Project Info

Brief Description:

A lightweight cross-platform package manager written in Python

Build and release packages to a central repository,

then consume them in standalone configured environments.

TSC Chairpersons:

Jean-Christophe Morin <jeanchristophemorin13@gmail.com>

Stephen Mackenzie <maxnbk@gmail.com>

TSC Members and Affiliations:

Stephen Mackenzie (NVIDIA)

Jean-Christophe Morin (Anaconda)

Thorsten Kaufmann (Accenture Song Content)

Brendan Abel (Walt Disney Imagineering)

Originally Contributed by:

Allan Johns

Key Links:

Github:

github.com/AcademySoftwareFoundation/rez

Website: *rez-project.io (redirects to github)*

Docs: *rez.readthedocs.io*

~~*https://github.com/AcademySoftwareFoundation/rez/wiki*~~

Artwork: *artwork.aswf.io/projects/rez/*

Mailing lists:

- lists.aswf.io/g/rez-discussion
- ~~groups.google.com/g/rez-config (deprecated)~~

OpenSSF Best Practice Badge URL: WIP. Tracking:

https://www.bestpractices.dev/en/projects/8389

Project Origins

- V1 implementation at Dr.D Studios circa 2011
  - Author previously working at MPC London, where version management was increasingly problematic
  - Both studios' systems tightly coupled show configuration with package versioning, and were problematic
  - Rez (drd-config at the time) sought to address these issues
  - Python solver, everything else bash
  - Primarily used to manage C++ packages
  - Open sourced circa 2013 when Dr.D Studios was closed down

- V2 implementation at Method Studios, LA, circa 2014
  - Much more extensible - pluggable package repos, build systems, shell languages
  - Cross platform, monitoring
  - Bash requirement removed - agnostic package commands language introduced
  - Used to manage both python and C++ packages
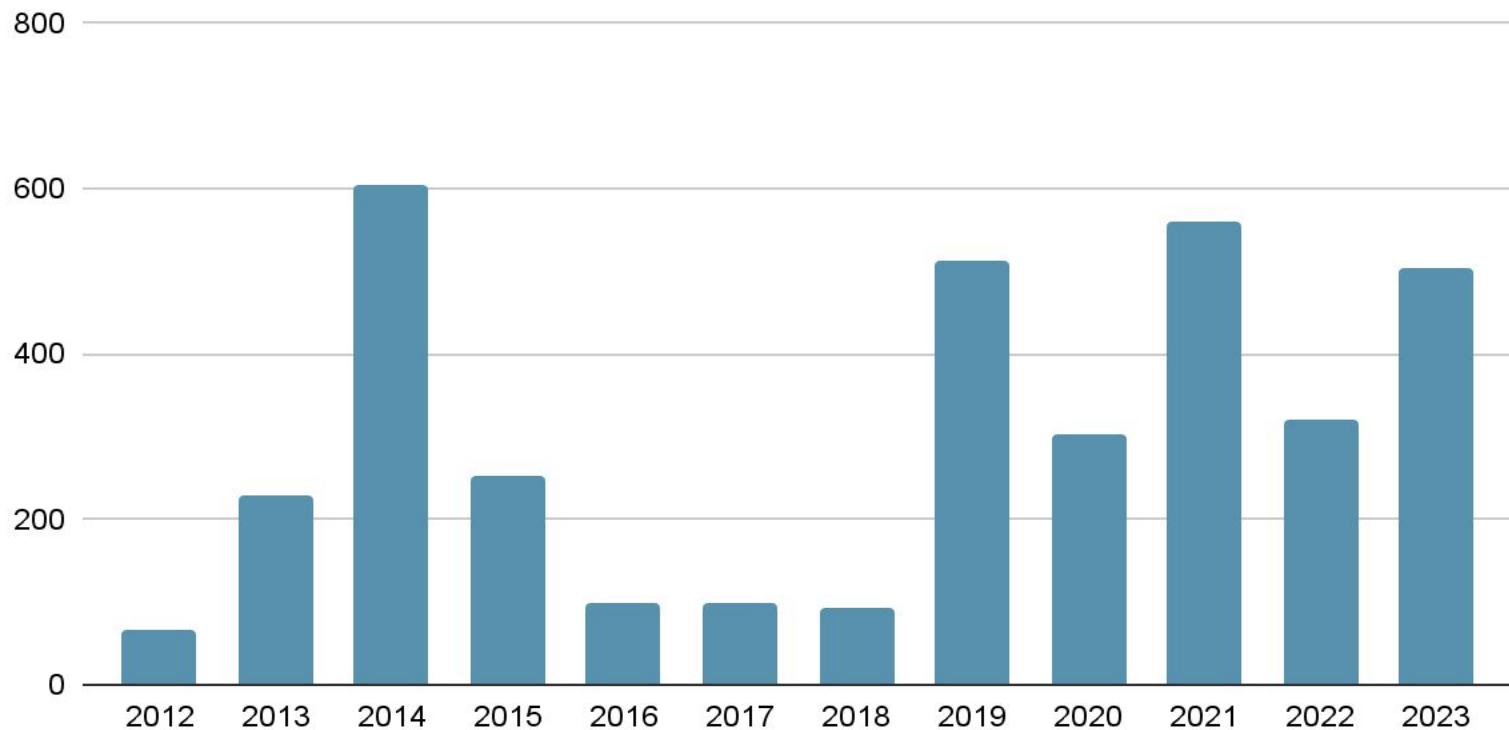 - Animal Logic one of the first studios to adopt outside of Method

Incubation Report Card

[x] Technical Charter Approval

[x] Legal

[x] Governance

[x] LICENSE

[x] CODEOWNERS

[x] README

[x] License scan

[x] Defined Architecture & Features

[*] Contributing

[x] Code of Conduct

[*] Release

[x] Support

[x] Adopters

[*] OpenSSF Badge

[_] Defined Mission & Scope

[_] Roadmap

[_] Growth Assessment

Historical rez commits after Allan
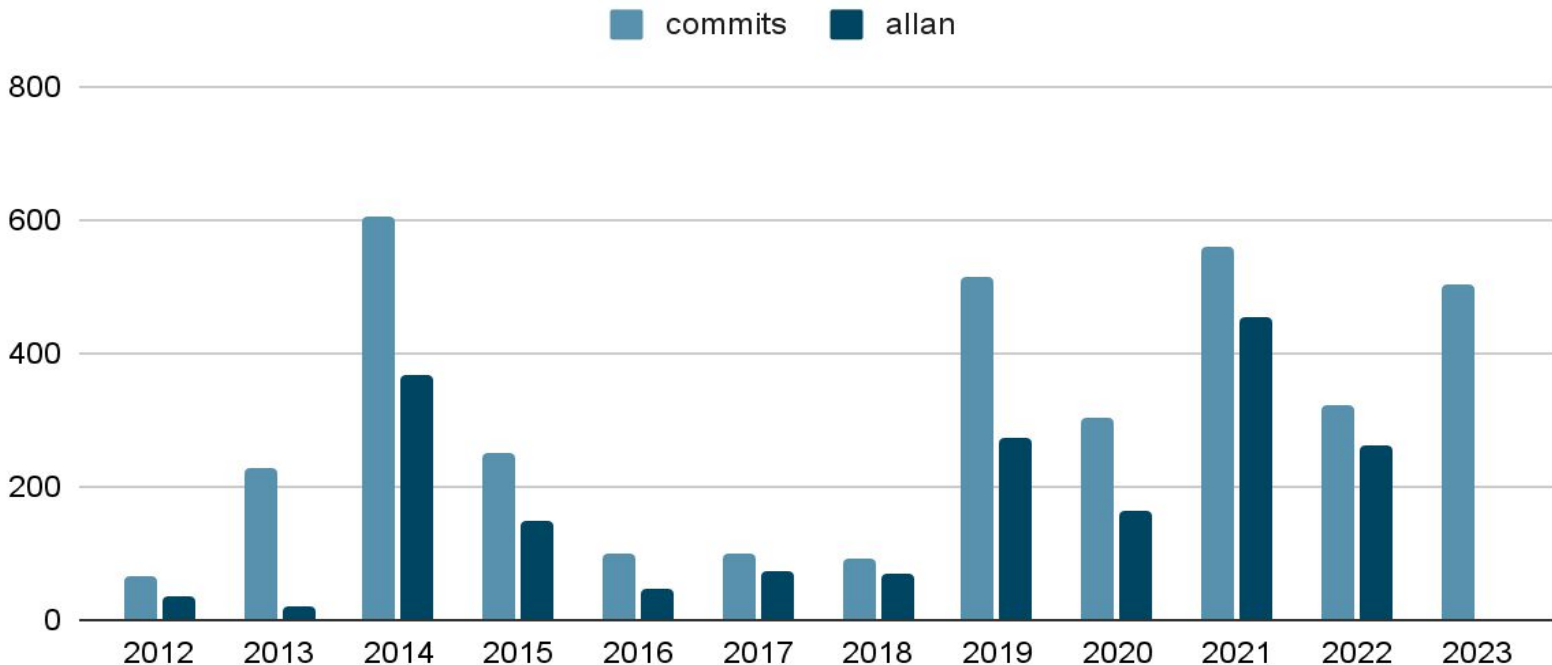
"Recent" Releases Timeline

- 2.111.3 -> Last Allan-only Release (2022/08)
- 2.112.0 -> First ASWF Release (2022/11)
- 2.113.0 -> Very misc items (2023/09)
- 2.114.0 -> Drop support for py2 installs (2023/11)
- 2.114.1 -> Deprecation/Migration helper release (2023/12)
- 3.0.0   -> Officially drop support for py2 (2024/02)
- 3.1.0   -> Misc features/fixes, Docs, py2-removals (2024/03)
- 3.1.1   -> Bugfix for issue in 3.1.0 and docs (2024/04)

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1. Dropped python-2 support
2. Migrated past numerous deprecations in 3.0.0
3. Completely re-tooled docs from Github wiki to readthedocs
4. Many piecemeal docs updates since then
5. CLOtributor & Security Researchers
6. Update to Package Orderers
7. Numerous bug fixes, py2 removals, and consistency updates
8. Discussions around the creation of a config-oriented sub-group
9. OpenSSF Badge Progress
   a. 91% towards passing
   b. 71% towards silver
   c. 52% towards gold

Community Engagement

Analytics

Overview **Channels** **Members**

Data as of 04/09/2024, last updated 3 days ago

54 channels   Export CSV   Edit columns

Public channels ⓘ   Mar 9, 2023 - Dec 31 ⌄   🔍 Filter by channel name

Name ⌄	Date created ⌄	Total membership ⌄	Messages posted ⌄ ⓘ	Members who posted ⌄	Members who viewed ⌄
# rez	2022-02-07	470	2,914	83	293
# wg-usd	2020-05-13	960	2,456	156	639
# materialx	2021-05-25	638	2,424	133	458
# general	2019-06-05	3,874	1,844	158	1,902
# openimageio	2023-05-11	227	1,716	73	221
# wg-usd-assets	2022-01-13	427	1,203	61	322
# opentimelineio	2019-08-26	708	1,191	69	369
# wg-ci	2020-06-30	303	1,059	37	184
# news	2019-06-05	3,852	983	25	1,377
# open-review-initiative	2020-10-12	387	933	50	291

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1. **Better Docs**
2. "Provides"
3. Better Windows shell support*
4. Better rez-pip*
5. Cloud package repositories
6. Caching-oriented features and fixes
7. Robust starter rez recipe set

Project Challenges Last Year

1. Difficulties blocking contribution
   a. Documentation
   b. Niche domain
   c. Testing / debugging / logging
2. User support
3. Top project requests
4. Dependence on Allan
5. Attracting Long-term contributors
6. Still early days of our ASWF process
7. Very little company support
8. Lull in activity

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1. Difficulties blocking contribution
   a. Documentation (ongoing improvement!)
   b. Niche domain
   c. Testing / debugging / logging
2. ~~User support~~ (high slack activity)
3. Top project requests
4. ~~Dependence on Allan~~ (project continues)
5. Attracting Long-term contributors
6. Still early days of our ASWF process
7. Very little company support
8. ~~Lull in activity~~ (some high-quality releases)

1. Down a TSC Member
2. Jean-Christophe has been largely carrying the team
3. Incomplete/dated knowledge of who and how many use rez

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1. A new TSC member
2. Further contributions to improve docs
3. People to test and finish the Windows Shell Pathing PR
4. Contributions towards our other high-importance items
5. Knowledge of if/why your org has forked rez

Seeking TSC Member

- Seeking to add a TSC member to the rez project.
- Ideal volunteer:
  - Have worked in a facility that used or uses rez
  - Have a notion of the principles of rez as a project and of rez ecosystems
  - Primarily contribute in the form of:
    - Github maintainership & Code Review
    - TSC meeting attendance and decision-making;
  - Work or worked at a member company, but not required
  - Enjoys popping into the slack and participating with the community

Config-oriented working-subgroup

- Goal: To centralize discussion around the concept of VFX-studio-centric so-called "Configuration Systems", away from rez itself.
  - Many rez-using studios invest in their own systems for configuration for various purposes, including:
    - How to configure what rez requests to make
    - How to configure productions differently
    - How to configure non-package information (FPS, resolution, OCIO configs, app license servers, aspect ratio,
    - Expressing production hierarchies and schemas
- Hypothetical namings proposed (WIP):
  - wg-config / wg-rez-config / wg-rez-prodconfig / wg-rez-envconfig / etc

https://docs.google.com/spreadsheets/d/15IUtYIePvQOtIt7W639oOPLsl5qcvB_jHoyHelhep8/edit#gid=0

(Will paste into the chat afterward)

- Information we're very invested in getting from studios using rez:
  - Do you currently maintain your own fork of rez?
  - For what reason are you continuing to maintain a fork?
  - What features does rez need for you to un-fork?
- If this is you, or you know who to flag on your team to update/confirm it, please ask. It's not very many fields to fill in.
- If your team can only issue info privately, that is still valuable.
  - DM me and/or Jean-Christophe

Thank you for your ongoing support!