February 17, 2021

Attendance

- ☑ Cory Omand - WG Chair, Pixar/TWDS
- ☐ Alan Blevins, Dreamworks
- ☑ Alex Gerveshi, AWS
- ☐ Alex Schwank, Apple
- ☐ Aloys Baillet, Animal Logic
- ☐ Andy Biar, Warner Bros.
- ☐ Anandhaiyappan, Botvfx
- ☐ Arash Keissami, Nira.app
- ☑ Ben Chung-Hoon, Google
- ☐ Bill Spitzak, Dreamworks Animation
- ☐ Brian Green, Dreamworks
- ☐ Carson Brownlee, Intel
- ☐ Charles Fleche, Rodeo FX
- ☑ Chris Rydalch, Blue Sky Studios
- ☐ Daniel Heckenberg, Animal Logic
- ☐ David Aguilar, Walt Disney Animation
- ☐ Deke Kincaid, Digital Domain
- ☐ Dhruv Govil, Apple
- ☐ Doug MacMillan, Tippett Studio
- ☐ Eoin Murphy, NVidia
- ☐ Eric Enderton, NVidia
- ☑ Fabrice Macagno, Animal Logic
- ☐ Francois Lord, Rodeo FX
- ☐ Gary Jones, Foundry
- ☐ Gordon Bradley, Autodesk
- ☐ Greg Wuller, AWS
- ☐ Henry Vera, DNEG
- ☐ James Pedlingham, Foundry
- ☐ Jeff Bradley, Dreamworks
- ☐ John Hood, SPI
- ☐ John Mertic, Linux Foundation
- ☐ Jordan Soles, Rodeo FX
- ☐ Jordan Thistlewood, Foundry
- ☑ JT Nelson, Pasadena Open Source Consortium/SoCal Blender group
- ☐ Kimball Thurston, Weta
- ☐ Larry Gritz, SPI
- ☐ Lee Kerley, SPI
- ☐ Luca Scheller, RiseFX
- ☐ Mark Elendt, SideFX
- ☐ Mark Final, Foundry
- ☑ Mark Tucker, SideFX
- ☐ Mathieu Mazerolle, Foundry

Minutes

- Action item follow-up (0:05-)
    - Presentation scheduling (Cory O.)
        - USD for digital backlot (**3/3**)
        - Viewing and Collaborating on USD Data (**3/17**)
- Sub-working group updates
    - USD Camera (Michael M.)
        - No updates since last USDWG
        - Next meeting Monday 2/22.
        - Update to WG in next session (3/3)
    - USD Web Visualization (Roman Z.)
        - Met this week
        - Discussed extending the visualization space to mobile/embedded (Android/iOS/rpi)
        - Issues with Web Assembly
            - USD build assumes 64-bit target, while WebASM only supports 32-bit.
        - Extending support to Android and iOS
            - Likely requires modifications to libarch and libwork to operate on these platforms.
            - Needs a CI environment – could be something to approach the CIWG about.
- Call for additional topics
    - With Blue Sky closing, technical staff with USD experience are available, please reach out (Chris R.)
    - Upgrading Houdini From USD 20.08 to 21.02
        - Very useful resource for others when looking at an upgrade to the newest quarterly release.
        - Would be great to continue this (Mark T. plans to do this again for the next update) and expand with input from others doing the same.
        - Somehow integrate Matt Johnson's Maya USD update notes (Cory O. to follow up).
        - Advertise this page to the usd-interest list.
    - USD interest list is private, requires an invite to join?
        - There was a period a couple of months ago where this was true due to a permissions issue.
        - Should be resolved now, no longer need an invite to join.
        - If you are having or hearing about trouble joining the group, please let me (Cory O.) know on the aswf slack #usd-wg channel.
- Closing/Action Items