2023-11-27

November 27th, 2023

Host: Carol Payne

Secretary: Carol Payne

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

Apologies:

- Michael Dolan
- Mark Boorer

Mark Reid

Remi Achard

OCIO TSC Meeting Notes

- 2.3.1 release
 - There are a number of fixes that can go into this release already
 - Please let Doug know if there is anything that you definitely want in the release
 - Thomas really want the python 3.12 wheels update in Doug says PR from Remi should be ready to merge, but need a second review.
 Thomas will review.
- 2.2.2 release
 - Few things here too, same note as above let us know specific PRs/Issues
 - Mark T will double check on his end for Foundry (Nuke 15 is currently on 2.2.1)
 - Would like to pull the trigger on this as well around the same time as the 2.3.1
- PRs to review
 - https://github.com/AcademySoftwareFoundation/OpenColorIO/pulls
 - https://github.com/AcademySoftwareFoundation/OpenColorIO/pull/1913
 - Fixes issue with OIIO, needs 2 reviews
 - https://github.com/AcademySoftwareFoundation/OpenColorIO/pull/1914
 - Chromaticity Inspector for OCIOView
 - In order to go to XYZ to get the chromaticities, we need to know what RGB space we're currently in
 - Doug could we use the interchange space?
 - Thomas no, we want the chromaticities of the original space
 - Doug but you could just back out the display and not the view
 - Thomas that might work, thanks!
- · Github issue groom
 - Carol to make a spreadsheet of our current labels and a proposal of what we remove/add, with the goal of changing as little of what we currently use as possible
 - o Adding a "build issues" label to possibly help search for issues related to build help etc even when they are closed
 - We'll do a review and groom together based on a first pass that Doug and Carol do at a future TSC meeting
 - End goal is an overall "status" project board as well as a Roadmap board
- Meeting timing
 - Sorry for the confusion on the UX meetings we'll settle on final times in the new year
 - Meeting for UX on december 18th would be at 12 PT we'll get it to stick and try to fix the bugs
 - Configs WG meeting will be on Tuesday Dec 5 at 1pm PT
 - Next TSC Dec 11 at 12 PT
 - No meetings of any kind after the UX meeting on the 18th until after the New Year!