

# 2023-11-13

November 13, 2023

Host: Doug Walker

Secretary: Doug Walker

Attendees:

- ☒ Rémi Achard (*TSC*) - DNEG
- ☒ Mark Boorer (*TSC*) - Industrial Light & Magic
- ☐ Mei Chu (*TSC*) - Sony Pictures Imageworks
- ☒ Sean Cooper (*TSC ACES TAC Rep*) - ARRI
- ☐ Michael Dolan (*TSC*) - Epic Games
- ☐ Patrick Hodoul (*TSC*) - Autodesk
- ☒ Zach Lewis (*TSC*) - Method
- ☒ Thomas Mansencal (*TSC*) - Weta FX
- ☐ Carol Payne (*TSC Chair*) - Netflix
- ☒ Mark Titchener (*TSC*) - Foundry
- ☐ Carl Rand (*TSC*) - Weta Digital
- ☒ Doug Walker (*TSC Chief Architect*) - Autodesk
- ☐ Kevin Wheatley (*TSC*) - Framestore
- ☒ Mark Reid - Mark Reid VFX

Apologies:

- Carol Payne
- Michael Dolan

## OCIO TSC Meeting Notes

- 2.3.1 release:
  - As communicated previously, we plan on making a 2.3.1 bug-fix release around the end of the year. The currently anticipated time-frame for this is early to mid December.
- Recap of annual presentation to the TAC:
  - Carol and Doug made our annual health of the project update presentation to the ASWF TAC. It went well. The most notable item is our proposal to create a "Color Interop Forum" which would be a place to coordinate color management across various projects. The TAC liked this idea and so Carol and I will be giving this more thought and will plan a longer discussion at a future TSC meeting.
- Open PRs to review:
  - Doug reviewed the many open PRs (Four from Remi, one from Eric, one from Michael, and two from Doug) that are waiting for a second approval so they may be merged.