

Imaging and Color

<p><b>Color Science</b></p> <ul style="list-style-type: none"> <li>OpenColorIO (ASWF Adopted)</li> <li>rawtoaces (ASWF Incubation)</li> <li>ACES</li> <li>OpenColorIO</li> <li>COLOUR</li> </ul>	<p><b>Image Formats, I/O, and Processing Libraries</b></p> <ul style="list-style-type: none"> <li>OpenEXR (ASWF Adopted)</li> <li>OpenImageIO (ASWF Incubation)</li> <li>OpenEXR</li> <li>OpenImageIO</li> <li>libitmf</li> <li>OpenCV</li> <li>openMVG</li> <li>pfstools</li> <li>Ptex</li> <li>PySceneDetect</li> <li>sequencer</li> <li>three.js</li> </ul>	<p><b>Display and Review</b></p> <ul style="list-style-type: none"> <li>DPEL (ASWF Incubation)</li> <li>OPEN REVIEW INITIATIVE (ASWF Sandbox)</li> <li>Open RV</li> <li>tRender</li> </ul>	<p><b>Interactive Compositing and Painting</b></p> <ul style="list-style-type: none"> <li>AuthorityX</li> <li>Alton</li> <li>CinePaint</li> <li>GIMP</li> <li>Natron</li> <li>PhotoFlow</li> <li>TrackMania</li> </ul>
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[l.aswf.io](http://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><b>Scenes and Geometry</b></p> <ul style="list-style-type: none"> <li>Academy Software Foundation USD Working Group (ASWF Working Group)</li> <li>AUTODESK</li> <li>OpenFlipper</li> <li>Myra Reticle</li> <li>MESHROOM</li> <li>OpenMesh</li> <li>USD</li> </ul>	<p><b>Timelines and Animation</b></p> <ul style="list-style-type: none"> <li>OpenTimelineIO (ASWF Incubation)</li> <li>collada</li> <li>DNEG</li> <li>edl</li> <li>franchinetti</li> <li>timecode</li> </ul>	<p><b>Pipelines and Frameworks</b></p> <ul style="list-style-type: none"> <li>OPEN ASSETIO (ASWF Sandbox)</li> <li>blender</li> <li>CGWIRE</li> <li>portex</li> <li>gaffer</li> <li>kdenlive</li> <li>Olive</li> <li>openPYPE</li> <li>TACTIC</li> </ul>	<p><b>Software Foundation and System Administration</b></p> <ul style="list-style-type: none"> <li>rez (ASWF Incubation)</li> <li>AuthorityX</li> <li>ForestFlow</li> <li>PyMEL</li> <li>pyString</li> <li>QIPyConvert</li> <li>Boat Migrations</li> </ul>
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ASWF Member Company

<p><b>Premier</b></p> <ul style="list-style-type: none"> <li>Academy of Motion Picture Arts and Sciences</li> <li>Adobe</li> <li>AMD</li> <li>aws</li> <li>AUTODESK</li> <li>DNEG</li> <li>DREAMWORKS</li> <li>UNREAL ENGINE</li> <li>Google</li> <li>intel</li> <li>Microsoft</li> <li>NETFLIX</li> <li>NVIDIA</li> <li>imageworks</li> <li>WALT DISNEY Studios</li> </ul>	<p><b>General</b></p> <ul style="list-style-type: none"> <li>unity</li> <li>weta DIGITAL</li> <li>ANIMALLOGIC</li> <li>BOSS/ELT</li> <li>CANONICAL</li> <li>CoreWeave</li> <li>FRANZBROSNE</li> <li>ftrack</li> <li>hp</li> <li>MAXON</li> <li>otoy</li> <li>Red Hat</li> <li>RODEO</li> <li>SideFX</li> <li>FOUNDRY</li> <li>WB</li> <li>Wevr</li> </ul>	<p><b>Associate</b></p> <ul style="list-style-type: none"> <li>blender</li> <li>etc</li> <li>movie labs</li> <li>SMPTE</li> <li>KHRONOS</li> <li>VES</li> </ul>
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Rendering and Queuing

<p><b>Rendering, Lighting, and Lookdev</b></p> <ul style="list-style-type: none"> <li>MATERIALX (ASWF Incubation)</li> <li>open shading language (ASWF Incubation)</li> <li>Autodesk</li> <li>MOONRAY</li> <li>nvidia MDL</li> <li>RenderPass</li> </ul>	<p><b>Queueing and Render Management</b></p> <ul style="list-style-type: none"> <li>OpenCue (ASWF Adopted)</li> <li>CGRU</li> </ul>
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Math and Simulation

<p><b>File Formats and Interchange</b></p> <ul style="list-style-type: none"> <li>OpenVDB (ASWF Adopted)</li> <li>OpenFX (ASWF Incubation)</li> <li>Field3D</li> <li>Partio</li> <li>DNEG</li> </ul>	<p><b>Simulation</b></p> <ul style="list-style-type: none"> <li>OpenFX</li> </ul>	<p><b>Math Foundations</b></p> <ul style="list-style-type: none"> <li>Academy Software Foundation Rust Working Group (ASWF Working Group)</li> <li>ANN</li> <li>CGAL</li> <li>PiMath</li> <li>Se-Expr()</li> </ul>
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