

USD WG - 2021-10-13

Conference call details

<https://zoom.us/j/96856107067>

Agenda

- Previous business
 - USD+Materials SWG (sub-working group) kick-off meeting
- USD on the web: update from SWG
- USD camera: update from SWG
- continue usdLux discussion
- SideFX presentation on asset structures

Notes

- USD+Materials SWG (sub-working group) kick-off meeting is scheduled for Friday October 15, 12pm PST
 - Contact WG chairs to get a direct invite or use this link:
<https://netflix.zoom.us/j/98587070096>
 - ~15 people have voiced their interest already
- USD on the web: update from SWG
 - Next meeting: October 20, 2pm PST
 - Autodesk is reviewing legal work to open source some of their contributions. Decision expected for next meeting.
- USD camera: update from SWG
 - Next meeting: October 15, 11am PST
 - Meeting will follow up on camera data provided by Netflix to see if there is other useful data that's missing
- continued usdLux discussion
 - James has shared PDF of his previous presentation on the usd-wg Slack channel
 - [James] Katana adoption of new usdlux changes probably not in next release
 - [James] Katana's solution for shader IDs different. PR maybe coming to retrieve renderer prefix.
 - [Gordon] Does that mean Foundry is not expecting convergence of lighting model and schemas? Instead, a common extensibility mechanism that all the renderers can customize?
 - [Gordon] Is there interest to form a working group around standardization here? Little differences sometimes are intentional. First step forward would be to

document the differences. That way not every customer is trying to work out what attributes are, if they are the same and what unit they are in.

- [Sebastian Herholz] Not just different units are a problem but also different scales.
- [Ashwin] Filed an issue on github for units, geometry in particular:
<https://github.com/PixarAnimationStudios/USD/issues/1632>
- [Alex] Related to units: limits. It would be nice to have limits for values. This is very useful when going back and forth between virtual and real sets.
- [James] Limits could be a UI hint.
- [Mark] USD wouldn't enforce limits as there's no logic for evaluation and composition there.
- [Alex] We'll start a discussion on Slack about how to continue with the limits idea.
- SideFX presentation on asset structures (Chris Rydalch)
 - https://docs.google.com/document/d/1ZbAVCskl10NxfUkuqQDgpua_MUWFT3nQJvnvapN6vdl/edit#heading=h.jxlemyswvt4c
 - Document is a starting point to discuss guidelines for structuring USD assets. Community can comment and discuss in the document.
 - Document is intended as helping guidelines, not strict enforcement.
 - *Model, Component, Assembly, Payload, Inherit, Class* are basic building blocks of terminology.
 - Intention is to iterate on document before making it public on ASWF wiki.
 - Follow up on document added to next meeting agenda.

Action Items

- Follow up on limits idea on slack