/* ACADEMY SOFTWARE FOUNDATION

Annual Review for Open Review Initiative

Instructions (REMOVE SLIDE IN FINAL)

Please use this deck in preparation for your project's annual review. Depending upon your project's stage, the review will have different points.

Sandbox project:

- Review of progress towards Incubation Stage
- Incubation project:
- Review of progress towards Adopted Stage

Adopted project:

- Review of project maintaining positive growth and adoption

Working group:

Status on deliverables and work left to be completed

Please use the appropriate section in this deck for building the review deck. Add additional slides for addressing specific review points.

Each project has 20 minutes for both their presentation and Q/A, so plan your presentation accordingly.

Open Review Initiative

Brief Description:

An umbrella project containing multiple review oriented project repositories. As of 8/23 two content review applications, an encoding test suite, and a shared infrastructure repo for future collaboration.

TSC Chairperson:

Erik Strauss: erik.strauss@gmail.com

TSC Members and Affiliations:

Guillaume Brossard (ADSK)

Bernard Laberge (ADSK)

Ted Waine (DNEG)

Rami Hodge (Storm Studios)

Sam Richards (WDI)

Sean Wallich (AWS)

Contributed by:

Contributions by DNEG, Autodesk, Walt Disney Imagineering, and Sony Pictures Imageworks

Key Links:

Github:

https://github.com/AcademySoftwareFoundation/OpenRV

https://github.com/AcademySoftwareFoundation/xstudio

https://github.com/AcademySoftwareFoundation/EncodingGuidelines

https://github.com/AcademySoftwareFoundation/ori-shared-platform

Website: https://www.aswf.io/openreviewinitiative/

Artwork: https://artwork.aswf.io/

Mailing lists:

open-review-initiative-discussion@lists.aswf.io

Slack: #open-review-initiative

OpenSSF Best Practice Badge URL's:

X-studio

OpenRV

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.
 - 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.
 - A GOVERNANCE file that documents the project's technical governance.
 - A SUPPORT file to let users and developers know about ways to get help with your project.

Incubation Project review criteria (cont.)

- Have achieved and maintained an <u>OpenSSF Best Practices Badge</u> 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
- Obtain an affirmative vote of the TAC.

Adopted Project review criteria

To be considered for the Adopted stage, a project must meet the Incubation stage requirements plus:

- Demonstrate a substantial ongoing flow of commits and merged contributions, authored by a healthy number of diverse contributors*.
- Demonstrable roadmap progress.
- A healthy number of public adopters that are identified within the project (using an ADOPTERS file or showcased on the project's website).
- Have achieved and maintained an <u>OpenSSF Best Practices Gold Level Badge</u>
- Have a technical lead appointed for voting representation of the project to the TAC.
- Be deemed by the TAC to add value to the mission of ASWF.
- Obtain both a 2/3 supermajority vote of the TAC and an affirmative majority vote of the Governing Board

Contributions to OpenRV



Organization Leaderboard Activities are up by 29.18% vs. the previous time period.							
Rank 📤	Organ	ization	Activities	Metric	Activities W Contributions		
1	8.50	Autodesk	1.05K	+103	75.70%		
2	٨	Spiria	280	+208	20.01%		
3	I	Animal Logic Pty Ltd	18	+18	1.29%		
4		Walt Disney Imagineering	12	+12	0.86%		
5	S	Self Employed	8	+8	0.57%		
6	В	brianhanke.com	5	-6	0.36%		
7	М	mcgaugh.co.uk	5	+5	0.36%		
8	A	Artjail	4	+4	0.29%		
9	G	gergely-wootsch.com	3	+3	0.21%		
10	S	Side Walk	3	+3	0.21%		
11	С	caleido-scop.com	2	+2	0.14%		
12	O	Crytek	2	+2	0.14%		

Contributions to X-Studio



Organization Leaderboard 🗓 **Activities are down U** by 26.32% vs. the previous time period. Metric Activities Organization Activities Change % Contributions DNEG 16 -25 38.10% **Animal Logic Pty Ltd** 10 +10 23.81% **Luma Pictures** 9 +9 21.43% Ebryx 3 +3 7.14% 2 +2 Anaconda, Inc 4.76% Juno Labs 2.38% brianhanke.com +1 2.38%

Contributions to Encoding Guidelines



Contributors (1)

Active Contributors are **increased by 25% Z** vs. the previous time period.



Organization Leaderboard (i)

Activities are up 1 by 63.59% vs. the previous time period.

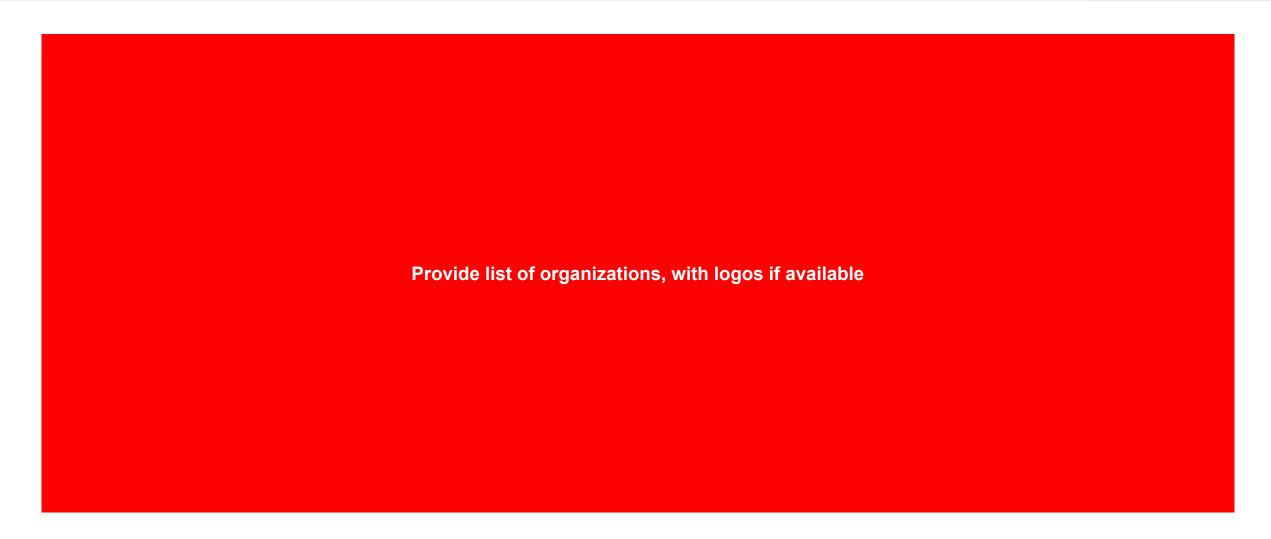
Metric	Activities	∇

Rank -	Organization	Activities	Change	% Contributions
1	Walt Disney Imagineering	244	+76	76.49%
2	Storm Studios AS	74	+45	23.20%
3	SideFX (Side Effects Software Inc)	3	+3	0.94%
4	F Film Aura	1	+1	0.31%

Contributions to Shared Platform



Organizations contributing and/or using in production



Key Achievements in the past year for Open Review Initiative

2024 Deliverables

- Public roadmaps
 - OpenRV Public Roadmap
 - X-Studio Public Roadmap
- Proposal and Demo of OTIO based Synchronization protocol enabling playback sync between arbitrary players
- First contribution to the Shared Platform Repository
 - Shared Plugin API
 - To drive more sharing and collab between studios and help lower the barrier to entry for participation
 - Example Color corrector plugin working across SPI's Itview and OpenRV

Key Achievements in the past year for Open RV

Over the last year the OpenRV has:

• RV is now built on a common foundation shared with the open-source project, Open RV. This will be benefiting both Open RV and RV users, as all the innovations of the open-source community will be accessible in both Open RV and Autodesk RV.

As an example of this benefit, a member of the community recently did a contribution updating FFMpeg to the newest version. That contribution has been accepted in Open RV and is now also available in Autodesk RV.

- Introduction of a VideoOutput API allowing for the development of VideoOutput plugins and release of three new VideoOutput Plugins: SDI for Black Magick Design, SDI for AJA and NDI.
- Integration with Flow Production Tracking is now available for Open RV. This grants access to Screening Room for RV,
 Autodesk Live Review and interaction with FPTR data. Open RV can also be compiled with the codecs required to consume media stored in FPTR.

Key Achievements in the past year for X-Studio

- UI Redesign and UI code rewrite
 - Focus on flexibility and configurability
 - NLE timeline interface
- Windows port with minimal dependencies (yes this took longer than it should have)

Key Achievements in the past year for Encoding

Over the last year the ORI Encoding Guidelines has:

- Fleshed out an editorial page, with a number of community contributions.
- Added pages for MJPEG, HEVC, AV1, VP9 and VP8 encoding.
- HDR Encoding Guide
- Created a whitepaper to encourage industry usage of VP8, VP9 and AV1 rather than HEVC.

Areas the project could use help on

- Users are still desperate for downloadable binaries.
 - The lack of a try before you buy for non-technical consumers is hampering adoption of both players.
 - The Windows build of X-Studio is down to 3 dependencies, but it's still not something an artist can access and evangelize within a studio.
- Licensing rights to 3rd party Codecs continue to be the barrier to binary distributions.
 - We've approached the license holders for the relevant codecs (Apple, BMD, ViaLA, etc..)
 - Each either wants a direct relationship with their licensees and/or is unwilling to give us terms as an OSS project that would enable us to build and distribute their libs without royalty obligations.

Feedback on working with ASWF

TAC Open Discussion