepts)
- ☐ John Burnett, Bonfire Studios
- ☐ John Creighton, Apple
- ☐ John Hood, SPI
- ☐ John Mertic, Linux Foundation
- ☐ Jon Creighton, Apple
- ☐ Jon Wade, Spotify
- ☐ Jonah Friedman, Autodesk
- ☐ Jonathan Gerber
- ☐ Jordan Soles, Rodeo FX
- ☐ Jordan Thistlewood, Epic
- ☐ Joshua Miller
- ☐ Joseph Goldstone
- ☐ JT Nelson, Pasadena Open Source Consortium/SoCal Blender group
- ☐ Julie Murphy
- ☐ Julien Dubuisson
- ☒ Kaleb Goulding, Naughty Dog
- ☐ Kelvin Chu, Riot Games
- ☐ Kimball Thurston, Weta
- ☐ Koen Vroeijenstijn, Activision / Infinity Ward
- ☒ Kristof Minnaert, Remedy Entertainment
- ☐ Laura Scholl
- ☐ Larry Gritz, SPI
- ☐ Lee Kerley, SPI
- ☐

- ☐ Louis Marcoux, NVIDIA
- ☒ Lucas Morante, Illusorium
- ☐ Luca Scheller, RiseFX
- ☐ Luke Titley
- ☐ Mark Alexander
- ☐ Mark Elendt, SideFX
- ☐ Mark Final, Foundry
- ☐ Mark Masson
- ☐ Mark Manca
- ☐ Marin Vesely
- ☐ Mark Tucker, SideFX
- ☐ Martin Barrette
- ☐ Martin Karlsson
- ☐ Mathieu Bertrand
- ☐ Mathieu Mazerolle, Foundry
- ☒ Matias Codesal, NVIDIA
- ☒ Matt Johnson, Epic Games
- ☐ Matt Kuruc, Aurora.tech
- ☐ Matthew Levine, WDAS
- ☒ Matthew Low, DWA
- ☒ Michael B. Johnson, Apple
- ☐ Michael Blain, Unity
- ☐ Michael Kass, NVidia
- ☐ Michael Min
- ☐ Mikko Haapoja, Shopify
- ☐ Natasha Tatarchuk, Unity
- ☐ Niall Redmond, Foundry
- ☐ Nick Wilson
- ☐ Nicolas Popravka, Soul Machines
- ☐ Nicolas Savva
- ☐ Oliver Dunn
- ☐ Oscar Sebio, Autodesk
- ☒ Paolo Selva, Weta
- ☐ Paul Baaske, Jellyfish Pictures
- ☐ Paul Molodowitch, NVIDIA
- ☒ Patrick Palmer
- ☐ Pete Segal
- ☐ Phil Sawicki, NVIDIA
- ☐ Prapanch Swamy, Disney / Invisible Thread
- ☐ Pier Paolo Ciarravano, MPC
- ☐ Quentin Birrer
- ☐ Richard Kerris, nVidia
- ☐ Richard Lei, Weta
- ☐ Rob Pieké
- ☐ Rob Stauffer, SideFX
- ☐ Robin Rowe, CinePaint
- ☐ Roman Zulak
- ☐

- ☐ Rory Woodford, Foundry
- ☒ Ryan Stelzleni
- ☐ Scott Geffert, Metropolitan Museum of Art
- ☐ Scott Keating
- ☐ Sean Looper, AWS
- ☐ Sean McDuffee, Intel
- ☐ Seb Schmidt, Weta
- ☐ Sebastian Herholz, Intel
- ☐ Sebastian Grassia, Pixar
- ☐ Sebastian Rath, Snowtrack Montréal
- ☐ Sebastien Dalgo, Unity
- ☐ Sergei Shaykin, Apple (usdzconvert)
- ☐ Sergio Rojas, Different Dimension
- ☐ Serguei Kalentchouk, Netflix
- ☒ Shawn Dunn, Epic Games
- ☒ Shawn Frueh
- ☐ Silvia Palara
- ☐ Sonny Campbell
- ☐ Sneha Jaikumar
- ☐ Stefan Habel, Foundry
- ☐ Stephan Leroux, Shopify
- ☐ Steve Agland, Animal Logic
- ☒ Steve Hwan, DD
- ☐ Steve LaVietes
- ☐ Sue Sauer, Sunrise Productions
- ☐ Sunya Boonyatera
- ☐ Sylvain Trottier, NVIDIA
- ☒ Thomas Kumlehn, Kreative KommunikationsKonzepte GmbH
- ☒ TJ Trently, NetEase Games
- ☐ Vadim Slyusarev
- ☒ Varun Talwar
- ☐ Wayne Wu
- ☐ Will Telford, NVIDIA
- ☐ Xiaoxi Liu, Unity
- ☐ Yassine Mankai
- ☐ YJ Jang