

ASWF / * ACADEMY SOFTWARE FOUNDATION

Annual Review for OpenAssetIO

Brief Description:

An interoperability standard for the tools and content management systems used in media production.

TSC Chairperson:

Tom Cowland <tom@foundry.com>

TSC Members and Affiliations:

Matt Daw (MovieLabs)

Ondřej Samohel (Ynput)

Peri Friend (Foundry)

Contributed by:

Foundry

Key Links:

Github: <https://github.com/OpenAssetIO>

Website: <https://github.com/OpenAssetIO>

Artwork: [OpenQAssetIO-logo.svg](#)

Mailing lists:

- [openassetio-discussion](#)
- [#openassetio](#)

OpenSSF Best Practice Badge URL:

<https://bestpractices.coreinfrastructure.org/en/projects/6046>

Incubation Project review criteria

To be accepted at the Incubation stage, a project must meet the Sandbox requirements plus:

- ✓ Have completed and approved the Technical Charter and agree to transfer any relevant trademarks to The Linux Foundation or its affiliate, LF Projects, LLC, and to assist in filing for any relevant unregistered ones. The ASWF maintains a template for projects to use.
- Have defined its technical governance, including:
 - ✓ A LICENSE file in every code repository, with the license chosen an OSI-approved license.
 - ✓ A README file welcoming new community members to the project and explaining why the project is useful and how to get started.
 - ✓ A CONTRIBUTING file explaining to other developers and your community of users how to contribute to the project. The file should explain what types of contributions are needed and how the process works.
 - ✓ A CODEOWNERS or COMMITTERS file to define individuals or teams that are responsible for code in a repository; document current project owners and current and emeritus committers.
 - X A CODE_OF_CONDUCT file that sets the ground rules for participants' behavior associated and helps to facilitate a friendly, welcoming environment. By default, projects should leverage the Linux Foundation Code of Conduct unless an alternate Code of Conduct was previously approved.
 - ✓ A RELEASE file that provides documentation on the release methodology, cadence, criteria, etc.
 - X A GOVERNANCE file that documents the project's technical governance.
 - X A SUPPORT file to let users and developers know about ways to get help with your project.

Incubation Project review criteria (continued)

- ✓ Have achieved and maintained a Core Infrastructure Initiative [Best Practices Badge](#) at the passing level.
- ✓ Have had a successful license scan with any critical issues remedied.
- ✓ Have a defined project mission and scope
- ✓ An overview of the project's architecture and features defined.
- ✓ A project roadmap defined, which should address the following questions.
 - ✓ What use cases are possible now?
 - ✓ What does the next year look like in terms of additional features and use cases covered?
- Community and contributor growth assessment
 - ✓ The current number of contributors and committers, and the number of different organizations contributing to the project.
 - ✓ Demonstrate a sustained flow of commits / merged contributions
 - ✓ A credible plan for developing a thriving user community, in particular expanding the number of committers and contributors?
 - Outline of the plan for the project to complete the requirements for Adopted Stage
- X Obtain an affirmative vote of the TAC.

Contributions

- 821 Commits
- 160 issues resolved
- 3 core contributors (Foundry)
- 6 additional casual contributions from 3 orgs
 - Mostly documentation tweaks

Organizations contributing and/or using in production

FOUNDRY.



Key Achievements in the past year

- Added a new full-time contributor (elliotcmorris @ Foundry)
- Migration to batch-first, traits based API
 - Only possible thanks to community input
- Integrations (PoC/alpha):
 - OTIO Media Linker
 - OpenRV
 - USD Ar2 plugin
 - Foundry Nuke / Katana AssetAPI plugin
 - MovieLabs Sandbox Resolver
 - Ayon
 - MaxR EU XR Research project

Areas the project could use help on

- Anyone with spare time and C++/Python (g)RPC knowledge.
- Defining common types of asset (high-level).
- Build, CI, release tasks/tooling, documentation, examples.
- UI for Asset Management/Production Tracking
 - Technologies/strategies/integration challenges.
- Modern web engines .vs. DCC tools

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TAC Open Discussion