2024-01-22

January 22, 2024

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
- ☑ Mark Reid - Animal Logic

Apologies:

- Thomas Mansencal

OCIO TSC Meeting Notes

- Adding Cuneyt Ozdas to the committers list
  - Cedric Fuoco has been contributing to OCIO from Autodesk, but has moved to the OpenRV project
  - Cuneyt Ozdas joining OCIO dev from Autodesk! Was lead dev on OCIO integration in 3DSMax!
  - Doug creating a PR to request to add him to the committers list
  - Next TSC meeting will spend time on Leadership votes, TSC member commitments, and new committer final approval
- ACES 2.0 timing / roadmap
  - ACES 2.0 is imminent. Got an email from Alex Forsythe asking for our drop dead date we'd need ACES 2.0 release in order to support in OCIO 2.4
  - Remi might be up for helping implement, will be dependent on timing
  - Kevin - thinks a couple of months to implement is reasonable. Leadership of OT group will likely be available to help. There will be a CTL translation - which may or may not help. Man dev was done in Blink, which might be slightly more useful for GPU implementation.
  - Could start looking at current code for an idea
  - Will create an issue on the OCIO repo and start aggregating info and investigating
  - One particular algorithm is subject to change - the gamut mapping
  - Most challenging to implement will be the gamut mapping - might not be analytically invertible
  - Will stay in closer contact with Kevin / ACES leadership as release gets closer
- GitHub Label Revision:
  - https://docs.google.com/spreadsheets/d/1Yq3PkDIcbcpYYAKTJcqyegROyydf4kD5NsQlGTg2yZc/edit#gid=0
  - Getting implemented next week, open for last comments before then, and then we'll see how it works for us and update from there
- PRs to review #1933 (More Linux wheels)
  - Doug logged an issue due to a crash - didn't think it would be an issue, but it seems like it is
  - Remi has a PR using the new ABI, we'd like to get this out quickly as it's crashing on applications using 2024 VFX reference platform
  - Michael will take a look at the PR
  - Kevin also has a very draft PR on updates to ocio archiving - definitely needs eyes as it changes API/ABI
  - Mark has a PR for AVX512 - would be good to test it on Windows https://github.com/AcademySoftwareFoundation/OpenColorIO/pull/1932
  - Should check in the paid runners section
- OpenSSF Badge Review (https://www.bestpractices.dev/en/projects/2612?criteria_level=1)
  - Overview of all ASWF projects: https://docs.google.com/spreadsheets/d/1bEacUNFizeT8QtfsvqiRNNgvty8_tweHjassHko6OhQ/edit#gid=67150143
  - MaterialX & OpenEXR are the furthest along, in case anyone is curious
  - TAC is working through requirements to Gold/Silver badges, to see what requirements are truly not relevant / not achievable for ASWF projects, so we can get more projects over the threshold (it's **technically** required for a project to achieve silver/gold to be adopted, though none of our projects have.)
  - Carol has taken a first stab at reviewing our Silver requirements, we are further along than we might think. Biggest areas of issue are in Quality & Security, and some may be easy (ish) fixes/adds.
  - The project MUST automatically enforce its selected coding style(s) if there is at least one FLOSS tool that can do so in the selected language(s).

- We **should** probably do this - but which one? Throw a bunch of clang styles at it and see which one has the least diff? And then just pick a python style (pep8? black?)
- Autodesk tried to follow existing style as much as possible when re-writing major parts for ociov2
- Carol will create an issues to propose this work, and then we'll need the CI checks to verify it
- could look into git pre-commit hooks
  - If you have time, would appreciate more eyes on this / opinions before next week's TAC meeting.