

June 21st, 2023

Time

1pm Pacific

Agenda

- Sub-working group updates
 - Assets
 - Camera
 - Games
 - MaterialX
 - Web Visualization
- USD proposals roundup
 - Dhruv: [Multiple Animation Support for USDSkel](#)
- USD limits: next steps to create a proposal?
- Accessibility & USD: what is accessibility, how can we make USD more accessible and how can USD help make 3D more accessible?

Zoom

<https://zoom-lfx.platform.linuxfoundation.org/meeting/96955375634?password=f8dd722d-2a2b-41bb-9fc7-f09aacaf11b2>

Notes

https://docs.google.com/document/d/1HAs7n1Q8nkJbJlcvBpORHdJnE7c_f-sya4WFYcblqus/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
- ☒ Adam O'Neal
- ☐ 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
- ☒ Anders Langlands, NVIDIA
- ☒ Andy Beers
- ☐ Andy James
- ☐ Ana Gomez
- ☐ Anandhaiyappan, Botvfx
- ☐ Anthony Tan, Autodesk
- ☐ Anton Palmqvist

- ☒ Arash Keissami, Nira.app
- ☒ Arjun Namdeo
- ☐ Arun Pillai
- ☒ Ashwin Bhat, Autodesk
- ☐ Arielle Martin, Foundry
- ☐ Barry Dempsey
- ☒ Barry Ruff
- ☒ Ben Chung-Hoon, NVIDIA
- ☒ Ben Deniz, Volkswagen
- ☐ Bernard Kwok, Autodesk
- ☒ Bill Dwelly (Epic)
- ☒ Bill Spitzak, Dreamworks Animation
- ☒ Blazej Floch, Autodesk
- ☒ Brett Levin
- ☐ Brian Fukushima
- ☐ Brian Gyss
- ☐ Brian Savery
- ☒ Bruno Landry (Unity)
- ☐ Carlos Felipe Garcia Murillo
- ☐ Carson Brownlee, Intel
- ☐ Cat Ross
- ☐ Chad Dombrova
- ☐ Charleen Chu, SPI
- ☐ Charles Fleche, Ubisoft Montréal
- ☐ Chris King
- ☐ Chris Orndorff
- ☐ 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
- ☐ Dan Yu, Pixar
- ☐ Dan Ziegler
- ☐ Daniel Heckenberg, Animal Logic
- ☐ Daniel Lanner
- ☐ Dave Hale, Riot Games
- ☐ David Aguilar, Walt Disney Animation
- ☐ David Larsson, Adobe
- ☐ David Yu
- ☐ Davide Pesare
- ☐

- ☐ Davis Hardy
- ☐ Dean Jackson, Apple
- ☐ Dennis Lynch (NVIDIA)
- ☐ Deke Kincaid, Digital Domain
- ☒ Dhruv Govil, Apple
- ☒ Diego Garcés, Skydance Animation.
- ☐ Dillon Bailey
- ☐ Divyansh Mishra
- ☐ Doug MacMillan, Tippett Studio
- ☐ Doug Mahoney
- ☒ Doug Walker
- ☐ Dylan Molnar
- ☐ Edward Slavin, NVidia
- ☐ Elijah Nicol
- ☐ Élie Michel
- ☐ Eoin Murphy, NVidia
- ☐ Ehsan Shokrgozar
- ☐ Eszter Offertaler
- ☐ 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
- ☒ Graham Ashworth
- ☐ Greg Finch
- ☐ Guido Quaroni (Adobe)
- ☐ Guy Martin, NVIDIA
- ☒ Gyedo Jeon (DreamWorks)
- ☐ Heather J
- ☒ Henrik Edstrom, Autodesk
- ☐ Henry Vera, DNEG
- ☐ Hridiza Roy
- ☐ Jacob Kranitz



- ☒ James Craig, Apple
- ☐ James Pedlingham, Foundry
- ☐ Jason Kim
- ☐ Jeff Bradley, Dreamworks
- ☐ Jenna Bell, Disney / Invisible Thread
- ☒ Jennifer Horowitz, Maxar Technologies
- ☐ 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
- ☒ Jessica Wang, Pixar
- ☐ Jim Atkinson
- ☐ Joachim De Deken
- ☒ Joe Hultgren (Visual Concepts)
- ☐ John Burnett, Bonfire Studios
- ☒ 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
- ☒ JT Nelson, Pasadena Open Source Consortium/SoCal Blender group
- ☒ Jud Bumpas
- ☐ Julie Murphy
- ☐ Julien Dubuisson
- ☐ Kacey Coley
- ☐ Kaleb Goulding, Naughty Dog
- ☐ Katie Herrera
- ☒ Kev Kirkland, Kengin
- ☐ Kelvin Chu, Riot Games
- ☐ Kevin Bjorke
- ☐ Kevin Bullock
- ☐ Kevin O'Brien
- ☐ Kimball Thurston, Weta
- ☐ Koen Vroeijenstijn, Activision / Infinity Ward
- ☐ Kristof Minnaert, Remedy Entertainment
- ☐ Kyle Ellis
- ☐ Laura Scholl
- ☐

- ☐ Larry Gritz, SPI
- ☒ Lee Kerley, SPI
- ☒ Levi Biasco, Santa Monica Studio
- ☒ Louis Marcoux, NVIDIA
- ☐ Lucas Brown : Shutterstock
- ☒ 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 Davies, LAIKA
- ☐ Martin Karlsson
- ☐ Mathieu Bertrand
- ☐ Mathieu Mazerolle, Foundry
- ☐ Matias Codesal, NVIDIA
- ☒ Matt Johnson, Epic Games
- ☐ Matt McLin
- ☒ Matt Kuruc, NVIDIA
- ☐ Matt Wilson
- ☐ Matthew LaRocca
- ☐ Matthew Levine, WDAS
- ☒ Matthew Low, DWA
- ☐ Michael B. Johnson, Apple
- ☒ Michael Blain, Unity
- ☐ Michael Kass, NVidia
- ☐ Michael Min
- ☐ Michael White
- ☐ Mikko Haapoja, Shopify
- ☐ Morteza Mostajab
- ☐ Natasha Tatarchuk, Unity
- ☐ Niall Redmond, Foundry
- ☐ Nick Kendall-Bar
- ☐ Nick Trutanic
- ☐ Nick Wilson
- ☐ Nicholas Burkard, Meta
- ☒ 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
- ☐ Patrick Palmer
- ☐ Pete Segal
- ☐ Peter Siciliano
- ☒ Phil Sawicki, NVIDIA
- ☐ Prapanch Swamy, Disney / Invisible Thread
- ☐ Pier Paolo Ciarraivano, MPC
- ☐ Quentin Birrer
- ☐ Rachina Ahuja
- ☐ Richard Kerris, nVidia
- ☐ Richard Lei, Weta
- ☐ Rob Pieké
- ☐ Rob Stauffer, SideFX
- ☐ Robin Rowe, CinePaint
- ☐ Roger Dass, Nike
- ☐ 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
- ☐ Sebastian Schwarz
- ☐ Sebastien Dalgo, Unity
- ☐ Sergei Shaykin, Apple (usdzconvert)
- ☐ Sergio Rojas, Different Dimension
- ☐ Serguei Kalentchouk, Netflix
- ☐ Shawn Dunn, Epic Games
- ☐ Shawn Frueh
- ☒ Simon Haegler (ESRI)
- ☐ Silvia Palara
- ☐ Sonny Campbell
- ☒ Sosh Mirsepassi
- ☐ Sneha Jaikumar
- ☐ Stefan Habel, Foundry
- ☐ Stephan Leroux, Shopify
- ☐

- ☐ Steve Agland, Animal Logic
- ☐ Steve Hwan, DD
- ☐ Steven Johnson
- ☐ Steve LaVietes
- ☐ Steve Seung
- ☐ Sue Sauer, Sunrise Productions
- ☐ Sukrit Sachdeva
- ☒ Sunya Boonyatera
- ☐ Sydney Cortez, Maxar
- ☐ Sydney Young
- ☐ Sylvain Trottier, NVIDIA
- ☐ Thierry Dervieux-Lecocq
- ☒ Thomas Kumlehn, Kreative KommunikationsKonzepte GmbH
- ☐ TJ Trently, NetEase Games
- ☒ Tracy Priest
- ☐ Vadim Slyusarev
- ☒ Varun Talwar
- ☐ Wayne Wu
- ☐ Will Telford, NVIDIA
- ☐ Xiaoxi Liu, Unity
- ☐ Xiangyu Wang
- ☐ Xue Chen
- ☐ Yassine Mankai
- ☒ Ye Yu
- ☒ Yoojin Jang
- ☐ Zhicheng Ye, Animal Logic