

January 10, 2024

Time

9AM PST

Agenda

Notes

- USDSkel vs USDHero for video games in next meeting

GDC

- No one from Santa Monica Studio
- Barry at Siggraph
- Lot of people from Remedy. There will be doing 2 talks
- Talks from Ubisoft Massive
- SideFX will be at GDC and Siggraph (Mark Tucker will try to have a list of talks from GDC)
- Nick Porcino will be around for meet ups
- NVidia will be present
- we can find companies to host viewing party

USDDrinks

- January
- February when Frider will be here (Feb 11th to March 2nd)

Resolution

- Better support and roundabout for GDC and engines for assets
- checking the future of FBX and how integrated it in USD.
 - It is difficult to have a good path forward for USD, What is missing in USD, etc
 - Autodesk is going to winding down the FBX team.
 - Survey was done to see what are the differences between GLTF and Fbx
 - Adobe github has stub for the import from Fbx to USD (<https://github.com/adobe/USD-Fileformat-plugins>)
- Having very simple example how to organize a simple indie game (resolution 1)
 - How do you play
 - How do you put it in the engine
 - Check Apple's example (<https://developer.apple.com/library/archive/samplecode/Fox/Introduction/Intro.html>)
 - Sample code: <https://developer.apple.com/library/archive/samplecode/Fox/FoxBuildingaSceneKitGameWiththeXcodeSceneEditor.zip>
 - Complete Example
 - Having it engine agnostic
 - Maybe having an improved USDView
 - Do we need to rebuild the scene at every frame? The group need to decide)
 - See Physics Example from nvidia.
 - Switch game example : <https://github.com/VictorYudin/switch>
 - see Kev Kirkland presentation
 - Kev is going to be working on a sample game over the next few months using OpenUsd, but it's more dogfooding for the engine he is working on.

nVidia at CES

Tangentially related to games, NVIDIA announced during CES the upcoming release of a few RTX Remix projects, including:

- Portal 2
- Half-Life 2
- For additional details:
 - <https://www.nvidia.com/en-us/geforce/rtx-remix/>
 - <https://www.nvidia.com/en-us/geforce/news/geforce-rtx-ces-2024-announcements/>

Attendance

- ☒ François Devic, Co-Lead
- ☐ TJ Trently, Co-Lead, Firewalk

- ☐ Alex Schwank - WG Co-chair, Apple
- ☐ Nick Porcino - WG Co-chair, Pixar
- ☐ Michael Min - USD Camera WG, Netflix
- ☐ Roman Zulak - USD on the web WG, NVIDIA
- ☐ Aaron Luk, NVIDIA
- ☐ Adam Harder
- ☐ Alan Blevins, NVIDIA
- ☐ Alessandro Bernardi - Ubisoft - HELIX Studio
- ☐ Alex Gerveshi, AWS
- ☐ Alex Wilkie
- ☐ Alexander Kalyuzhnyy, Wizart Animation
- ☐ Allen Hastings, Foundry
- ☐ Aloys Baillet, Animal Logic
- ☐ Alson Entuna, Crytek
- ☐ Alyssa Reuter
- ☐ Andy Beers
- ☐ Andy Biar, Warner Bros.
- ☐ Ana Gomez
- ☐ Anandhaiyappan, Botvfx
- ☐ Angelo Gabriel Sapaula
- ☐ Anthony Tan, Autodesk
- ☐ Anton Palmqvist
- ☐ Arash Keissami, Nira.app
- ☐ Arielle Martin, Foundry
- ☐ Ashwin Bhat - USD and MaterialX, Autodesk
- ☒ Barry Dempsey
- ☐ Barry Ruff
- ☐ Ben Chung-Hoon, NVIDIA
- ☐ Ben Deniz
- ☐ Bernard Kwok, Autodesk
- ☐ Bill Dwelly
- ☐ Bill Spitzak, Dreamworks Animation
- ☒ Blazej Floch
- ☐ Brian Gyss, 5th Kind
- ☐ Bruno Ebe
- ☐ Bruno Landry (Unity)
- ☐ Carlos Felipe Garcia Murillo
- ☐ Carolin Colón
- ☐ Carson Brownlee, Intel
- ☐ Charleen Chu, SPI
- ☐ Charles Flèche, Ubisoft Montréal
- ☐ Chris King
- ☐ Christopher Lexington
- ☐ Chris Rydalch, SideFX
- ☐ Claire Chen
- ☐ Claire Yb
- ☐ Claude Robillard
- ☐

- ☐ Connor Smith, Magic Leap
- ☐ Corey Revilla
- ☐ Cory Omand, TWDS/Pixar
- ☐ Curtis Andrus
- ☐ Dan Herman
- ☐ Dan Lee
- ☐ Dan Rolinek
- ☐ Daniel Heckenberg, Animal Logic
- ☐ Daniel Lanner
- ☐ Dave Hale, Riot Games
- ☐ David Aguilar, Walt Disney Animation
- ☐ David Larsson, Adobe
- ☐ Dean Jackson, Apple
- ☐ Deke Kincaid, Digital Domain
- ☐ Dhruv Govil, Apple
- ☐ Divyansh Mishra
- ☐ Diya Joy
- ☐ Domenico Alessi
- ☐ Dominic Couture
- ☐ Doug MacMillan, Tippett Studio
- ☐ Edward Slavin, NVidia
- ☐ Élie Michel
- ☐ Eric Chadwick, Wayfair
- ☐ Eoin Murphy, NVidia
- ☐ Eric Enderton, NVidia
- ☐ Eric Majka, Psyonix/Epic Games
- ☐ Erik Ostsjo
- ☐ Étienne Archambault
- ☐ F. Sebastian Grassia, Pixar
- ☐ Fabrice Macagno, Animal Logic
- ☐ Felix Herbst, Prefrontal Cortex
- ☐ Fernando Leandro
- ☐ Francois Lord, NAD-UQAC / Rodeo FX
- ☒ Frieder Erdmann, Ubisoft Massive
- ☐ Gary Jones, Foundry
- ☐ Geoff Evans, NVIDIA
- ☐ Georgie Challis
- ☐ Gordon Bradley, Autodesk
- ☐ Gordon Cameron, Epic Games
- ☐ Guido Quaroni, Adobe
- ☐ Guillaume Laforge, Autodesk
- ☐ Guy Martin, NVIDIA
- ☐ Hamed Sabri
- ☐ Hendrik Helpach
- ☐ Henrik Edstrom, Autodesk
- ☐ Henry Vera, DNEG
- ☐ Ife Olowe
- ☐

- ☐ James Pedlingham, Foundry
- ☐ Jason Rosson
- ☐ Jeff Bradley, Dreamworks
- ☐ Jenna Bell, Disney / Invisible Thread
- ☐ Jennifer Horowitz, Maxar
- ☐ Jenny Zhang
- ☒ Jeremiah Zanin, Santa Monica Studio
- ☐ Jeremy Cowles - USD Assets WG Chair, Valve
- ☐ Jerran Schmidt, NVIDIA
- ☐ Jerry Gamache
- ☐ Jesse Barker
- ☐ Jesse Ng, Metropolitan Museum of Art
- ☒ Jessica Wang, Pixar
- ☐ Joe Hultgren
- ☐ John Burnett, Bonfire Studios
- ☐ John Creighton, Apple
- ☐ John Hood, SPI
- ☐ John Mertic, Linux Foundation
- ☐ Jon Creighton, Apple
- ☐ Jon Wade, Spotify
- ☐ Jonah Friedman, Autodesk
- ☐ Jonathan Gerber
- ☐ Jonathan Stone
- ☐ Jonghwan Hwang
- ☐ Jordan Soles, Rodeo FX
- ☐ Jordan Thistlewood, Epic
- ☐ Joshua Miller
- ☐ Joseph Goldstone
- ☐ JP Mackel
- ☒ JT Nelson, Pasadena Open Source Consortium/SoCal Blender group
- ☐ Julien Dubuisson
- ☒ Kev Kirkland
- ☐ Kevin Bullock
- ☐ Kelvin Chu, Riot Games
- ☐ Kimball Thurston, Weta
- ☐ Koen Vroeijenstijn, Activision / Infinity Ward
- ☒ Kristof Minnaert, Remedy Entertainment
- ☐ Kurtis Schmidt
- ☐ Laura Scholl
- ☐ Larry Gritz, SPI
- ☐ Lee Kerley, SPI
- ☐ Levi Biasco, Santa Monica Studio
- ☐ Louis Marcoux, NVIDIA
- ☐ Lucas Morante, Illusorium
- ☐ Luca Scheller, RiseFX
- ☐ Luiz Kruehl, R* NYC
- ☐ Luke Titley
- ☐

- ☐ Manuel Köster, Crytek
- ☐ Mark Alexander
- ☐ Mark Elendt, SideFX
- ☐ Mark Final, Foundry
- ☐ Mark Masson
- ☐ Mark Manca
- ☐ Mark Sisson
- ☒ Mark Tucker, SideFX
- ☐ Marteinn Oskarsson, Sony Imageworks
- ☐ Martin Karlsson
- ☐ Mathieu Bertrand
- ☐ Mathieu Mazerolle, Foundry
- ☐ Matias Codesal, NVIDIA
- ☐ Matt Johnson, Epic Games
- ☐ Matt Kuruc, NVIDIA
- ☐ Matthew Levine, WDAS
- ☐ Matthew Low, DWA
- ☐ Michael B. Johnson, Apple
- ☐ Michael Blain, Unity
- ☐ Michael Buckley
- ☐ Michael Kass, NVidia
- ☐ Michael Min
- ☐ Mika Vehkala, Remedy Entertainment
- ☐ Mikko Haapoja, Shopify
- ☐ Nat Brown
- ☐ Natasha Tatarchuk, Unity
- ☐ Neil Chodorowski
- ☐ Niall Redmond, Foundry
- ☐ Nicolas Popravka, Soul Machines
- ☐ Nicolas Savva
- ☐ Nishanth Singaraju
- ☐ Nishith Singhai
- ☐ Oliver Dunn
- ☐ Oscar Sebio, Autodesk
- ☐ Paolo Selva, Weta
- ☐ Paul Baaske, Jellyfish Pictures
- ☐ Paul Molodowitch, NVIDIA
- ☐ Patrick Palmer
- ☐ Peter Arcara
- ☐ Pete Segal
- ☐ Phil Sawicki, NVIDIA
- ☐ Prapanch Swamy, Disney / Invisible Thread
- ☐ Pier Paolo Ciarravano, MPC
- ☐ Pierre-Luc Bruyere
- ☐ Quentin Birrer
- ☐ Ramesh Santhanam
- ☐ Rebecca Hallac
- ☐

- ☐ Richard Frangenberg
- ☐ Richard Kerris, nVidia
- ☐ Richard Lei, Weta
- ☐ Rob Pieké
- ☐ Rob Stauffer, SideFX
- ☒ Robert Krupa, Elemental Games
- ☐ Robin Rowe, CinePaint
- ☐ Rohit Khonde
- ☐ Rory Woodford, Foundry
- ☐ 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
- ☐ Sebastien Dalgo, Unity
- ☐ Sergei Shaykin, Apple (usdzconvert)
- ☐ Sergio Rojas, Different Dimension
- ☐ Serguei Kalentchouk, Netflix
- ☐ Shane Davis, SideFX
- ☐ Shawn Dunn, Epic Games
- ☐ Simon Haegler, Esri
- ☐ Silvia Palara
- ☐ Sneha Jaikumar
- ☐ Spencer Luebbert
- ☐ Stefan Habel, Foundry
- ☐ Stephan Leroux, Shopify
- ☐ Steve Agland, Animal Logic
- ☐ Steve Hwan, DD
- ☐ Steve LaVietes
- ☐ Steven Anichini, Disbelief
- ☐ Sue Sauer, Sunrise Productions
- ☐ Sylvain Trottier, NVIDIA
- ☐ Thibault Lambert
- ☐ Thomas Chollet
- ☐ Thomas Kumlehn
- ☐ Tiago Carvalho
- ☐ Tim Armstrong
- ☐ Tim Fowler
- ☐ Tzung-da Tsai
- ☐ Vadim Slyusarev
- ☐ Varun Talwar
- ☒ Wayne Wu
- ☐ Will Telford, NVIDIA
- ☐

- ☐ Xiaoxi Liu, Unity
- ☐ Yassine Mankai
- ☐ YJ Jang