

September 20, 2022

Time

9am Pacific

Agenda

- USD at Remedy, by Kristof Minnaert
- Usage of lightweight custom USD schemas
- Follow up on the Boost/TBB removal

Zoom

<https://zoom.us/j/96615515988?pwd=L1N4OUxvZVMxM0RGSzRvV3VCMTY3dz09>

Notes

Attendance

- ☒ François Devic, Co-Lead
- ☒ TJ Trently, Co-Lead, NetEase Games
- ☒ 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
- ☐ Alan Blevins, NVIDIA
- ☐ Alessandro Bernardi - Ubisoft - HELIX Studio
- ☐ Alex Gerveshi, AWS
- ☐ Alex Wilkie
- ☒ Alexander Kalyuzhnyy, Wizart Animation
- ☐ Allen Hastings, Foundry
- ☐ Aloys Baillet, Animal Logic
- ☒ Alson Entuna, Crytek
- ☐ Alyssa Reuter
- ☐ Andy Biar, Warner Bros.
- ☐ Ana Gomez
- ☐ Anandhaiyappan, Botvfx
- ☒ Angelo Gabriel Sapaula
- ☐ Anthony Tan, Autodesk
- ☒ Anton Palmqvist
- ☐ Arash Keissami, Nira.app
- ☐ Arielle Martin, Foundry
- ☒ Ashwin Bhat - USD and MaterialX, Autodesk
- ☐ Barry Ruff
- ☒ Ben Chung-Hoon, NVIDIA
- ☐ Ben Deniz
- ☐

- ☐ Bernard Kwok, Autodesk
- ☐ Bill Dwelly
- ☐ Bill Spitzak, Dreamworks Animation
- ☐ Bruno Ebe
- ☐ Bruno Landry (Unity)
- ☐ Carlos Felipe Garcia Murillo
- ☐ Carolin Colón
- ☐ Carson Brownlee, Intel
- ☐ Charleen Chu, SPI
- ☒ Charles Flèche, Ubisoft Montréal
- ☐ Chris King
- ☐ Christopher Lexington
- ☐ Chris Rydalch, SideFX
- ☒ Claire Chen
- ☐ Claire Yb
- ☐ Claude Robillard
- ☐ Connor Smith, Magic Leap
- ☐ 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
- ☐ Domenico Alessi
- ☐ Dominic Couture
- ☐ Doug MacMillan, Tippett Studio
- ☐ Edward Slavin, NVidia
- ☐ Élie Michel
- ☐ Eric Chadwick, Wayfair
- ☐ Eoin Murphy, NVidia
- ☐ Eric Enderton, NVidia
- ☐ Eric Majka, Psyonix/Epic Games
- ☐ Erik Ostsjo
- ☐ Étienne Archambault
- ☒ F. Sebastian Grassia, Pixar
- ☐ Fabrice Macagno, Animal Logic
- ☐ Felix Herbst, Prefrontal Cortex
- ☐ Fernando Leandro
- ☐ Francois Lord, NAD-UQAC / 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
- ☐ Jenna Bell, Disney / Invisible Thread
- ☐ Jenny Zhang
- ☒ Jeremiah Zanin, Santa Monica Studio
- ☐ Jeremy Cowles - USD Assets WG Chair, Unity
- ☐ Jerran Schmidt, NVIDIA
- ☐ Jerry Gamache
- ☒ Jesse Barker
- ☐ Jesse Ng, Metropolitan Museum of Art
- ☒ Joe Hultgren
- ☐ 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
- ☐ Jonathan Stone
- ☐ Jonghwan Hwang
- ☐ 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
- ☐ Kurtis Schmidt
- ☐ Laura Scholl
- ☐ Larry Gritz, SPI
- ☐ Lee Kerley, SPI
- ☐ Louis Marcoux, NVIDIA
- ☒ Lucas Morante, Illusorium
- ☐ Luca Scheller, RiseFX
- ☐

- ☐ Luiz Kruehl, R* NYC
- ☐ Luke Tittley
- ☐ Manuel Köster, Crytek
- ☐ Mark Alexander
- ☐ Mark Elendt, SideFX
- ☐ Mark Final, Foundry
- ☐ Mark Masson
- ☐ Mark Manca
- ☒ Mark Sisson
- ☐ Mark Tucker, SideFX
- ☐ Marteinn Oskarsson, Sony Imageworks
- ☐ 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 Buckley
- ☐ Michael Kass, NVidia
- ☐ Michael Min
- ☒ Mika Vehkala, Remedy Entertainment
- ☐ Mikko Haapoja, Shopify
- ☐ Nat Brown
- ☐ Natasha Tatarchuk, Unity
- ☐ Neil Chodorowski
- ☐ Niall Redmond, Foundry
- ☐ Nicolas Popravka, Soul Machines
- ☐ Nicolas Savva
- ☐ Oliver Dunn
- ☐ Oscar Sebio, Autodesk
- ☐ Paolo Selva, Weta
- ☐ Paul Baaske, Jellyfish Pictures
- ☐ Paul Molodowitch, NVIDIA
- ☐ Patrick Palmer
- ☐ Peter Arcara
- ☐ Pete Segal
- ☐ Phil Sawicki, NVIDIA
- ☐ Prapanch Swamy, Disney / Invisible Thread
- ☐ Pier Paolo Ciarravano, MPC
- ☐ Pierre-Luc Bruyere
- ☐ Quentin Birrer
- ☐ Ramesh Santhanam
- ☐ Richard Kerris, nVidia
- ☐

- ☐ Richard Lei, Weta
- ☐ Rob Pieké
- ☐ Rob Stauffer, SideFX
- ☐ Robin Rowe, CinePaint
- ☒ Rohit Khonde
- ☐ 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
- ☐ Shane Davis, SideFX
- ☒ Shawn Dunn, Epic Games
- ☐ Silvia Palara
- ☐ Sneha Jaikumar
- ☒ Spencer Luebbert
- ☐ Stefan Habel, Foundry
- ☐ Stephan Leroux, Shopify
- ☐ Steve Agland, Animal Logic
- ☐ Steve Hwan, DD
- ☐ Steve LaVietes
- ☒ Steven Anichini, Disbelief
- ☐ Sue Sauer, Sunrise Productions
- ☐ Sylvain Trottier, NVIDIA
- ☒ Thibault Lambert
- ☐ Thomas Kumlehn
- ☒ Tiago Carvalho
- ☐ Tzung-da Tsai
- ☐ Vadim Slyusarev
- ☒ Varun Talwar
- ☒ Wayne Wu
- ☐ Will Telford, NVIDIA
- ☐ Xiaoxi Liu, Unity
- ☐ Yassine Mankai
- ☐ YJ Jang