

October 26th, 2022

Time

1pm Pacific

Agenda

- Sub-working group updates
 - Assets
 - Camera
 - Games
 - MaterialX
 - Web Visualization
- Corey Revilla (Pixar): *schema versioning proposal*
 - https://graphics.pixar.com/usd/dev/wp_schema_versioning.html

Zoom

[Video Conference Link](#)

Notes

<https://docs.google.com/document/d/13XdER0byDQF0A64wBaxnrv1O3ZxUv5HLVKOFjwCeWCc/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
- ☒ Alasdair Hitchen, Foundry
- ☐ Alberto Tono
- ☐ Alessandro Bernardi - Ubisoft - HELIX Studio
- ☐ Alex Gerveshi, AWS
- ☒ Alexander Kalyuzhnyy
- ☐ Alex Hessler
- ☒ Alex Mohr
- ☐ Alex Wilkie
- ☒ Allen Hastings, Foundry
- ☐ Aloys Baillet, Animal Logic
- ☐ Andy Biar, Warner Bros.
- ☐ Andy James
- ☐ Ana Gomez
- ☐ Anandhaiyappan, Botvfx
- ☐ Anthony Tan, Autodesk
- ☐ Arash Keissami, Nira.app
- ☐ Ashwin Bhat, Autodesk
- ☐ Arielle Martin, Foundry
- ☒ Arun Pillai
- ☒ Barry Dempsey

- ☐ Barry Ruff
- ☒ Ben Chung-Hoon, NVIDIA
- ☐ Ben Deniz
- ☐ Bernard Kwok, Autodesk
- ☐ Bill Dwelly
- ☐ Bill Spitzak, Dreamworks Animation
- ☒ Blazej Floch
- ☐ Brett Levin
- ☒ Brian Fukushima
- ☒ Brian Gyss, 5th Kind
- ☐ 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
- ☐ Gyedo Jeon
- ☐ Heather J
- ☐ 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
- ☒ Jon 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
- ☒ Katie Herrera
- ☐ 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
- ☐ Luca Scheller, RiseFX
- ☐ Luke Tittley
- ☐ 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
- ☐ Ronald Sy
- ☐ Rory Woodford, Foundry
- ☐ Ryan Carter
- ☐ 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
- ☐ Steve Seung
- ☐ Sue Sauer, Sunrise Productions
- ☒ Sunya Boonyatera
- ☐ Sydney Young
- ☒ Sylvain Trottier, NVIDIA
- ☒ Thomas Kümlehn, Kreative KommunikationsKonzepte GmbH
- ☐ TJ Trently, NetEase Games
- ☐ Vadim Slyusarev
- ☒ Varun Talwar
- ☐ Wayne Wu
- ☐ Will Telford, NVIDIA
- ☐ Xiaoxi Liu, Unity
- ☐

- ☐ Xue Chen
- ☐ Yassine Mankai
- ☐ YJ Jang