




Imaging and Color

<p>Color Science</p> <p>OpenColorIO ASWF Adopted</p> <p>rawtoaces ASWF Incubation</p> <p>ACES COLOUR</p>	<p>Image Formats, I/O, and Processing Libraries</p> <p>OpenEXR ASWF Adopted</p> <p>OpenImageIO ASWF Incubation</p> <p>libitmf OpenCV Ptex PySceneDetect sequencer three.js</p>	<p>Display and Review</p> <p>DPEL ASWF Incubation</p> <p>OPEN REVIEW INITIATIVE ASWF Sandbox</p> <p>tlRender</p>	<p>Interactive Compositing and Painting</p> <p>Alton CinePaint gimp NATRON PhotoFlow trackemato</p>
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l.aswf.io

This landscape is intended as a map to explore open source projects within the animation and visual effects industry, and also shows the member companies of the Academy Software Foundation.

Assets and Workflow

<p>Scenes and Geometry</p> <p>Academy Software Foundation USD Working Group ASWF Working Group</p> <p>AUTODESK MAYA OpenFlipper OpenMesh</p> <p>ALLEGRIC COLLADA DNEG MESHROOM nvidia PhysX USD</p>	<p>Timelines and Animation</p> <p>OpenTimelineIO ASWF Incubation</p> <p>edl timecode</p>	<p>Pipelines and Frameworks</p> <p>OPEN ASSETIO ASWF Sandbox</p> <p>kdenlive Olive openPYPE TACTIC</p>	<p>Software Foundation and System Administration</p> <p>rez ASWF Incubation</p> <p>AuthorityX ForestFlow Luma PyMEL pyString QIPyConvert Soak Migrations</p>
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ASWF Member Company

<p>Premier</p> <p>Academy of Motion Picture Arts and Sciences Adobe AMD aws AUTODESK DNEG DREAMWORKS UNREAL ENGINE Microsoft NETFLIX NVIDIA unity weta DIGITAL</p>	<p>General</p> <p>Google intel imageworks WALT DISNEY Studios ftrack hp MAXON otoy Red Hat SideFX FOUNDRY Wevr</p>	<p>Associate</p> <p>blender etc movie labs SMPTE KHRONOS VES</p>
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Rendering and Queuing

<p>Rendering, Lighting, and Lookdev</p> <p>MATERIALX ASWF Incubation</p> <p>open shading language ASWF Incubation</p> <p>Autodesk Cryptomatte intel Eembree MOONRAY nvidia MDL RenderPass</p>	<p>Queueing and Render Management</p> <p>OpenCue ASWF Adopted</p> <p>CGRU</p>
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Math and Simulation

<p>File Formats and Interchange</p> <p>OpenVDB ASWF Adopted</p> <p>OpenFX ASWF Incubation</p> <p>Field3D Partio DNEG</p>	<p>Simulation</p> <p>OpenVDB</p>	<p>Math Foundations</p> <p>Academy Software Foundation Rust Working Group ASWF Working Group</p> <p>ANN EGAL PILMath Se-Expr()</p>
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