

Imaging and Color

Color Science

OpenColorIO
ASWF Adopted

rawtoaces
ASWF Incubation

ACES
COLOUR

Image Formats, I/O, and Processing Libraries

OpenEXR
ASWF Adopted

OpenCV

OIO
OpenMVG
pfstools
Ptex

PySceneDetect
sequencer
three.js

Display and Review

DPEL
ASWF Incubation

OPEN REVIEW INITIATIVE
ASWF Sandbox

tdv
JERI
mrViewer
tRender

Interactive Compositing and Painting

AUTHORITYFX
ASWF Member Company

Aton

CinePaint

gimp

NATRON

PhotoFlow

trackunto

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 / ACADEMY SOFTWARE FOUNDATION

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Assets and Workflow

Scenes and Geometry

ALEMBC

AliceVision
COLLADA
DNEG
Autodesk
Maya Reticle
MESHROOM
OpenSubdiv

OpenFlipper
OpenMesh
NVIDIA PhysX
USD

Timelines and Animation

OpenTimelineIO
ASWF Incubation

OpenTimelineIO
Ranchhand Partner

OpenTimelineIO
timecode

Pipelines and Frameworks

OPENASSETIO
ASWF Sandbox

blender
CGWIRE

OpenAssetIO
BoltFX
Gaffer

kdenlive
Olive
openPYPE
TACTIC

Software Foundation and System Administration

rez
ASWF Incubation

AUTHORITYFX
ASWF Member Company

ForestFlow

rez
MEL
PyMEL

pyString
QIPyConvert
Sola Migrations

ASWF Member Company

Premier

Academy of Motion Picture Arts and Sciences

Adobe

AMD

aws

AUTODESK

DNEG

DREAMWORKS

UNREAL ENGINE

Google

Microsoft

NETFLIX

NVIDIA

imageworks

WALT DISNEY Studios

unity

weta DIGITAL

General

ANIMALLOGIC

CANONICAL

FRANKSTORY

ftrack

hp

MAXON

TBM

RODEO

SideFX

FOUNDRY

Wevr

Associate

blender

etc

movie labs

SMPTE

KHRONOS

VES

Rendering and Queuing

Rendering, Lighting, and Lookdev

MATERIALX
ASWF Incubation

open shading language
ASWF Incubation

OpenCue
ASWF Adopted

Cryptomatte
intel Embree
MOONRAY
NVIDIA MDL

RenderFusion

CGRU

Queueing and Render Management

File Formats and Interchange

OpenVDB
ASWF Adopted

OpenFX
ASWF Incubation

Field3D
Partio
DNEG
mathfx SOP

Simulation Math Foundations

ANN

EGAL

til
PiMath

Se-Expr()

Math and Simulation