

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  
TrackScribe



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 & Sciences  
Adobe  
AMD  
aws  
AUTODESK  
DNEG  
DREAMWORKS  
UNREAL ENGINE  
Google  
intel  
Microsoft  
NETFLIX  
NVIDIA  
imageworks  
WALT DISNEY Studios

General

unity  
weta DIGITAL  
ANIMALLOGIC  
BOSS/ELT  
Canonical  
CoreWeave  
FOUNDATIONS  
ftrack  
hp  
MAXON  
otoy  
Red Hat  
RODEO  
SideFX  
FOUNDRY  
WB  
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 Reticle  
OpenFlipper  
OpenMesh  
ALEMBIC  
COLLADA  
DNEG  
OpenSubdiv  
MESHROOM  
PhysX  
USD

Timelines and Animation

**OpenTimelineIO**  
ASWF Incubation

edl  
Framehandler  
Cinema 4D  
timecode

Pipelines and Frameworks

**OPEN ASSETIO**  
ASWF Sandbox

blender  
CGWIRE  
bortx  
aaffer  
kdenlive  
Olive  
openPYPE  
TACTIC  
Disney  
USD Release Framework

Software Foundation and System Administration

**rez**  
ASWF Incubation

AUTHORITY X  
ForestFlow  
Luma  
PYMEL  
XPY  
pyString  
QIPyConvert  
Boat Migrations

Rendering, Lighting, and Lookdev

**open shading language**  
ASWF Adopted

**MATERIALX**  
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