

Imaging and Color

Color Science

OpenColorIO
ASWF Adopted

rawtoaces
ASWF Incubation

ACES
OpenColorIO
COLOUR

Image Formats, I/O, and Processing Libraries

OpenEXR
ASWF Adopted

OpenImageIO
ASWF Incubation

FFmpeg
OpenMVG
libitmf
OpenCV
Ptex
PySceneDetect
sequencer
three.js

Display and Review

DPEL
ASWF Incubation

OPEN REVIEW INITIATIVE
ASWF Sandbox

Open RV
tRender

Interactive Compositing and Painting

AUTHORITY X
Aton
CinePaint
gimp
NATRON
PhotoFlow
TrackMania



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.



ASWF Member Company

Premier

Academy of Motion Picture Arts and Sciences
Adobe
AMD
aws
AUTODESK
DNEG
DREAMWORKS
UNREAL ENGINE
Google
intel
Microsoft
NETFLIX
NVIDIA
imageworks
WALT DISNEY Studios

General

ANIMALLOGIC
BOULDER
Canonical
CoreWeave
FOUNDRY
fttrack
hp
MAXON
otoy
Red Hat
RODEO
SideFX
FOUNDRY
Wevr

Associate

blender
etcc
movie labs
SMPTE
KHRONOS
VES

Assets and Workflow

Scenes and Geometry

Academy Software Foundation
USD Working Group
ASWF Working Group

AUTODESK
Maya Release
OpenFlipper
OpenMesh
MESHROOM
OpenSubdiv
PhysX
USD

Timelines and Animation

OpenTimelineIO
ASWF Incubation

collada
DNEG
eell
flamechicken
timecode

Pipelines and Frameworks

OPEN ASSETIO
ASWF Sandbox

blender
CGWIRE
gaffer
TACTIC
kdenlive
Olive
openPYPE

Software Foundation and System Administration

rez
ASWF Incubation

AUTHORITY X
ForestFlow
Luma
PYMEL
pyString
QIPyConvert
Soak Migrations

Rendering, Lighting, and Lookdev

open shading language
ASWF Adopted

MATERIAL X
ASWF Incubation

Autodesk
Cryptomatte
intel
EMBREE
MOONRAY
NVIDIA
MDL
intel
Open Image Denoise
RenderPine

Queueing and Render Management

OpenCue
ASWF Adopted

CGRU

File Formats and Interchange

OpenVDB
ASWF Adopted

OpenFX
ASWF Incubation

Partio
DNEG

Simulation Math Foundations

Academy Software Foundation
Rust Working Group
ASWF Working Group

ANN
CGAL
PIMath
Se-Expr()

Rendering and Queuing

Math and Simulation