Diversity and Inclusion Working Group Home

Purpose

The purpose of this Working Group (WG) is to create a cross-industry effort to encourage diversity and inclusion across the open source software ecosystem for VFX and animation. The WG will bring together software engineers/developers, marketing/communications professionals, HR, and anyone else passionate about Diversity and Inclusion (D&I) within VFX and animation. We have developed three pillars under which to organize initiatives:

Diversity within the ASWF	ASWF Member Guidance	Outreach & Education
Governing Board Succession Plan	Blog series	Summer Learning Program
Ambassador Program	D&I Landing Page	National Science Fair Outreach
Hackathon	Terminology Guide	Careers Webinar Series

General Info

Diversity & Inclusion Working Group	
Mailing List	diversity@lists.aswf.io
Slack channel	https://slack.aswf.io #diversity
Meeting Information	Working Group meets monthly, Wednesdays at 12pm PT. https://lists.aswf.io/g/diversity/calendar https://zoom.us/j/99303883489
TAC Member / Board Member Sponsor	Bill Ballew, Michael B. Johnson
Chairperson(s)	Rachel Rose, Carol Payne

Recent space activity

Recently Updated

As you and your team create content this area will fill up and display the latest updates.

Meeting notes

Running WG Meeting Notes (Google Doc link)

Space contributors

No contributors found for: authors on selected page(s)