

OpenTimelineIO

Context for creatives

Use cases & product roadmaps

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Project adoption

- Ranked by software maturity
- Needs context within the content lifecycle and creative workflows

The Academy Software Foundation hosts projects that are in use by or intended to be used by the motion picture industry for visual and special effects. Each project is autonomous, meaning has its own governance structure, committer policies, intellectual property policies, and release cadence. The Technical Advisory Council of the Academy Software Foundation serves as an oversight body, which maintains a [lifecycle for hosted projects](#), provides [services for projects](#), and enables collaboration between projects.

Current projects hosted at the Academy Software Foundation, listed by lifecycle stage, include:

ADOPTED PROJECTS (4)



OpenColorIO



OpenCue



OpenEXR



OpenVDB

INCUBATION PROJECTS (7)



DPXL



MATERIALX



open shading language



OpenFX



OpenTimelineIO

rawtoaces



rez

SANDBOX PROJECTS (2)



OPEN REVIEW
INITIATIVE



OPENASSETIO

OpenTimelineIO

- Engineering focus
- Limited use cases in documentation
- Signs of wider adoption
 - Sightings in the wild
 - Product roadmaps
- How can we accelerate this?

The image shows a screenshot of the OpenTimelineIO documentation website. The page is titled "Conform New Renders Into The Cut" and is part of the "latest" version. The sidebar menu on the left includes sections for "QUICK START", "TUTORIALS", and "USE CASES". The main content area displays the article title, a status note, a summary, and a workflow section. The workflow section lists three steps: exporting an EDL, exporting a QuickTime mixdown, and sending the EDL to animators. Navigation buttons for "Previous" and "Next" are visible at the bottom of the article content.

OpenTimelineIO
latest

Search docs

QUICK START

- Quickstart
- Developer Quickstart
- Debugging Quickstart
- How to Generate the C++ Documentation:
- Environment Variables

TUTORIALS

- Adapters
 - Contrib Adapters
- Architecture
- Contributing
- Feature Matrix
- Timeline Structure
- Time Ranges
- File Bundles
- Writing an OTIO Adapter
- Writing an OTIO Media Linker
- Writing a Hook Script
- Writing an OTIO SchemaDef Plugin
- OTIO Spatial Coordinate System
- Schema Proposal and Development Workflow
- Versioning Schemas

USE CASES

- Animation Shot Frame Ranges Changed

Conform New Renders Into The Cut

- Summary
- Workflow
- Shots Added or Removed From The Cut

Docs » Conform New Renders Into The Cut [Edit on GitHub](#)

Conform New Renders Into The Cut

Status: Done This use case is in active use at several feature film production studios.

Summary

Artists working on the animation or visual effects for shots in a sequence often want to view their in-progress work in the context of a current cut of the film. This could be accomplished by importing their latest renders into the editing system, but that often involves many steps (e.g. transcoding, cutting the clips into the editing system, etc.) Instead, the artists would like to preview the cut with their latest work spliced in at their desk.

Workflow

In Editorial:

1. Export an EDL from the editorial system (Media Composer, Adobe Premiere, Final Cut Pro X, etc.)
2. Export a QuickTime audio/video mixdown that matches that EDL
3. Send the EDL+ QuickTime to the animators or visual effects artists

At the Artist's Desk:

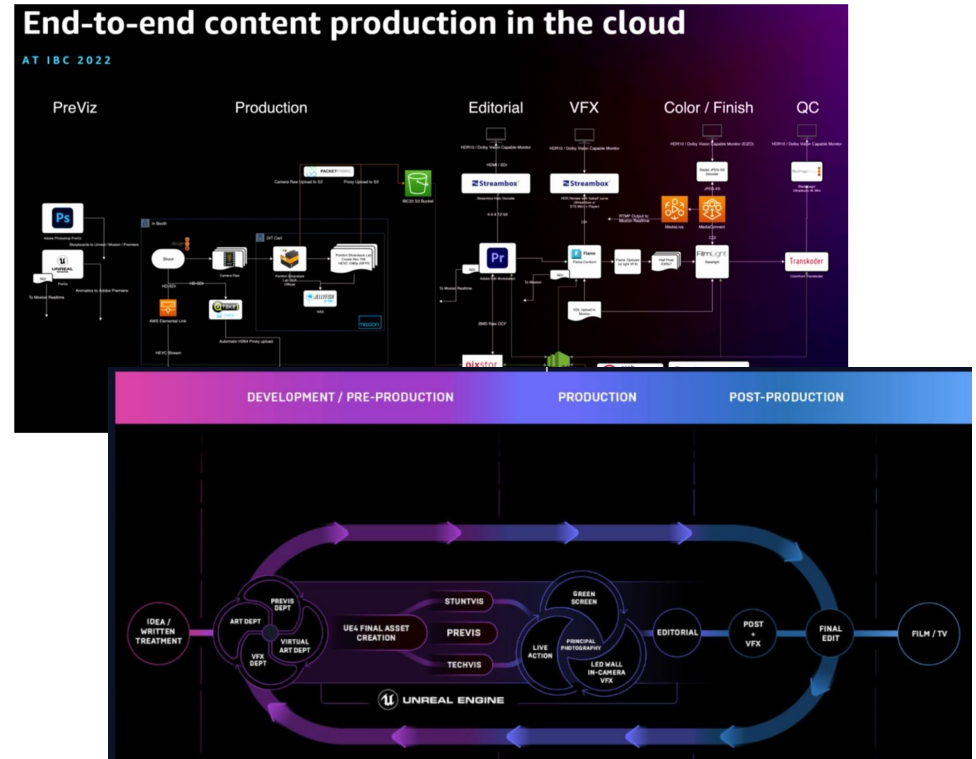
1. Open the EDL+QuickTime in a video player tool (RV, etc.)
2. Either: 2a. Use OpenTimelineIO to convert the EDL to OTIO or 2b. A plugin in the video player tool uses OpenTimelineIO to read the EDL.
3. In either case, we link the shots in the timeline to segments of the supplied QuickTime movie.
4. The artist can now play the sequence and see exactly what the editor saw.
5. The artist can now relink any or all of the shots to the latest renders (either via OpenTimelineIO or features of the video player tool)

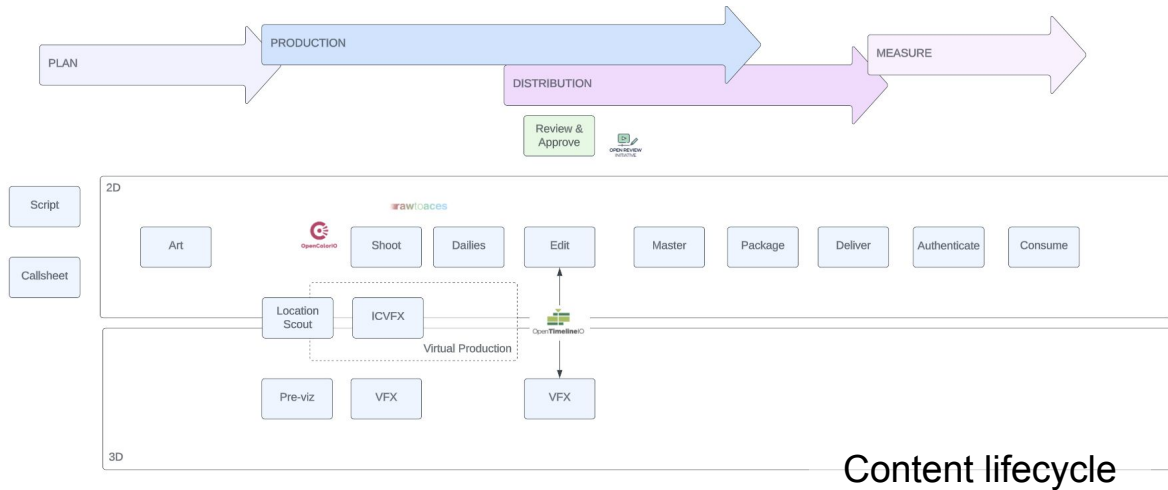
[Previous](#) [Next](#)

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Built with [Sphinx](#) using a [theme](#) provided by [Read the Docs](#).

Content lifecycle

- Creative toolsets
- Common workflows
- Identify friction





Content lifecycle

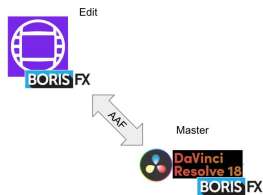
USE CASES

Animation Shot Frame Ranges Changed
 Conform New Renders Into The Cut
 Shots Added or Removed From The Cut

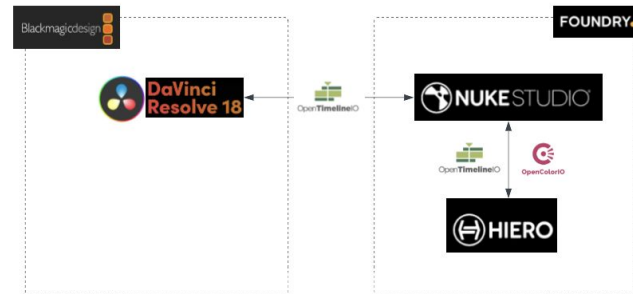
3rd Party FX Plugin Metadata Lost

Netflix offlines in Media Composer and online in Resolve. When they exportAAF and import that for finishing, it tends to strip out 3rd party effect information

For production, someone needs to manually log all effects and settings for every single clip in the edit. This adds days and thousands of dollars to each episode they out.



Use cases



Product roadmaps

Next steps

- Collate use cases in standard template
- Identify business value to creatives
- Confirm product interactions and roadmap
- ASWF ecosystem project interactions
- Other industry initiatives: OSVP, IMF



Save the Date: OTIO Vendor Sync at NAB

Wednesday, 19 April - 16:00 - 17:00

Show Floor Adobe Meeting Room - Details to follow

21 guests

1 yes 20 waiting

- Bill Roberts (billro@adobe.com) Organizer
- Ben Schofield Set your meeting location ben.schofield@rbours.com
- dweil@blackmagicdesign.com
- David Colantoni
- Fergus Hammond fjang@adobe.com
- Jeff Hodges
- Juan Salazar@foundry.com
- matt.schneider@lucidlink.com
- mekeane@adobe.com
- Jefferson Matt
- Nigel Hadley pas@apple.com
- Patrick Palmer
- saccone@adobe.com
- peterc@blackmagicdesign.com
- Sarah Priestnall
- stephane.labrie@autodesk.com
- Steve McNeil
- Kerri Pearson Optional



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