OpenFX Update 2024

Topics:

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- Project Status
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  - Github
  - Tech Initiatives
- Outlook
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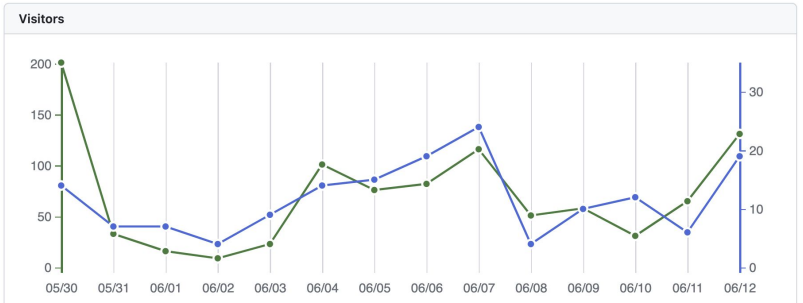

OpenFX Update

- OpenFX is an open standard for creating visual effects (FVX) plugins. It allows plugins (shared libraries) to interface with host applications, giving artists thousands of new tools and capabilities. It was created in 2004, and has evolved to become an industry standard under the Academy Software Foundation.

OpenFX

Organization Status

Stats:

- Contributors:
  - 8-10 people attend every TSC; sometimes we get 10-12.
  - Only 3 github committers & 4-6 github reviewers - *need more!*
- Github users: up 2x since last year
- Github Visitors: up 2x since last year
- Git stats:
  - Commits up 87%
  - Contributors down 6%
  - Forks up 60%, stars up 15% (380 vs 321)
- Monthly TSC meetings are solid, reliable, helpful, and well attended
- Mailing list: 50+ members
- Slack: **148 members** (this is our primary communication channel now)
  - Up from 98 in June 2023
- Discord: 50 members

Updates:

- New website is live
- 1.5 is coming by SIGGRAPH ‘24: color, OpenGL, GPU, new properties

OpenFX

Organization Status: Discussion

- We are starting to move *much* faster than we did pre-ASWF. Monthly meetings help a lot, and the ASWF's resources really help offload the admin work, as well as helping set direction and give us goals to reach for.
- But we'd like to go even faster if we can.
- We will always be slower than some open source projects because we have major commercial users, and because OpenFX is a mature plugin standard, so we need to get buy-in from both hosts and plugins before committing a change to the standard. But we can do better around release engineering and support libs.
- We're trying to pull people together and get consensus on how to extend OpenFX both into new areas and deeper into existing use cases, to ensure OpenFX is the standard for visual effects for many years.
- Color management is a great case study: being part of ASWF has enabled us to work more closely with OCIO to define how effects and host apps should communicate color information. We hope to do the same thing with OTIO to help transport effect definitions in timelines in a portable way.

OpenFX

Project Status

Tech

- GPU support for Metal, and OpenCL in addition to CUDA: complete (98%)
  - Vulkan support is on the list
- Overlay drawing support for non-OpenGL hosts: complete
- Conan & Auto CI builds
- In Process:
  - Automated release process
  - ★Color Management: use OCIO
  - Improved spatial clip management

Outreach

- Working with other ASWF groups: OTIO, OpenColorIO, CI working group
  - OTIO: helping define effect definition schema
  - OpenColorIO: using that to specify clip color spaces in OpenFX
  - CI: helping set up CI and Conan
- Non-ASWF groups: ASC and SMPTE re: “framing decision lists”
  - Open standard for recording framing decisions, analogous to EDLs but for spatial framing (cropping, pan & scan, etc.)

OpenFX

Outlook

Focus Areas

- Adding color management – our top priority right now
- Adding plugin and host example and test code for all new features
- Solid CI and release process
- Helping everyone migrate away from OpenGL (GPU buffers and DrawSuite)
- Support Vulkan image buffers, as demand grows
- Supporting OTIO's effect definition standard

Needs

- More contributors/committers/reviewers
- More input from new people
- More git and github expertise among the TSC
- Help to support our example plugins, and plugin and host support libs
- Better documentation of host feature support

Ideas

- Would folks be interested in ASWF open source events at NAB or IBC?
  - Since we're in the 2D post space, most of our users and contributors are more likely to attend NAB than SIGGRAPH
- Could we create a job board to match projects with developers?