

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 LANDSCAPE

ASWF / ACADEMY SOFTWARE FOUNDATION

Assets and Workflow

Scenes and Geometry

ALEMBC

AliceVision
COLLADA
DNEG
mayaViewmode

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

pySling
QiPyConvert
Sola Migrations

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

unity
weta DIGITAL

General

ANIMALLOGIC
CANONICAL
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

Cryptomatte
intel
Embrece
MOONRAY
NVIDIA
MDL

RenderFusion

Queueing and Render Management

OpenCue
ASWF Adopted

CGRU

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