

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
Ptex
PySceneDetect
sequencer

OpenMVG
pftools
three.js

Display and Review

DPEL
ASWF Incubation

OPEN REVIEW INITIATIVE
ASWF Sandbox

tdRender

Interactive Compositing and Painting

AUTHORITYFX
Aton
CinePaint
gimp
NATRON
PhotoFlow
trackemato



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.



l.aswf.io

ASWF Member Company

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

timecode

Pipelines and Frameworks

OPENASSETIO
ASWF Sandbox

kdenlive
olive
openPYPE
TACTIC

Software Foundation and System Administration

rez
ASWF Incubation

pySitting
QIPyConvert
Sola Migrations

Rendering, Lighting, and Lookdev

MATERIALX
ASWF Incubation

open shading language
ASWF Incubation

Autodesk
Cryptomatte
Intel
Eembree
MOONRAY
NVIDIA MDL
RenderPlatte

Queueing and Render Management

OpenCue
ASWF Adopted

CGRU

File Formats and Interchange

OpenVDB
ASWF Adopted

OpenFX
ASWF Incubation

Field3D
Partio
DNEG
ANN
EGAL

Simulation Math Foundations

Se-Expr()

Rendering and Queuing

Math and Simulation

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

Animal Logic, Canonical, CoreWeave, Framestore, ftrack, HP, Maxon, Otoy, Red Hat, RODEO

Associate

Blender, etcc, movie labs, SMPTE, Khronos, VES