

USD WG - 2025-04-23

Conference call details

<https://zoom-lfx.platform.linuxfoundation.org/meeting/96955375634?password=f8dd722d-2a2b-41bb-9fc7-f09aacaf11b2>

Agenda

- Sub-working group updates
 - Camera
 - MaterialX
 - Games
 - Web
 - Assets
- Aleks Sapon: *HgiPresent*
(<https://github.com/PixarAnimationStudios/OpenUSD-proposals/pull/79>)
- Varun Talwar: *OpenUSD 25.05 RC*
(<https://github.com/PixarAnimationStudios/OpenUSD/releases/tag/v25.05-rc1>)
- Scott Geffert: *Linear grayscale sample file with HDRI*
- Nick Porcino: *FBX migration update*
- Nick Porcino: *Godot + USD experiment*
(<https://github.com/godotengine/godot-proposals/discussions/7436>)

Notes

- Working Group Updates:
 - Web Group: Phil Sawicki discussed collaboration with AOUSD Web Interest Group and a survey for community feedback.
 - Assets Group: Paolo Selva mentioned progress on the Collective project and shared a render in the chat.
 - Games Group: Thomas Trently reported on ongoing discussions and projects, including Material X vs. USD Shade and LODs.
- Presentations:
 - a. Scott Geffert (The Metropolitan Museum of Art):
 - Introduced guests Charles Walbridge and Michael Tetzlaff working on the Kintsugi photogrammetry process.
 - Presented a linear grayscale USD file for color accuracy testing.
 - Discussed the importance of accurate color reproduction in museum artifacts.
 - b. Aleks Sapon (Autodesk):

- Proposed HDI Present, adding presentation support to USD Imaging.
- Outlined the current state and proposed improvements for more flexible presentation options.
- c. Varun Talwar (Pixar Animation Studios):
 - Announced USD 25.0.5 Release Candidate
 - Release planned for May 28, 2023, pending no regressions.
- d. Nick Porcino (Pixar Animation Studios):
 - Updated on the FBX migration project at the Metaverse Standards Forum.
 - https://docs.google.com/spreadsheets/d/18d1qy4jx-d_kLsam-JQAzig23w7dTau0Moe7M32IVvk/edit
 - Presented a comprehensive inventory of vertex attributes and migration guidance documents.
 - https://docs.google.com/document/d/1hCetnGIkut_dy_t4mwkDSTNiLTbrVg1jLo_EArE74DRg/edit?tab=t.0#heading=h.ku9e3rs1lysa
 - Potential collaboration with Adobe and Remedy on FBX migration.
 - Demonstrated a Godot plugin for USD import/export, showcasing its ease of implementation and performance.
 - <https://github.com/meshula/usd-godot>