

/* ACADEMY SOFTWARE FOUNDATION

open
Source
days^{'26}



How to Train Your Renderer

*MoonRay's Journey from
DreamWorks' Dragons to ASWF*



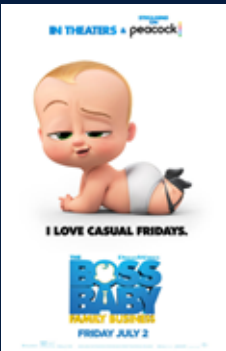
ASWF Open Source Days 2026



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MoonRay at DreamWorks



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DREAMWORKS | TECHNOLOGY



MoonRay Production Render



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DREAMWORKS

TECHNOLOGY

MoonRay: Flexibility & Performance

Moonshine:

collection of
layerable
production
shaders

Arras:

cloud
computation
framework for
local and
distributed
rendering

MoonRay:

high-end production path tracer



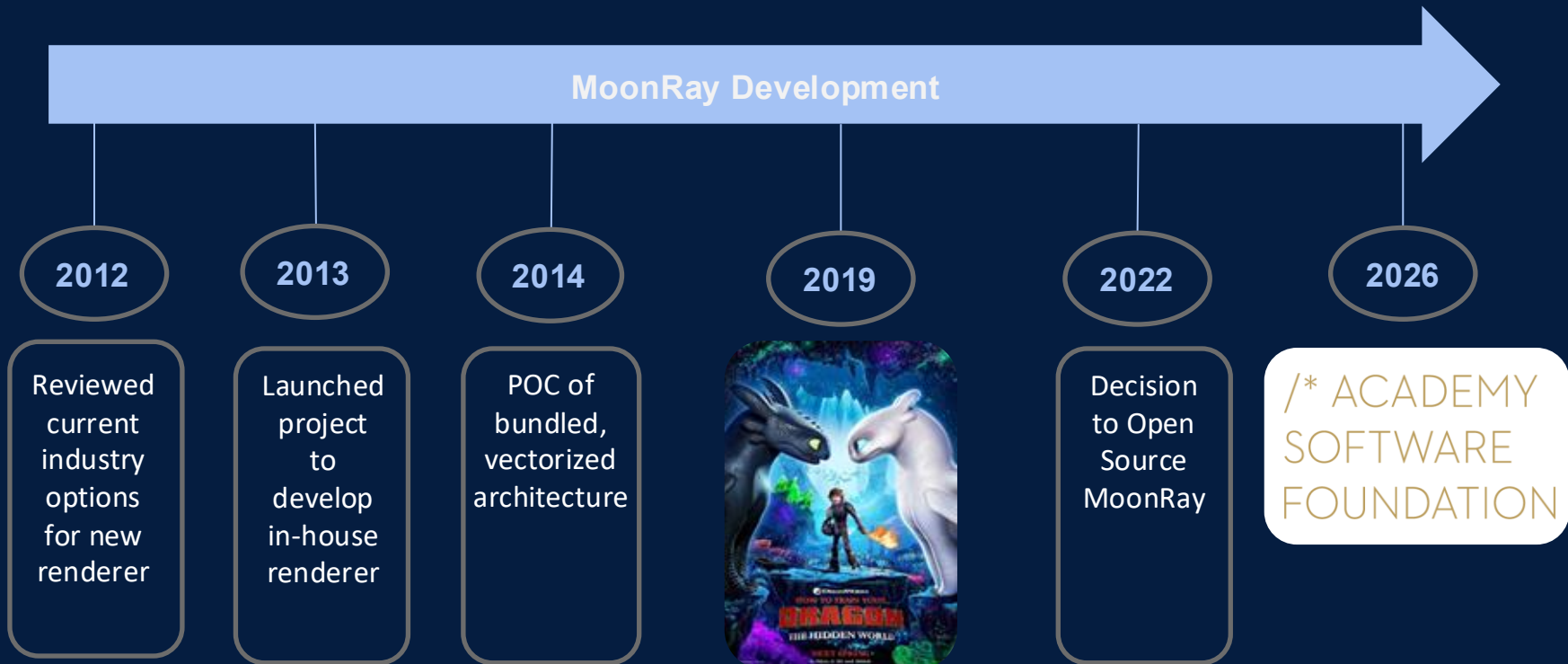
*Keep all the lanes of all the cores of all
the machines busy all the time with
meaningful work*



MoonRay Arras: Interactive Workflows



MoonRay: Development History



The Challenges of 'Breaking Out'

Core Technical Hurdles:

- Internal dependencies
- Proprietary data formats
- Structural pipeline integration

Initial Focus Areas:

- Standardizing the build system
- Reducing studio dependencies
- Minor (but rigorous) code cleanup
- Building a massive library of clear, public documentation from scratch



MoonRay's Open-Source Journey (So Far)



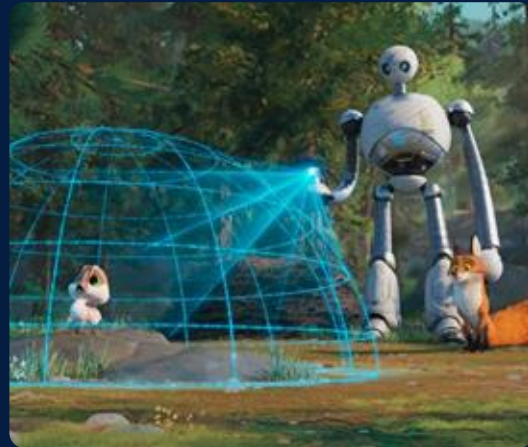
Building Community

- Leverage enthusiasm
- Brilliant collaborators



Key Lessons Learned

- Documentation!!!
- Maintainer support
- Handling contributions



Measuring Success

- Not about “vanity” metrics
- Independent innovation
- Becoming a shared asset



The Next Chapter: ASWF



Early Wins Under ASWF

Community Engagement

- Integration with ASWF / LF infrastructure
- Regular TSC meeting with community engagement
- Growing community on #moonray Slack
- Community and vendor engagement on direct integration with DCCs
- Microsoft collaboration for MoonRay on Windows
- Early collaboration on OpenPBR testing



Skadoosh!



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