

ASWF TAC Poll Results - May 2022

Current run (last updated May 18, 2022 2:47pm)

8

Activities

25

Participants

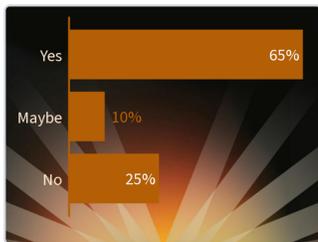
12

Average responses



Average engagement

Do you plan to attend Open Source Days / Siggraph in person in Vancouver?



Response options

Count Percentage

Yes

13

65%

Maybe

2

10%

No

5

25%



Engagement

20

Responses

What do you think is the TAC best achievement so far?



Responses	Upvotes	Downvotes
Building community	14	0
Elevating the importance of collaboration	11	0
Onboarding a sizable portion of the most critical projects in our ecosystem.	11	0
Facilitating the ongoing health of our projects.	10	0
Working groups on many topics of common concern to all studios	6	0
Making new releases of software "normal"	4	0
Collaboration between different projects	3	0
Making ASWF the "place to be"	2	0
Strong contributions to projects	2	0
Structuring our future	1	0



Engagement

10

Responses

What do you think is the TAC biggest challenge now?



Responses

Upvotes Downvotes

Project participation from people OTHER than the most senior people who do everything

12 0



Engagement

Improving the "bus factor" of projects

7 0

9

Contributor growth

7 0

Responses

Scaling / returning value for paid membership

3 0

Helping contributors be successful

1 0

Standards

1 0

Innovation in a changing media & entertainment landscape

0 0

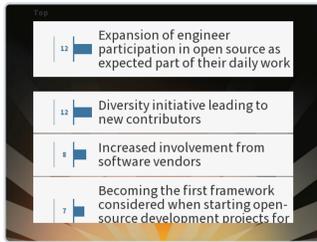
Path to long-term project health

0 0

Maintaining what we have built

0 0

What do you think is the TAC biggest opportunity?



Responses

Upvotes Downvotes



Engagement

10

Responses

Expansion of engineer participation in open source as expected part of their daily work

12

0

Diversity initiative leading to new contributors

12

0

Increased involvement from software vendors

8

0

Becoming the first framework considered when starting open-source development projects for productions

7

0

Focus on common problems, together

5

0

To help increase awareness on the reality of dependence on OSS and "normalize" structured company contribution

3

0

... to provide more first party stewardship over OpenSource projects to improve success and execution

2

0

Enhance visibility of existing support infrastructure to aid contributors to be more successful

1

0

To help guide/build systems that improves artists' workflows.

1

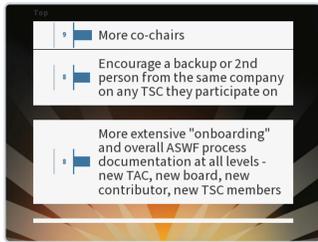
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Collateral and task lists to convince organizations to support/sponsor new contributors

0

0

Continuity planning: suggest actions to insure continuity in projects and working groups



Responses	Upvotes	Downvotes
More co-chairs	9	0
Encourage a backup or 2nd person from the same company on any TSC they participate on	8	0
More extensive "onboarding" and overall ASWF process documentation at all levels - new TAC, new board, new contributor, new TSC members	8	0
Have all projects/WGs assign secondaries (maybe prefer someone already outside of the projects/WGs).	5	0
Recommended reporting milestones (quarterly, whatever) to help project teams run to a clear delivery goal for execution or reporting on progress	3	0
TAC Chair should have term limits	3	0
Identify overlaps between TAC and Board identity (some were serving both)	2	0

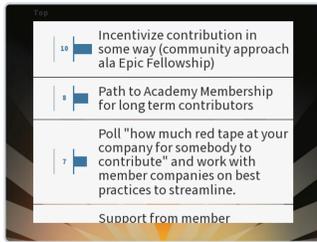


Engagement

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Responses

Suggest ways to increase our contributor base



Responses	Upvotes	Downvotes
Incentivize contribution in some way (community approach ala Epic Fellowship)	10	0
Path to Academy Membership for long term contributors	8	0
Poll "how much red tape at your company for somebody to contribute" and work with member companies on best practices to streamline.	7	0
Support from member companies to help train/mentor junior engineers on relevant projects instead of only relatively senior devs	6	0
Some kind of yearly "awards", maybe part of the pipeline award effort	6	0
Require member companies to commit at least 2 FTEs	7	2
OSPO at each member company to be part of the discussion (like the legal team)	4	0
Publish list of open problems for each prtoject	4	0
Embrace M&E more broadly to entice more participation from closely aligned industies such as games and television.	4	0
Academy Awards to recognize developer contribution types	3	0
ASWF funded contracts for specific work on our projects	3	0
Call to action via campaign (marcoms initiative)	1	0



Engagement

14

Responses

Responses	Upvotes	Downvotes
Semi-regular telecon for overviews of ASWF project impact, objectives and needs. Targeted to galvanize new contributors @ existing companies and new companies.	0	0
Open Source Program Office and related training	0	0

Expanding our base: in which technology category could we expand?



Responses	Upvotes	Downvotes
Virtual Production	13	0
Themed Entertainment Technology (projection mapping, non planar displays, media servers / playback, contrl systems... etc)	9	0
Real-Time Rendering Engines	7	0
Game Engines	7	1
Education / Higher Ed	5	0
Cloud Technology	7	2
Scientific viz	4	0
Broadcast	4	0
Video codecs	2	0
Remote Desktop / artist focused UI elements designed for latency	2	0
Stagecraft (e.g. Virtual Production more holistically)	2	0
Audio	1	0
Marketing	1	0
esports	0	0
Stay in our lane	0	1
Metaverse	0	11

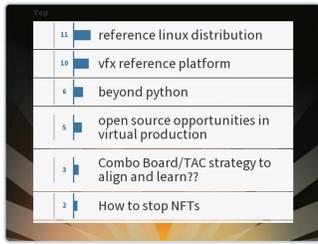


Engagement

16

Responses

Please suggest topics for a future strategy meeting:



Responses

Upvotes

Downvotes

reference linux distribution

11

0

vfx reference platform

10

0

beyond python

6

0

open source opportunities in virtual production

5

0

Combo Board/TAC strategy to align and learn??

3

0

How to stop NFTs

2

0

dynamic loading, threat or menace

2

0

Security

2

0

NFT

0

12



Engagement

9

Responses