

Imaging and Color

<p>Color Science</p> <ul style="list-style-type: none"> OpenColorIO (ASWF Adopted) rawtoaces (ASWF Incubation) ACES OpenColorIO COLOUR 	<p>Image Formats, I/O, and Processing Libraries</p> <ul style="list-style-type: none"> OpenEXR (ASWF Adopted) OpenImageIO (ASWF Incubation) FFmpeg gating libitmf OpenCV OpenAVC pfstools Ptex PySceneDetect sequencer three.js 	<p>Display and Review</p> <ul style="list-style-type: none"> DPEL (ASWF Incubation) OPEN REVIEW INITIATIVE (ASWF Sandbox) Open RV tRender 	<p>Interactive Compositing and Painting</p> <ul style="list-style-type: none"> AUTHORITYFX (ASWF Adopted) Aton CinePaint gimp NATRON PhotoFlow trackemantics
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Assets and Workflow


<p>Scenes and Geometry</p> <ul style="list-style-type: none"> Academy Software Foundation USD Working Group (ASWF Working Group) AUTODESK OpenFlipper AlEMBIC COLLADA OpenSubdiv MESHROOM OpenMesh PhysX by NVIDIA USD 	<p>Timelines and Animation</p> <ul style="list-style-type: none"> OpenTimelineIO (ASWF Incubation) edl Timeline timecode 	<p>Pipelines and Frameworks</p> <ul style="list-style-type: none"> OPEN ASSETIO (ASWF Sandbox) blender CGWIRE sortex aaffer kdenlive Olive openPYPE TACTIC Disney USD Release Framework 	<p>Software Foundation and System Administration</p> <ul style="list-style-type: none"> rez (ASWF Incubation) AUTHORITYFX (ASWF Adopted) ForestFlow PyMEL pyString QIPyConvert Boat Migrations
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Rendering and Queuing

<p>Rendering, Lighting, and Lookdev</p> <ul style="list-style-type: none"> open shading language (ASWF Adopted) MATERIALX (ASWF Incubation) Autodesk RenderMan EMBREE MOONRAY NVIDIA MDL intel Open Image Denoise QUILTIx Stratovis 	<p>Queueing and Render Management</p> <ul style="list-style-type: none"> OpenCue (ASWF Adopted) CGRU aws
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Math and Simulation

<p>File Formats and Interchange</p> <ul style="list-style-type: none"> OpenVDB (ASWF Adopted) OpenFX (ASWF Incubation) Partio ONEG 	<p>Simulation</p> <ul style="list-style-type: none"> OpenFX 	<p>Math Foundations</p> <ul style="list-style-type: none"> ANN CGAL PiMath Se-Expr()
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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

<p>Premier</p> <ul style="list-style-type: none"> Academy of Motion Picture Arts and Sciences Adobe aws AUTODESK ONEG DREAMWORKS UNREAL ENGINE Google intel Microsoft 	<p>General</p> <ul style="list-style-type: none"> NETFLIX NVIDIA mageworks Walt Disney Studios weta DIGITAL ANIMALLOGIC BOLT GRAPHICS Canonical CoreWeave FRANKSTONES ftrack hp MAXON MOD TESS otoy Red Hat RODEO SideFX FOUNDRY Wevr 	<p>Associate</p> <ul style="list-style-type: none"> blender etc movie labs SMPTE KRONOS VES
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