

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
pfstools
THE OPEN PROJECT

Display and Review

DPEL
ASWF Incubation

OPEN REVIEW INITIATIVE
ASWF Sandbox

Open RV
JERI
mv2
tRender

Interactive Compositing and Painting

AUTHORITY X
Aton
CinePaint
gimp
NATRON
PhotoFlow
trackemato



l.aswf.io

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 LIGHT ELECTRONICS
Canonical
CoreWeave
FOUNDATIONS
ftrack
hp
MAXON
MODO
otoy

Associate

blender
etcc
movie labs
SMPTE
KHRONOS
VES

Assets and Workflow

Scenes and Geometry

ACADEMY SOFTWARE FOUNDATION
USD Working Group
ASWF Working Group

ALEMBIC
COLLADA
DNEG
AliceVision
Autodesk
Maya Reticle
MESHROOM
OpenSubdiv
OpenFlipper
OpenMesh
PhysX
USD

Timelines and Animation

OpenTimelineIO
ASWF Incubation

edl
flamethicket partner
CINEMA 4D
timecode

Pipelines and Frameworks

OPEN ASSETIO
ASWF Sandbox

blender
CGWIRE
bortex
aaffer
kdenlive
Olive
openPYPE
TACTIC
Autodesk
USD Video Framework

Software Foundation and System Administration

rez
ASWF Incubation

AUTHORITY X
ForestFlow
Luma
PYMEL
pyString
QIPyConvert
Soak Migrations

Rendering and Queuing

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

Field3D
Partio
DNEG

Simulation Math Foundations

ACADEMY SOFTWARE FOUNDATION
Working Group for Rust Bindings
ASWF Working Group

ANN
EGAL
PIMath
Se-Expr()

Math and Simulation