General

- What is the oldest [VFX Platform](https://vfxplatform.com/) year that you currently need support for? (For example, if a DCC app you are still using in production needs that set of versions.)
    - Need list of versions
- What is the oldest VFX Platform year you expect to need support for in 2021?
    - Need list of versions
- What is the oldest CMake version that is reasonable to expect your studio to install in order to build ASWF projects?
    - Need list - major versions
- In 2021, do you anticipate needing open source projects to be able to build with compatibility for (check all that apply): [ ] gcc 4.8 and/or C++11? [ ] gcc 6.3 and/or C++14? [ ] gcc 9 and/or C++17?
- For which platforms do you need or expect to build or use ASWF projects and their dependencies (check all that apply): [ ] Linux/x86 [ ] Mac/x86 [ ] Mac/ARM [ ] Windows [ ] other (please specify)
- What industry are you in?
    - VFX / Animation
    - Gaming
    - Manufacturing
    - Automotive
    - Education / academia / research
    - Data science
    - Other <text box>
- (If industry = VFX / Animation or Gaming) How many artists do you have in your studio?
    - 1-10
    - 11-50
    - 51-100
    - 100+
- Which ASWF projects are you using?
    - OpenCue
    - OpenColorIO
    - OpenEXR
    - OpenVDB
    - OpenTimelineIO
    - Open Shading Language
        - Rubric is
            - Using it in production
            - Experimenting with it but not in production
            - Interested but haven't used it yet

                - No plans to use it
- For the ASWF projects you use, how do you install and/or deploy them (check all that apply)
    - OpenCue
    - OpenColorIO
    - OpenEXR
    - OpenVDB
    - OpenTimelineIO
    - Open Shading Language
        - Rubric is
            - Build OCIO from source
            - Package manager X
            - Package manager Y
            - Package manager Z
            - Docker image
            - Cloud provider X
            - Cloud provider Y
            - Other
- For the ASWF projects you DON'T use - why is that?
    - OpenCue
    - OpenColorIO
    - OpenEXR
    - OpenVDB
    - OpenTimelineIO
    - Open Shading Language
        - Rubric is
            - Incomplete features
            - Too difficult to use
            - Already using a different solution
            - Not applicable for my role
            - Other
- Would you be interested in contributing to documentation efforts?
    - No, thank you.
    - Yes (f.u. with which projects check box)
        - OpenColorIO
        - OpenCue
        - OpenEXR
        - OpenTimelineIO
        - OpenVDB
        - Open Shading Language

Diversity Demographics

- Company
- Name

- Title
- Age
- Race
- Pronoun
- Join mailing list
- PR opps

Do you use X project? If no, then open box for comments and jump to next section.

OpenColorIO

- What software do you most use OCIO in (check all that apply)?
    - After Effects (third-party plugin)
    - Arnold
    - Blender
    - Clarisse
    - CryEngine
    - DJV
    - Gaffer
    - Guerilla Render
    - Hiero
    - Houdini
    - Katana
    - Krita
    - Mari
    - Maya
    - Mocha Pro
    - Modo
    - mrViewer
    - Nuke
    - OpenImageIO
    - Photoshop (third-party plugin)
    - PhotoFlow
    - RV
    - Silhouette
    - Substance Designer
    - Unreal Engine
    - Vegas Pro
    - V-Ray
    - Other
        - If Other: Write in box for which software you use
- What software would you most like to see OCIO supported in?
    - After Effects (native support)
    - Affinity Photo

    - Avid Media Composer
    - Baselight
    - FFmpeg
    - Final Cut Pro X
    - Photoshop (native support)
    - Premier Pro
    - Resolve
    - Substance Painter
    - Unity
    - Other
        - If Other: Write in box for which software you would like to see OCIO supported
- What OCIO config(s) do you use (check all that apply)?
    - Custom (private development)
    - aces_1.2 (colour-science/OpenColorIO-Configs)
    - aces_1.1 (colour-science/OpenColorIO-Configs)
    - aces_1.0.3 (imageworks/OpenColorIO-Configs)
    - nuke-default (imageworks/OpenColorIO-Configs)
    - filmic-blender (sobotka/filmic-blender)
    - spi-vfx (imageworks/OpenColorIO-Configs)
    - spi-anim (imageworks/OpenColorIO-Configs)
    - Other
        - If Other: Write in box for which public config(s) you use
- Do you use Context variables and/or Look expressions in your OCIO configs? If so, how do you use them (check all that apply)?
    - Sequence and/or shot based search paths or FileTransform paths (e.g. “/path/to/${SHOW}/${SHOT}/looks”).
    - Mutually exclusive conditional look selection (e.g. “look1|look2|look3”)
    - Look concatenation (e.g. “look1,look2”)
    - Look inversion/directionality (e.g. “-look1” or “+look1”)
    - Other
        - If Other: Please explain
- Do you replace OCIO libraries shipped with a software package with your own build? If so why and what software do you replace it in?
- Are there any areas of color management that OCIO is NOT helping you with?
    - (optional, not multiple choice)
- Do you have any specific concerns around the adoption of or transition to OCIO v2?
- Would you like to see any specific specialized documentation that OCIO does not currently provide (e.g. standard UI/UX conventions for OCIO integration)?
- Would you or your studio be willing to share an example OCIO config and/or pipeline integration for purposes of knowledge sharing?
    - (yes, no, unsure - would need to get approvals)

OpenCue

OpenCue Usage

- ~~How would you describe your current usage of OpenCue?~~
  - ~~Using it in production~~
  - ~~Experimenting with it but not in production~~
  - ~~Interested but haven't used it yet~~
- ~~If you're not using OpenCue in production yet, why not?~~
  - ~~<text box>~~
- Roughly how many RQD hosts do you have in your OpenCue deployment?
  - <number box>
- Which Operating Systems are you using for RQD hosts? (Check all that apply)
  - Windows
  - Linux
  - macOS
- Are you using the cloud with your OpenCue deployment?
  - Yes, all the time
  - Yes, but only for burst/overflow
  - No
- ~~What deployment method are you using?~~
  - ~~Prebuilt Docker images~~
  - ~~Prebuilt release binaries~~
  - ~~Build Docker images from source~~
  - ~~Deploy directly from source~~
  - ~~Other <text box>~~
- List your top three requests for the development team. Feature requests, bug fixes, anything.
  - User management / permissions
  - Cloud functionality
  - Scheduler Customization
  - DCC Integration
  - Data Reporting / Analytics
  - REST API / Web Tools
  - Simplifying Deployment
  - <text box>

OpenCue Development

- Have you done custom development for OpenCue?
  - Yes, publicly contributed
  - Yes, private development
  - No

- If willing, briefly describe modifications you've made.
    - <text box>
- Roughly how big is your R&D team?
    - <text box>

OpenVDB

- How are you using OpenVDB? Check all that apply:
    - In third-party software, e.g. Houdini, Blender, Bifrost etc
    - In proprietary software, e.g. in-house renderer or DCC tools
    - We develop our own extensions to OpenVDB, e.g. particle to voxel converter.
    - We contribute actively to the OpenVDB project, i.e. share back code or ideas.
    - We have used OpenVDB in the past but have since decided to drop it
    - Other
- What do you consider major disadvantages of OpenVDB (select all that apply):
    - We have not encountered any major disadvantages
    - Too many dependencies on other libraries, e.g. boost, tbb, Blosc, etc.
    - Too many bugs and/or instabilities
    - The API is too complex to use and develop against
    - OpenVDB is missing essential functionalities and tools
    - Building and maintaining the OpenVDB library is too hard
    - We prefer a different sparse volume format, e.g. Field3D or a proprietary format
    - Poor support for Windows and/or OSX
- What do you consider major advantages of OpenVDB (select all that apply):
    - The fact that it’s an industry standard
    - It’s stable and battle-tested
    - It serves as a good exchange file-format
    - OpenVDB is both fast and memory efficient
    - The accompanying tools, i.e. “it ships with batteries included”
    - It allows our developers to add tools on top of it.
    - The tree-structure can be customized (rather than use its default configuration)
- Optionally add comments and suggestions about OpenVDB below
- ~~Briefly describe your current and past usage of OpenVDB.~~
- ~~When did you first use OpenVDB and do you have any plans to drop it?~~
- ~~Are you doing any in-house development that makes use of OpenVDB?~~
- ~~What issues have you run into when adopting OpenVDB?~~
- ~~If you are using alternative volume formats what are the missing features in OpenVDB that might prompt you to replace them for OpenVDB?~~
- ~~What do you consider the advantages of OpenVDB?~~
- ~~What do you consider the disadvantages of OpenVDB?~~
- ~~What are your favorite high-level tools in OpenVDB?~~
- ~~What operating systems are you using when building and deploying OpenVDB tools?~~

- ~~Are you ever customizing the tree configuration or value types in OpenVDB - beyond what the project currently offers?~~
- ~~Would you have any issues if we were to remove the option to customize the tree configuration in the future?~~
- ~~Are there any external dependencies of OpenVDB that you would like us to drop or maybe add?~~
- ~~What are the oldest compiler versions you currently use for OpenVDB related projects?~~
- ~~What build systems are you using for OpenVDB related projects?~~
- ~~Would you be opposed to only using cmake?~~
- ~~Are you willing to sacrifice customization of the tree data structure for faster compilation times? That is, only support the current default configuration and values types so we can reduce the use of template instantiation and consequently speed up build times.~~
- ~~Please provide a prioritized list of the features you'd like to see in future versions of OpenVDB.~~
- ~~Do you have any issues with the current policy to only support the two previous major versions of OpenVDB (in addition to the current)? E.g. the current version of OpenVDB is 7.1 so we have dropped support for version 4 and older.~~
- ~~Do you have any thoughts on the use of half-precision floating point types in OpenVDB?~~
- ~~Do you have any thoughts on a USD schema for OpenVDB?~~
- ~~Are you using the Houdini nodes in the OpenVDB repository (possibly in addition to Houdini's native VDB nodes)?~~
- ~~Are you using the Maya nodes in the OpenVDB repository?~~
- ~~Are you (or are you planning to) use the NanoVDB GPU extension?~~
- ~~What is your level of interest in using GPUs for sparse volume processing and/or rendering?~~
- ~~What is your level of interest in distributed (e.g. MPI) sparse volume processing and/or rendering?~~
- ~~Is your organization interested in contributing to OpenVDB development and possibly joining its Technical Steering Committee?~~

Open Shading Language

- Which versions of LLVM is it important for OSL to support? [ ] 7 [ ] 8 [ ] 9 [ ] 10 [ ] 11
- Do you require continued support for OptiX 6 (versus OptiX 7+)? If yes, at what point do you think OptiX 7 will be an acceptable minimum?
- Do you need support for pure Cuda (not OptiX)?
- How important is a back end for viewport rendering (in a traditional GPU rendering context, not a Cuda/OptiX context)? If important, which environment/API/shading model? (Examples: OpenGL/Vulkan/GLSL, DirectX, other?)

OpenTimelineIO

- If OTIO dropped support for Python 2 in 2021, would that be problematic for you?

- Which applications and/or formats are you **already** using OTIO with? (check all that apply)
    - OTIO
    - EDL
    - AAF
    - FCP 7 XML
    - FCP X XML
    - Avid Media Composer
    - Adobe Premiere Pro
    - Final Cut Pro
    - Davinci Resolve
    - RV
    - Gstreamer
    - Other (please specify)
- Which applications and/or formats need **added/improved** support in OTIO? (check all that apply)
    - OTIO
    - EDL
    - AAF
    - FCP 7 XML
    - FCP X XML
    - Avid Media Composer
    - Adobe Premiere Pro
    - Final Cut Pro
    - Davinci Resolve
    - RV
    - Gstreamer
    - Other (please specify)
- What is not working, or needs improvement in OTIO?

OpenEXR