

January 4th, 2023

Time

1pm Pacific

Agenda

- Sub-working group updates and review of ongoing projects + next steps
 - Assets
 - Camera
 - Games
 - MaterialX
 - Web Visualization

Zoom

[Video Conference Link](#)

Notes

<https://docs.google.com/document/d/1G7xa7PgVdDv4qixmiq7m7KSuhyTY1GF-TreG3rDOLZQ/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
 - ☒ Ehsan Shokrgozar
 - ☐ Eszter Offertaler
 - ☐ Eric Chadwick, Wayfair
 - ☐ Eric Enderton, NVidia
 - ☐ Eric Haines
 - ☐ Eric Majka
 - ☐ Erik Ostsjo
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- ☒ 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
- ☐ Greg Finch
- ☒ Guy Martin, NVIDIA
- ☐ Gyedo Jeon
- ☐ Heather J
- ☒ Henrik Edstrom, Autodesk
- ☐ Henry Vera, DNEG
- ☐ Hridiza Roy
- ☐ Jacob Kranitz
- ☐ James Pedlingham, Foundry
- ☐ Jason Kim
- ☐ Jeff Bradley, Dreamworks
- ☐ Jenna Bell, Disney / Invisible Thread
- ☒ Jennifer Horowitz
- ☐ Jenny Zhang
- ☐ Jens Jebens
- ☐ Jeremiah Zanin, Santa Monica Studio
- ☐ Jeremy Cowles - USD Assets WG Chair, Unity
- ☒ Jerran Schmidt, NVIDIA
- ☒ Jerry Gamache, Autodesk
- ☐ Jerry Huxtable, Foundry
- ☐ 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 Egstad, Foundry
- ☐ Jonathan Gerber
- ☐ Jordan Soles, Rodeo FX
- ☐

- ☐ Jordan Thistlewood, Epic
- ☐ Joshua Miller
- ☐ Joseph Goldstone
- ☒ JT Nelson, Pasadena Open Source Consortium/SoCal Blender group
- ☐ Jud Bumpas
- ☐ Julie Murphy
- ☐ Julien Dubuisson
- ☐ Kaleb Goulding, Naughty Dog
- ☐ Katie Herrera
- ☐ Kelvin Chu, Riot Games
- ☐ Kevin Bullock
- ☐ Kimball Thurston, Weta
- ☒ Koen Vroeijenstijn, Activision / Infinity Ward
- ☐ Kristof Minnaert, Remedy Entertainment
- ☐ Laura Scholl
- ☐ Larry Gritz, SPI
- ☐ Lee Kerley, SPI
- ☒ Levi Biasco
- ☐ Louis Marcoux, NVIDIA
- ☒ Lucas Morante
- ☐ Luca Scheller, RiseFX
- ☐ Luke Tittley
- ☐ Margaret Rigotti
- ☐ Mark Alexander
- ☐ Mark Elendt, SideFX
- ☐ Mark Final, Foundry
- ☐ Mark Masson
- ☐ Mark Manca
- ☐ Marin Vesely
- ☐ Mark Tucker, SideFX
- ☐ Marteinn Orn Oskarsson
- ☐ Martin Barrette
- ☒ Martin Bisson
- ☐ Martin Karlsson
- ☐ Mathieu Bertrand
- ☐ Mathieu Mazerolle, Foundry
- ☐ Matias Codesal, NVIDIA
- ☒ Matt Johnson, Epic Games
- ☐ Matt McLin
- ☐ 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
- ☒ Nicholas Burkard, Meta
- ☒ Nicolas Popravka, Soul Machines
- ☐ Nicolas Savva
- ☐ Nishanth Singaraju
- ☐ 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
- ☐ Rachina Ahuja
- ☐ 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 Kumlehn, 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