



WELCOME TO OPEN SOURCE DAYS 2026!

David Morin, Executive Director



8th

State of the Foundation

open source is
the best path
to
collaborative
development

An Open Source Foundation Developed in Partnership



The Academy Software Foundation
provides a neutral forum
for open source software developers
in the motion picture
and broader media industries
to share resources and collaborate
on technologies for image creation,
visual effects, animation and sound.

aswf.io



ASWF created

August 10, 2018

Founding members:

Animal Logic
Autodesk
Blue Sky Studios
Cisco
DNEG
DreamWorks
Animation
Epic Games
Foundry
Google Cloud
Intel
SideFX
The Walt Disney
Studios
Weta Digital



Scitech
Council

Open source
Investigation
concludes



01

First project

October 23, 2018

OpenVDB

New members:

Sony Pictures
Entertainment
Warner Bros.
Blender Foundation
Visual Effects Society

Feb 8, 2019

OpenColorIO

May 1 2019

OpenEXR
OpenCue
NVIDIA
ftrack
Red Hat

Open Source Day 2019

July 29, 2019

OpenTimelineIO

Netflix
Amazon Web Services
Rodeo FX
MovieLabs

05

Sept 13
2019
Apple
Microsoft

06

Apr 16
2020
Open
Shading
Language
AMD
DockYard

07

Open Source Days 2020

Aug 19-20 2020

Unity
Conductor
Technologies
SMPTE

08

Dec. 15
2020
Adobe
ETC

09

Open Source Days 2021

Aug 4-5 2021

MaterialX
Maxon

10

Open Source Forum 2022

March 10, 2022

Raw2ACES
Rez
DPEL

11

Open Source Days 2022

August 8-9

OpenFX
OpenAssetIO
Open Review
Initiative
Canonical
Khronos Group

12

Open Source
Forum 2023
Feb 16 2023
HP
Framestore

13

Open Source Days 2023

July 25 -
August 7, 2023

OpenImageIO
Otoy
Bolt Graphics
Coreweave

14

Open Source
Forum 2024
Feb 22 2024
Mod Tech
Labs

15

Open Source Days 2024

July 23-29 2024

Samsung
Caligra

16

Open Source
Forum 2025
Feb 13
OpenAPV
Stability.ai
RaynaultVFX

17

Open Source Days 2025

August 4-10

ACES
DNA
RMTC

LAIKA
Skydance
Animation

18

Open Source
Forum 2026
Feb 26 2026
OpenPGL
OpenQMC
Miris
Texas A&M
O3DE

19

Open Source Days 2026

July 19-20, 2026

MoonRay

CIQ

Evercast
RIT

20

August

2018

Oct

Feb

May

2019

August

Sept

Feb

2020

August

Jan

2021

August

Feb

2022

August

Feb

2023

August

Feb

2024

August

Feb

2025

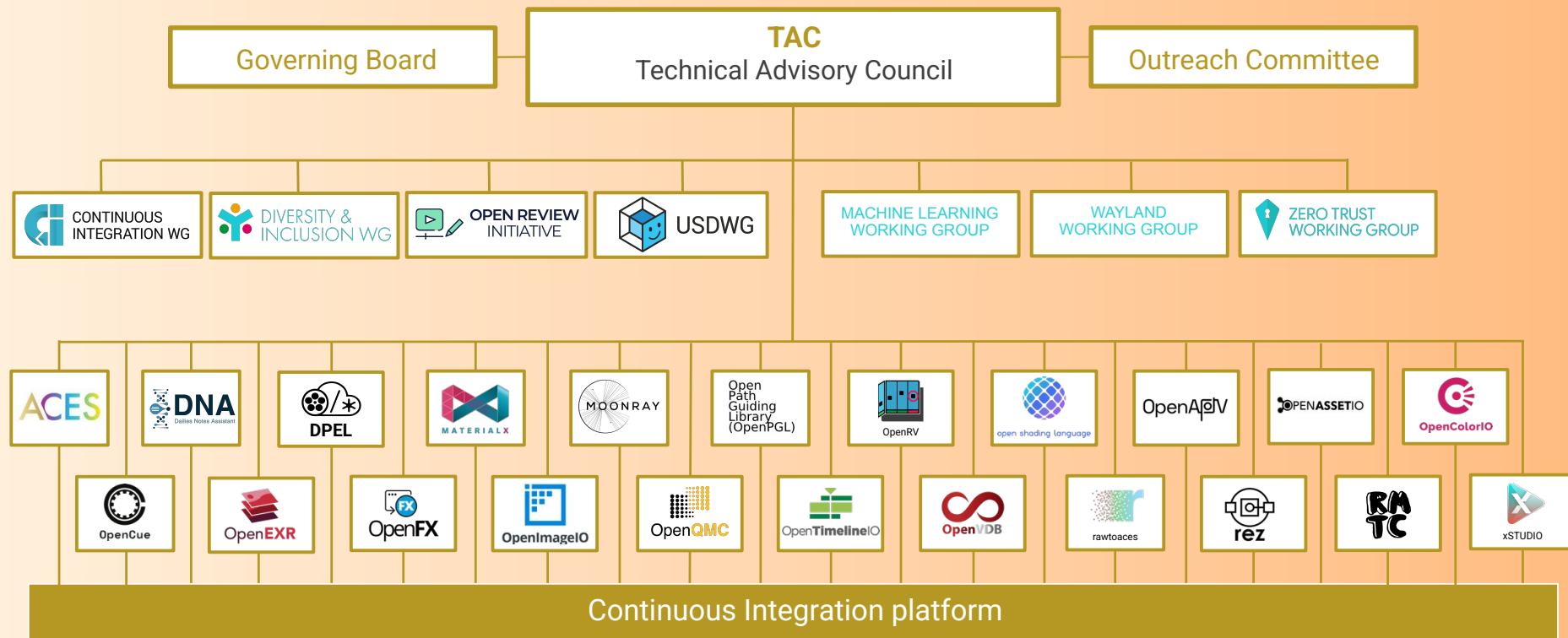
August

Feb

2026

August

ASWF Structure





Overview

Data as of 07/14/2026, last updated 20 hours ago

Last 28 days

Export

Membership

6,822

Total ↑ 60 (+0.9%)

5,943

Claimed ↑ 58 (+1%)

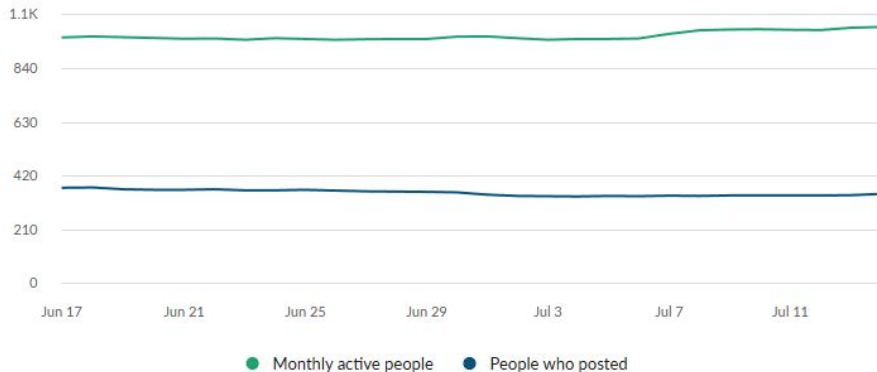
1,001

Monthly active ↑ 30 (+3%)

Active people in your workspace

See how many people are active — meaning they posted a message or read at least one channel or direct message. To see billing numbers, go to the [Billing Overview](#) page.

Monthly



Channel analytics

Data as of 07/16/2026, last updated 1 day ago

81 channels

Name ↕	Total membership ↕
# wg-usd	1,423
# opencolorio	1,206
# opencolorio-configs	1,132
# materialx	1,100
# opentimelineio	982
# pipeline	930
# random	867
# vfx_reference_platform	814
# rez	785
# openexr	784
# jobs	756
# wg-usd-assets	665
# wg-usd-materialx	661
# wg-usd-games	610
# assets	603
# open-review-initiative	581

Sum of commits count - all projects

Stat slides go here

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open
Source
days²⁶



Project Fast Forward

A Tour of the ASWF Landscape
with Carol Payne, TAC Chair



New Member Companies

CIQ

Founding Sponsor of



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RIT

**Rochester
Institute of
Technology**

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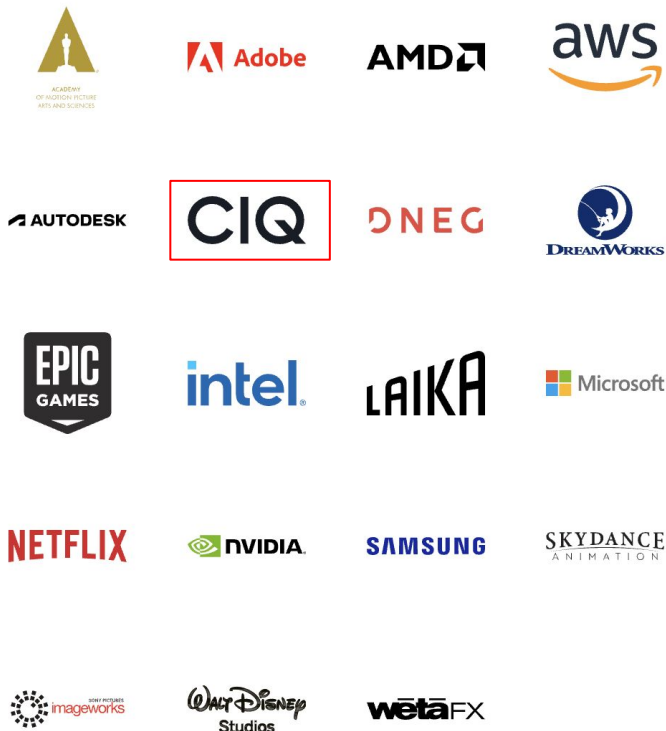
AlmaLinux

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Membership 45 companies

Premier



General



Associate



Governing Board Representatives



Rob Bredow
Chair
Industrial Light & Magic



Bjorn Hovland
CIQ



Carol Payne
TAC Representative



Daniel Heckenberg
Netflix, Inc.



Darin Grant
Treasurer
General Member Representative
Netflix



Eric Bourque
Vice Chair
Autodesk



Greg Brentin
Skydance Animation, LLC



Gregory Ducatel
Sony Pictures Entertainment



Guido Quaroni
Adobe Inc.



Guy Martin
NVIDIA Corporation



Jeff Stringer
LAIKA, LLC



Jeremy Smith
General Member Representative
HP Inc.



John Canning
Advanced Micro Devices (AMD)



Kimball Thurston
Wētā FX Limited



Kwang Pyo Choi
Samsung Electronics Co. Ltd.



Lincoln Wallen
General Member Representative
Framestore



Mark Jackels
DreamWorks Animation



Markus Kurtz
Double Negative Limited



Meredith Shea
Academy of Motion Picture Arts and Sciences



Michael B. Johnson
Apple Inc.



Sean McDuffee
Intel Corporation



Sean Wallitsch
Amazon Web Services, Inc.



Sebastien Miglio
Epic Games, Inc



Simon Crownshaw
Microsoft Corporation

Governing Board Alternates



Alexander Wilkie
Netflix



Beverley Kite
Academy of Motion
Picture Arts and
Sciences



Bhanu Srikanth
Netflix, Inc.



Cary Phillips
Industrial Light &
Magic



Duncan Burbidge
Epic Games, Inc



Erik Niemeyer
Intel Corporation



Greg Denton
Microsoft Corporation



Jeff Wozniak
Apple Inc.



Jonathan Gerber
LAIKA, LLC



Keith Stichweh
Skydance Animation,
LLC



Kevin Sprout
NVIDIA Corporation



Larry Gritz
Sony Pictures
Imageworks



Manne Ohrstrom
Framestore



Michael Min
Adobe Inc.



Paul DiLorenzo
DreamWorks
Animation



Rachel Rose
Industrial Light &
Magic



Rikki Trembath
Double Negative
Limited



Scott Cler
Amazon Web
Services, Inc.



Tony Micilotta
Autodesk



Youngkwon Lim
Samsung Electronics
Co. Ltd.

Technical Advisory Council (TAC)



Carol Payne
Chair



Alejandro Arango
Epic Games, Inc



Andy Jones
Netflix, Inc.



Cary Phillips
Vice Chair
Industrial Light & Magic



Chris Hall
Advanced Micro Devices (AMD)



Chris Kulla
Epic Games, Inc



Christopher Moore
Skydance Animation, LLC



DANIEL GREENSTEIN
Sony Pictures Imageworks



Diego Tavares da Silva
Sony Pictures Imageworks



Eric Enderton
NVIDIA Corporation



Gordon Bradley
Autodesk



Greg Denton
Microsoft Corporation



Jean-Francois Panisset
TAC Representative
Visual Effects Society



Jonathan Gerber
LAIKA, LLC



Jonathan Stone
Lucasfilm



Karen Ruggles
DeSales University



Ken Museth
NVIDIA Corporation



Kimball Thurston
Wētā FX Limited



Larry Gritz
Sony Pictures Imageworks



Mark Wiebe
Amazon Web Services, Inc.



Matthew Low
DreamWorks Animation



Michael Min
Adobe Inc.



Michael B. Johnson
Apple Inc.



Nick Porcino
Pixar Animation Studios



Rebecca Bever
Walt Disney Animation Studios



Scott Dyer
Academy of Motion Picture Arts and Sciences



Sean McDuffee
Intel Corporation



Youngkwon Lim
Samsung Electronics Co. Ltd.



A few words about

AI

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days²⁶

Machine Learning Working Group

A working group where the ML were members and experts among our projects can meet, share expertise, better understand what ML-based tools are needed in our industry, and where helpful, spin off and guide ML-based open source projects aimed at addressing the specific needs of our film pipelines. [#wg-ml](#)



RMTC
Rongotai Model
Train Club

Monday, July 20

11:00am
PDT

ASWF Machine Learning Working Group - Tommy Burnette, ILM, Cottalango Leon, Sony Pictures Imageworks & Cameron Target, Walt Disney Studios
JW Marriott - Gold Ballroom 3

Linux Foundation - Project Glasswing & Project Akrites

April 7, 2026 - Today we're announcing Project Glasswing¹, a new initiative that brings together Amazon Web Services, Anthropic, Apple, Broadcom, Cisco, CrowdStrike, Google, JPMorganChase, the Linux Foundation, Microsoft, NVIDIA, and Palo Alto Networks in an effort to secure the world's most critical software.

We formed Project Glasswing because of capabilities we've observed in a new frontier model trained by Anthropic that we believe could reshape cybersecurity. Claude Mythos² Preview is a general-purpose, unreleased frontier model that reveals a stark fact: AI models have reached a level of coding capability where they can surpass all but the most skilled humans at finding and exploiting software vulnerabilities.

Mythos Preview has already found thousands of high-severity vulnerabilities, including some in *every major operating system and web browser*. Given the rate of AI progress, it will not be long before such capabilities proliferate, potentially beyond actors who are committed to deploying them safely. The fallout—for economies, public safety, and national security—could be severe. Project Glasswing is an urgent attempt to put these capabilities to work for defensive purposes.

THE LINUX FOUNDATION PROJECTS

AKRITES

Problem Solution Upstream Framework Join

Coordinated, confidential vulnerability remediation for the open source software critical infrastructure depends on

— [READ PRESS RELEASE](#)

An open letter from the technology industry, and the launch of Akrites - a coordinated effort to remediate vulnerabilities in the open source software the world runs on.

[Read Open Letter](#)

ORIGIN

The name comes from the Akritai — the Byzantine Empire's frontier guardians, who stood watch where threats arrived first and defenses were thinnest.

In modern software, that frontier is upstream: the open source projects everything depends on. Akrites is the industry standing that watch together, alongside the maintainers who have held it alone for too long. Fittingly, the root of the name is the same word that gives us critical — which is exactly the software this effort exists to defend.

THE PROBLEM

Discovery has outrun defence.

AI security tools have moved the cost of finding serious software vulnerabilities from weeks of expert effort to minutes of automated scanning. The defenders of open source software have to adapt.

[Reports outpace triage](#)

[Signal collapses](#)

[Everyone races to disclosure](#)



Our program

For today and tomorrow

Open Source Days 2026 : Day 1

9:30am
PDT

Keynote: State of the Foundation - David Morin, Academy Software Foundation

JW Marriott - Gold Ballroom 3+4

9:50am
PDT

Keynote: How to Train Your Renderer: MoonRay's Journey from DreamWorks' Dragons to the ASWF - Bill Ballew, Chief Technology Officer, DreamWorks Animation

JW Marriott - Gold Ballroom 3+4

10:10am
PDT

Project Fast Forward: A Tour of the ASWF Landscape - Carol Payne, Wizard

JW Marriott - Gold Ballroom 3+4

10:30am
PDT

OpenVDB: Major Changes to File Format, NanoVDB and Tools - Dan Bailey, ILM & Ken Museth, NVIDIA

JW Marriott - Gold Ballroom 3+4

10:50am
PDT

Productionizing XStudio: A Studio's Journey From Fork To Floor - Julien Hery, Rodeo FX

JW Marriott - Gold Ballroom 3+4

11:10am
PDT

Coffee Break

JW Marriott - Gold Ballroom Foyer

11:40am
PDT

OpenColorIO Configs, HDR/SDR Views, and ACES-Aligned Look Design for Japanese 2D Animation - Tomohiro Hasegawa, Imagica Entertainment Media Services, Inc.

JW Marriott - Gold Ballroom 3+4

12:00pm
PDT

On Color Fidelity: Applying 2D Scene-Referred Color Reproduction Standards to 3D Artwork Reproduction - Scott Geffert, The Metropolitan Museum of Art

JW Marriott - Gold Ballroom 3+4

12:20pm
PDT

The State of Lens Metadata in VFX: An Open Survey for Better Pipelines - Gary Keller, Digital Camera Systems - DCS

JW Marriott - Gold Ballroom 3+4

12:30pm
PDT

Attendee Lunch

JW Marriott - Gold Ballroom Foyer

D&I and SLP Meet-Up

JW Marriott - Gold Ballroom Foyer

2:10pm
PDT

Sponsored Session: Move Your Data Once: High-Performance Open Source NFS Caching with KNFS File Cache - Sean Wallitsch, AWS

JW Marriott - Gold Ballroom 3+4

2:20pm
PDT

ASC STEM3-VP - Virtual Production Evaluation Assets Joining DPEL - Jim Geduldick, Spaceboy Labs; Jay Holben, Independent Director & Producer

JW Marriott - Gold Ballroom 3+4

2:40pm
PDT

Tiled Mipmap Video: OpenAPV in Unreal Engine 5.8 - Ryan Mayeda, Epic Games

JW Marriott - Gold Ballroom 3+4

2:50pm
PDT

Building Studio-safe AI Open Source Workflows - Collin Dutter, Griptape by Foundry

JW Marriott - Gold Ballroom 3+4

3:10pm
PDT

Coffee Break

JW Marriott - Gold Ballroom Foyer

3:45pm
PDT

Adopting Open Standards: Blender's Journey on Supporting OpenPBR - Sebastian Herholz & Francesco Siddi, Blender

JW Marriott - Gold Ballroom 3+4

4:05pm
PDT

Bringing Arbitrary MaterialX BSDF Networks To RenderMan XPU - Francisco Gonzalez, Pixar Animation Studios; Jonathan Stone, Lucasfilm ADG

JW Marriott - Gold Ballroom 3+4

4:25pm
PDT

A Reference Renderer for OpenUSD Interoperability - Anders Langlands, NVIDIA

JW Marriott - Gold Ballroom 3+4

4:35pm
PDT

OpenUSD Proposals Across Domains: Challenges and Methodology - Aaron Luk, NVIDIA & Nick Porcino, Pixar

JW Marriott - Gold Ballroom 3+4

4:55pm
PDT

BowerBot: A Tool-Based AI Agent for Production OpenUSD - Arturo Morales Rangel, Binary Core LLC

JW Marriott - Gold Ballroom 3+4

5:05pm
PDT

From Source to Screen: How Walt Disney Animation Studios Uses, Vets, and Gives Back to Open Source - Rebecca Bever, Walt Disney Animation Studios

JW Marriott - Gold Ballroom 3+4

5:30pm
PDT

Beers of a Feather

Prank Bar



Siggraph Birds of a Feather

for Academy Software Foundation projects

located right here tomorrow Monday
in Ballroom 3 and 4

Monday, July 20

10:00am
PDT

OpenEXR - Kimball Thurston, Wētā FX
JW Marriott - Gold Ballroom 4

OpenVDB - Ken Museth, NVIDIA
JW Marriott - Gold Ballroom 3

11:00am
PDT

ASWF Machine Learning Working Group - Tommy Burnette, ILM, Cottalango Leon, Sony Pictures Imageworks & Cameron Target, Walt Disney Studios
JW Marriott - Gold Ballroom 3

MoonRay - Randy Packer & Jon Lanz, DreamWorks Animation
JW Marriott - Gold Ballroom 4

12:00pm
PDT

ASWF Diversity & Inclusion Working Group - Carol Payne, Academic Software Foundation
JW Marriott - Gold Ballroom 4

Open Review Initiative, including OpenRV and xSTUDIO - Erik Strauss, Sohonet; Guillaume Brossard, Autodesk; Ted Waine, DNEG; Sam Richards, Independent; Will Wira, Walt Disney Animation Studios
JW Marriott - Gold Ballroom 3

1:00pm
PDT

OpenTimelineIO - Eric Reinecke, Netflix
JW Marriott - Gold Ballroom 4

1:30pm
PDT

MaterialX and OpenPBR - Jonathan Stone, Lucasfilm & Adrien Herubel, Autodesk
JW Marriott - Gold Ballroom 3

2:00pm
PDT

ACES - Scott Dyer, Academy of Motion Picture Arts and Sciences
JW Marriott - Gold Ballroom 4

3:00pm
PDT

Adopting OpenUSD and MaterialX in Production Pipelines - Paolo Selva, 880 Productions NZ and Martin Davies, LAIKA
JW Marriott - Gold Ballroom 3

Color Interop Forum - Carol Payne
JW Marriott - Gold Ballroom 4

4:00pm
PDT

OpenColorIO - Carol Payne, Wizard & Doug Walker, AutoDesk
JW Marriott - Gold Ballroom 4

The USD Collective Projects - Paolo Selva, 880 Productions NZ and Martin Davies, LAIKA
JW Marriott - Gold Ballroom 3

THANK YOU TO OUR PROGRAM COMMITTEE



Satish Goda



Tram Le-Jones



Carol Payne



Karen Raz



Sean Wallitsch

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open
Source
days^{'26}

Emily Olin

Director of Marketing and Communications
Academy Software Foundation
and your host for Open Source Days 2026



Advertisement

for **D&I Working Group** & **Summer Learning** **Program participants**

Meet for group photos

at lunch in Gold Ballroom foyer

ASWF /* ACADEMY
SOFTWARE
FOUNDATION

OPEN SOURCE DAYS
LUNCH
MIXER
MEET UP!

 D&I WORKING GROUP
GROUP PHOTO

 SLP COMMUNITY
CURRENT & ALUMNI
GROUP PHOTO

 WEAR
ASWF/SLP SWAG!

OPEN SOURCE DAYS

 JULY 19 - 20, 2026

 12:30 PM - 2:00 PM PST

 J.W. MARRIOTT LOS ANGELES L.A. LIVE
900 WEST OLYMPIC BOULEVARD
LOS ANGELES, CALIFORNIA, USA, 90015



Advertisement

new asset package coming
to the Digital Production
Example Library (**DPEL**)

From the

American Society of
Cinematographers



StEM3

Standard Evaluation Material III
- Virtual Production (StEM3-VP)

A project by the
AMERICAN SOCIETY OF CINEMATOGRAPHER
MOTION IMAGING TECHNOLOGY COUNCIL

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Join the next **DEV DAYS**
a 24 hours global
development event!

September 17, 2026

Register at:



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open
Solstice
days²⁶





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join us at our
Beers of a Feather
cocktail hour tonight

At

Prank Bar

1100 South Hope Street
Los Angeles, California 90015





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Thank you for investing
in our open source
community!

PLATINUM



GOLD



NVIDIA.

THANK YOU TO OUR STAFF



Emily Olin
Director of Marketing & Communications



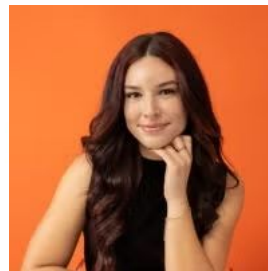
John Mertic
Director of Program Management



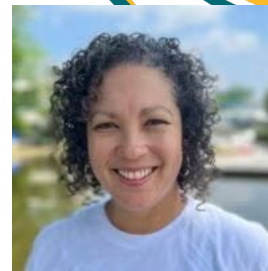
Yarille Ortiz
Associate Program Manager



Emily Ruf
Director of Events



Andrea Calderon
Event Planner



Cassandra Reyes-Jones
Event Planner



Steve Tobenkin
Strategic Advisor



Karen Raz
Owner, Raz PR



Shannon Deoul
Publicist at Raz PR

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#ASWF

THANK YOU!

our users

our contributors

our technical steering committees participants and chairs

our technical advisory council members and chairs

our member companies and board members

to those of you looking in - join us!

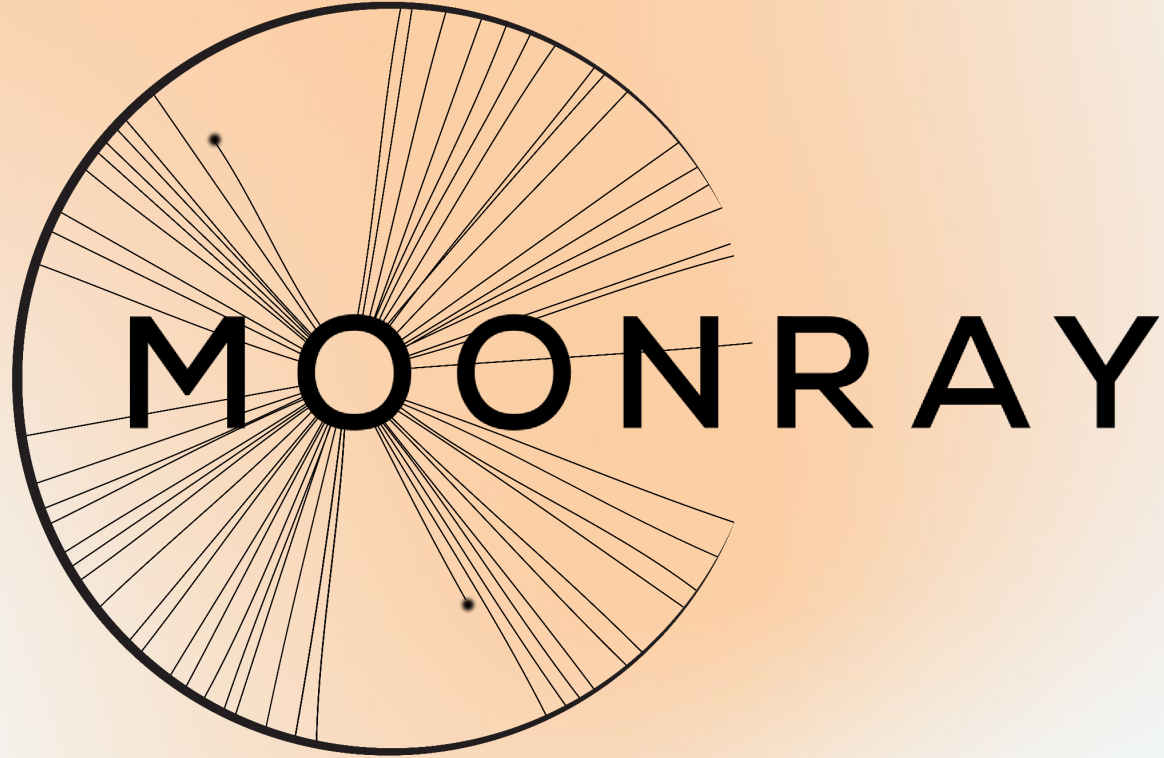
Helpful, Hopeful, Humble

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open
Source
days²⁶



New Project



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