March 15th, 2023

Time

1pm Pacific

Agenda

- Sub-working group updates
  - Assets
  - Camera
  - Games
  - MaterialX
  - Web Visualization
- USD at GDC / GTC
- Guido Quaroni: *Update on USD at Adobe*

Zoom

Video Conference Link

Notes

https://docs.google.com/document/d/1LQujfokVbGGucTmMd6Svh78cclXIIRbOg25LZEtLZdE/edit?usp=sharing

Attendance

- [x] Alex Schwank - WG Co-chair, Apple
- [x] Nick Porcino - WG Co-chair, Pixar
- [ ] Michael Min - USD Camera WG, Netflix
- [x] Aaron Luk, NVIDIA
- [ ] Adam Harder
- [x] Ashwin Bhat - USD and MaterialX, Autodesk
- [ ] Alan Blevins, NVIDIA
- [ ] Alasdair Hitchen, Foundry
- [ ] Alberto Tono
- [ ] Alessandro Bernardi - Ubisoft - HELIX Studio
- [x] Alex Gerveshi, AWS
- [x] Alexander Kalyuzhnyy
- [ ] Alex Hessler
- [ ] Alex Mohr
- [ ] Alex Wilkie
- [ ] Allen Hastings, Foundry
- [ ] Aloys Baillet, Animal Logic
- [x] Andy Beers
- [ ] Andy James
- [ ] Ana Gomez
- [ ] Anandhaiyappan, Botvfx
- [ ] Anthony Tan, Autodesk
- [x] Arash Keissami, Nira.app
- [x] Ashwin Bhat, Autodesk
- [ ] Arielle Martin, Foundry
- [ ] Arun Pillai
- [x] Barry Dempsey

- [x] Barry Ruff
- [x] Ben Chung-Hoon, NVIDIA
- [ ] Ben Deniz
- [ ] Bernard Kwok, Autodesk
- [x] Bill Dwelly
- [ ] Bill Spitzak, Dreamworks Animation
- [x] Blazej Floch
- [ ] Brett Levin
- [ ] Brian Fukushima
- [ ] Brian Gyss
- [ ] Brian Savery
- [x] Bruno Landry (Unity)
- [ ] Carlos Felipe Garcia Murillo
- [x] Carson Brownlee, Intel
- [ ] Cat Ross
- [ ] Charleen Chu, SPI
- [x] Charles Fleche, Ubisoft Montréal
- [ ] Chris King
- [ ] Chris Orndorff
- [x] Chris Rydalch, SideFX
- [ ] Claire Chen
- [ ] Claire Yb
- [ ] Claudette Allingham
- [ ] Connor Smith, Magic Leap
- [ ] Corey Revilla
- [ ] Cory Omand, TWDS/Pixar
- [ ] Curtis Andrus
- [ ] Dan Herman
- [ ] Dan Lee
- [ ] Dan McGarry
- [ ] Dan Rolinek
- [x] Dan Yu, Pixar
- [ ] Daniel Heckenberg, Animal Logic
- [ ] Daniel Lanner
- [ ] Dave Hale, Riot Games
- [ ] David Aguilar, Walt Disney Animation
- [ ] David Larsson, Adobe
- [ ] Davide Pesare
- [ ] Davis Hardy
- [ ] Dean Jackson, Apple
- [ ] Deke Kincaid, Digital Domain
- [x] Dhruv Govil, Apple
- [ ] Dillon Bailey
- [ ] Divyansh Mishra
- [ ] Doug MacMillan, Tippett Studio
- [x] Doug Walker
- [ ] Dylan Molnar

- [ ] Edward Slavin, NVidia
- [ ] Élie Michel
- [ ] Eoin Murphy, NVidia
- [ ] Ehsan Shokrgozar
- [ ] Eszter Offertaler
- [ ] Eric Chadwick, Wayfair
- [ ] Eric Enderton, NVidia
- [ ] Eric Haines
- [ ] Eric Majka
- [ ] Erik Ostsjo
- [x] F. Sebastian Grassia, Pixar
- [ ] Fabrice Macagno, Animal Logic
- [ ] Felix Herbst, Prefrontal Cortex
- [ ] Fernando Leandro
- [x] François Devic, Eidos-Montréal
- [ ] Francois Lord, NAD-UQAC / Rodeo FX
- [x] Freddie Sulit
- [ ] Frieder Erdmann, Ubisoft Massive
- [ ] Garrison Thomson
- [ ] Gary Jones, Foundry
- [ ] Gordon Bradley, Autodesk
- [ ] Gordon Cameron, Epic Games
- [x] Guido Quaroni, Adobe
- [ ] Guillaume Laforge, Autodesk
- [ ] Greg Finch
- [x] Guy Martin, NVIDIA
- [ ] Gyedo Jeon
- [ ] Heather J
- [x] Henrik Edstrom, Autodesk
- [ ] Henry Vera, DNEG
- [ ] Hridiza Roy
- [ ] Jacob Kranitz
- [ ] James Pedlingham, Foundry
- [ ] Jason Kim
- [ ] Jeff Bradley, Dreamworks
- [ ] Jenna Bell, Disney / Invisible Thread
- [x] Jennifer Horowitz
- [ ] Jenny Zhang
- [ ] Jens Jebens
- [ ] Jeremiah Zanin, Santa Monica Studio
- [x] Jeremy Cowles - USD Assets WG Chair, Unity
- [ ] Jerran Schmidt, NVIDIA
- [x] Jerry Gamache, Autodesk
- [ ] Jerry Huxtable, Foundry
- [ ] Jesse Ng, Metropolitan Museum of Art
- [ ] Jim Atkinson
- [ ] Joachim De Deken

- [ ] Joe Hultgren (Visual Concepts)
- [ ] John Burnett, Bonfire Studios
- [x] Jon Creighton, Apple
- [ ] John Hood, SPI
- [ ] John Mertic, Linux Foundation
- [ ] Jon Wade, Spotify
- [ ] Jonah Friedman, Autodesk
- [ ] Jonathan Egstad, Foundry
- [ ] Jonathan Gerber
- [ ] Jordan Soles, Rodeo FX
- [ ] Jordan Thistlewood, Epic
- [ ] Joshua Miller
- [ ] Joseph Goldstone
- [x] JT Nelson, Pasadena Open Source Consortium/SoCal Blender group
- [x] Jud Bumpas
- [ ] Julie Murphy
- [ ] Julien Dubuisson
- [ ] Kaleb Goulding, Naughty Dog
- [ ] Katie Herrera
- [x] Kev Kirkland
- [ ] Kelvin Chu, Riot Games
- [ ] Kevin Bullock
- [ ] Kevin O'Brien
- [ ] Kimball Thurston, Weta
- [ ] Koen Vroeijenstijn, Activision / Infinity Ward
- [x] Kristof Minnaert, Remedy Entertainment
- [ ] Kyle Ellis
- [ ] Laura Scholl
- [ ] Larry Gritz, SPI
- [x] Lee Kerley, SPI
- [x] Levi Biasco
- [x] Louis Marcoux, NVIDIA
- [ ] Lucas Morante
- [ ] Luca Scheller, RiseFX
- [ ] Luke Titley
- [ ] 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
- [x] Matias Codesal, NVIDIA
- [x] Matt Johnson, Epic Games
- [x] Matt McLin
- [x] Matt Kuruc, NVIDIA
- [ ] Matthew Levine, WDAS
- [x] Matthew Low, DWA
- [ ] Michael B. Johnson, Apple
- [x] Michael Blain, Unity
- [ ] Michael Kass, NVidia
- [ ] Michael Min
- [x] Michael White
- [ ] Mikko Haapoja, Shopify
- [ ] Morteza Mostajab
- [ ] Natasha Tatarchuk, Unity
- [ ] Niall Redmond, Foundry
- [ ] Nick Trutanic
- [ ] Nick Wilson
- [x] Nicholas Burkard, Meta
- [x] Nicolas Popravka, Soul Machines
- [ ] Nicolas Savva
- [ ] Nicolò Dalle
- [ ] Nishanth Singaraju
- [ ] Oliver Dunn
- [ ] Oscar Sebio, Autodesk
- [ ] Paolo Selva, Weta
- [ ] Paul Baaske, Jellyfish Pictures
- [ ] Paul Molodowitch, NVIDIA
- [x] Patrick Palmer
- [x] Pete Segal
- [x] Peter Siciliano
- [x] 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
- [x] Roger Dass, Nike
- [ ] Roman Zulak
- [ ] Ronald Sy
- [ ] Rory Woodford, Foundry
- [ ] Ryan Carter

- [ ] Ryan Stelzleni
- [x] Scott Geffert, Metropolitan Museum of Art
- [ ] Scott Keating
- [ ] Sean Looper, AWS
- [ ] Sean McDuffee, Intel
- [ ] Seb Schmidt, Weta
- [ ] Sebastian Herholz, Intel
- [x] Sebastian Grassia, Pixar
- [ ] Sebastian Rath, Snowtrack Montréal
- [x] Sebastian Schwarz
- [ ] Sebastien Dalgo, Unity
- [ ] Sergei Shaykin, Apple (usdzconvert)
- [x] Sergio Rojas, Different Dimension
- [ ] Serguei Kalentchouk, Netflix
- [x] Shawn Dunn, Epic Games
- [ ] Shawn Frueh
- [x] Simon Haegler (ESRI)
- [ ] Silvia Palara
- [ ] Sonny Campbell
- [x] Sosh Mirsepassi
- [ ] Sneha Jaikumar
- [ ] Stefan Habel, Foundry
- [ ] Stephan Leroux, Shopify
- [ ] Steve Agland, Animal Logic
- [ ] Steve Hwan, DD
- [ ] Steven Johnson
- [x] Steve LaVietes
- [ ] Steve Seung
- [ ] Sue Sauer, Sunrise Productions
- [ ] Sukrit Sachdeva
- [x] Sunya Boonyatera
- [ ] Sydney Cortez, Maxar
- [ ] Sydney Young
- [ ] Sylvain Trottier, NVIDIA
- [ ] Thierry Dervieux-Lecocq
- [x] Thomas Kumlehn, Kreative KommunikationsKonzepte GmbH
- [ ] TJ Trently, NetEase Games
- [ ] Vadim Slyusarev
- [x] Varun Talwar
- [ ] Wayne Wu
- [ ] Will Telford, NVIDIA
- [ ] Xiaoxi Liu, Unity
- [ ] Xue Chen
- [ ] Yassine Mankai
- [x] YJ Jang
- [x] Zhicheng Ye, Animal Logic