DPEL

Digital Production Example Library

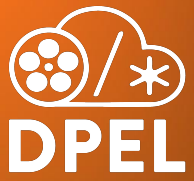
Annual Project Review

September 2024

TSC Chair

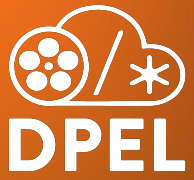
Eric Enderton
NVIDIA

Matthew Low
DreamWorks



A library of ***digital assets*** -
3D scenes, digital cinema footage, etc. -
that demonstrate the ***scale*** and ***complexity*** of
modern feature film production,
including computer graphics, VFX and animation.

Curated by the Academy Software Foundation,
these assets are available free of charge
to ***researchers*** and ***developers***
of both open source and commercial projects,
to ***test, demonstrate, and inspire*** their ideas.



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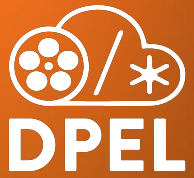

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LINUX FOUNDATION COLLABORATIVE PROJECTS

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Version: 3.25.0 2024-08-19

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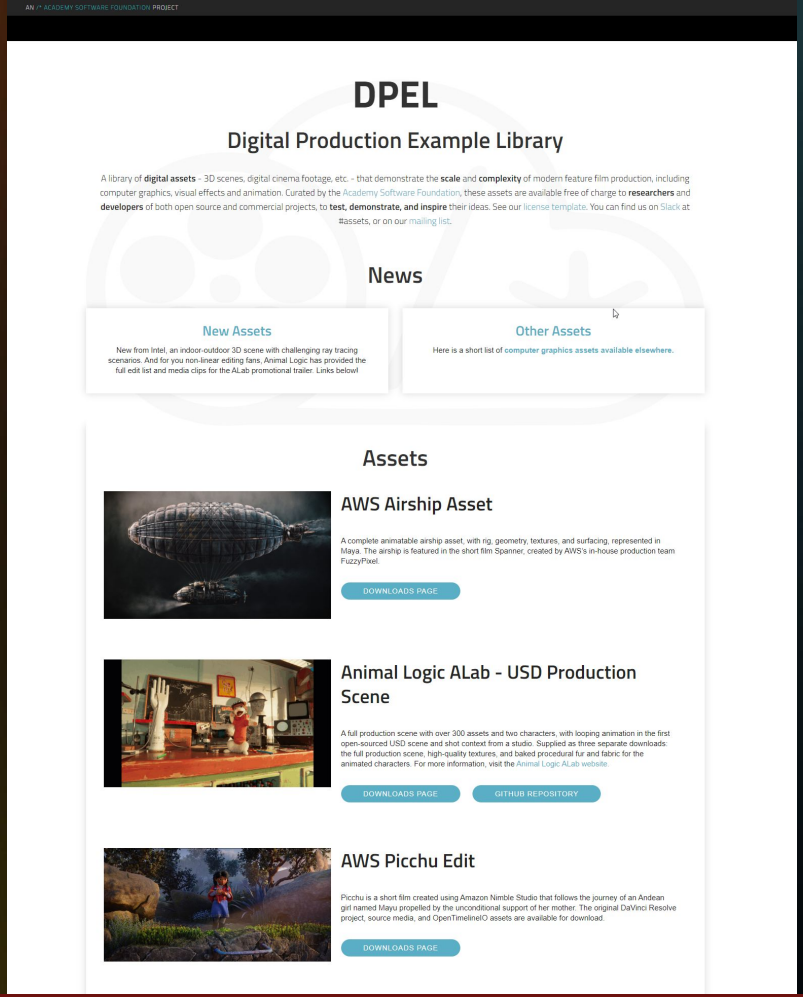
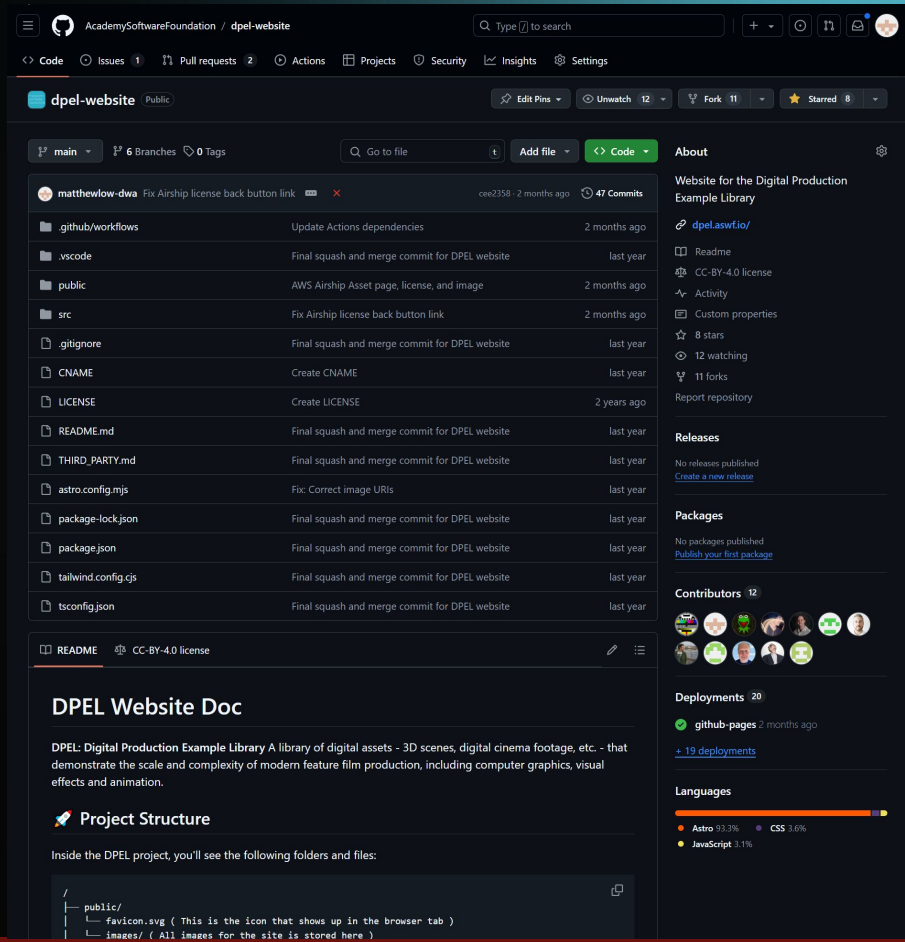
DPEL

https://dpel.aswf.io/



GitHub Website Migration

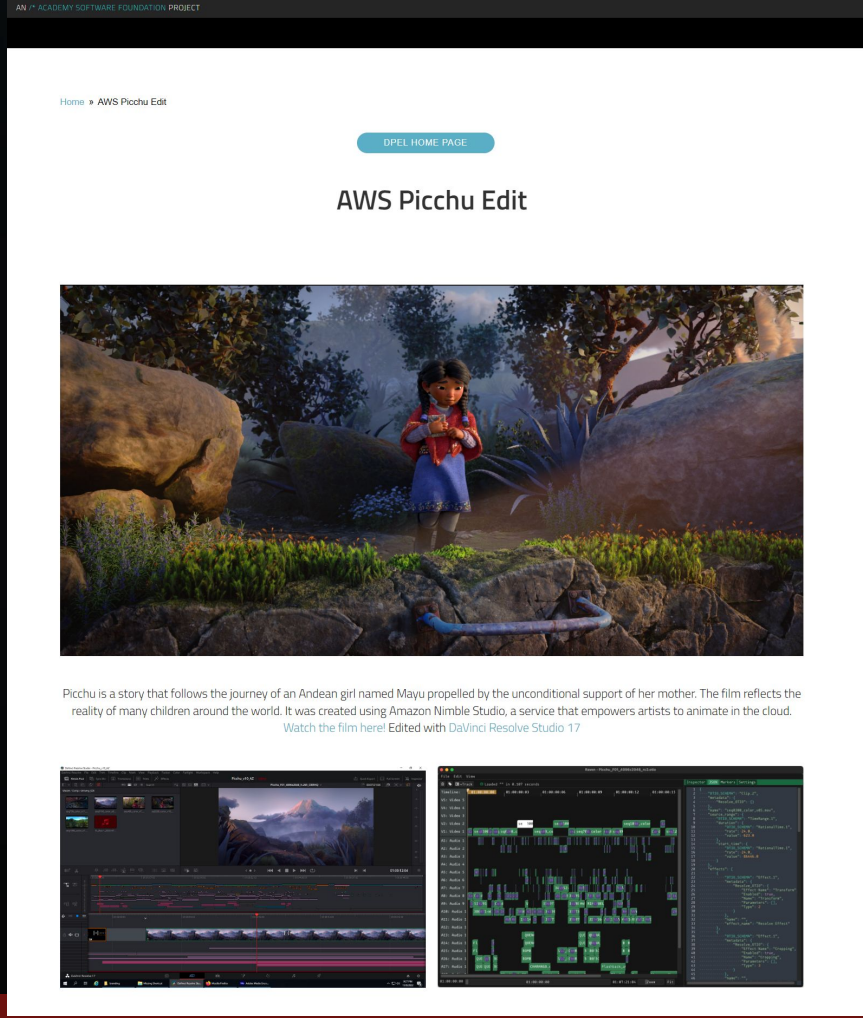
- Contributed by **DreamWorks** in October 2023
- Move management to **GitHub**
- Adopt **Astro framework**
- Direct contributions via **PRs**
- Automated **deployment via Actions to Pages**
- Faster turnaround & autonomy
- Local preview
- 27 PRs, 11 contributors



Picchu Edit

- Contributed by **AWS** & **FuzzyPixel** in December 2023
- Award-winning short film follows the journey of an Andean girl named Mayu propelled by the unconditional support of her mother
- Edited with **DaVinci Resolve**
- Resolve project, source media, rendered movie, and exported **OpenTimelineIO** assets

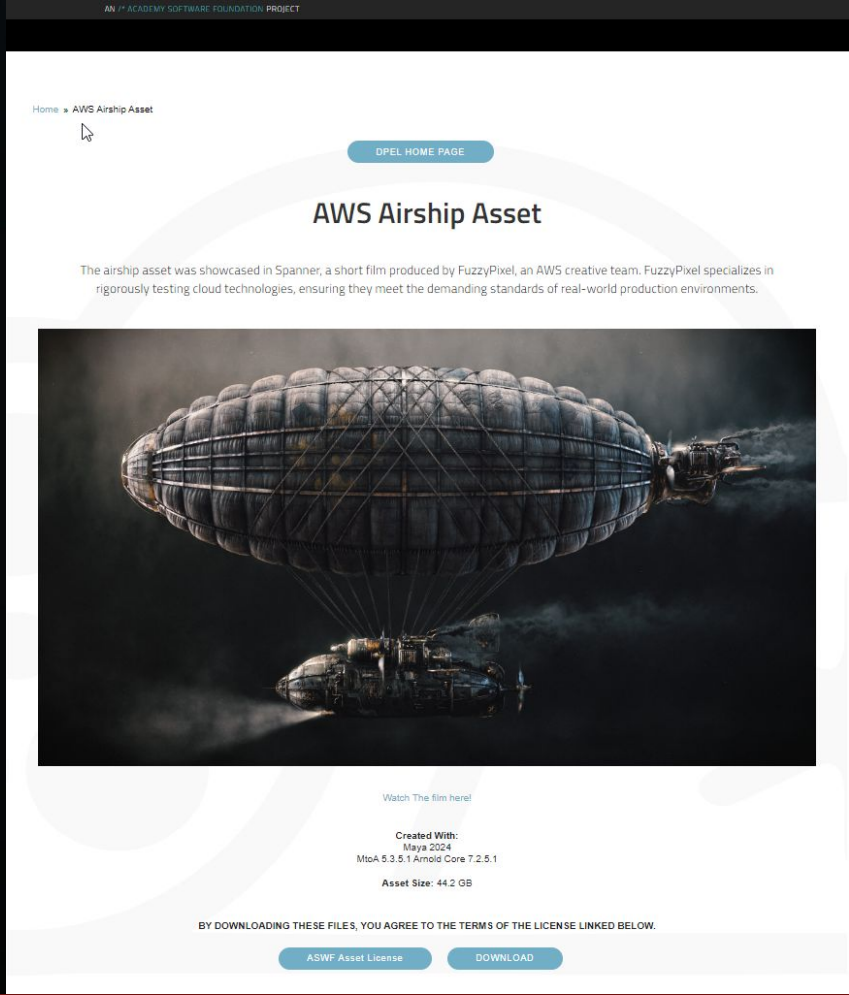
Watch the short film here!



Airship Asset

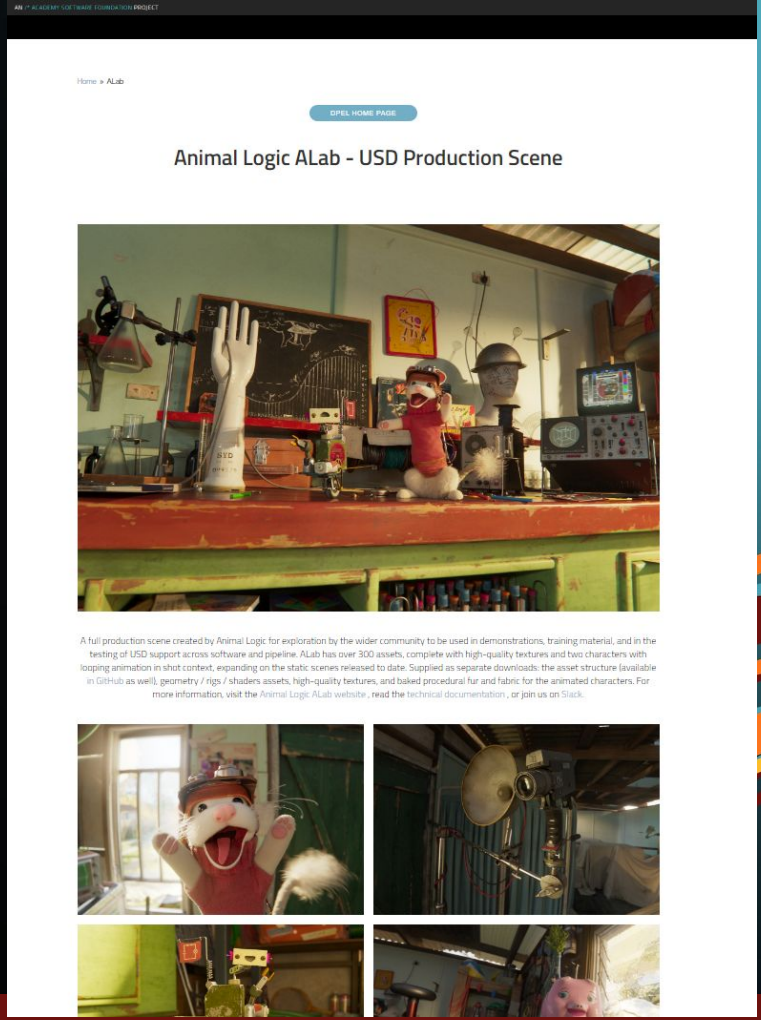
- Contributed by **AWS** & **Fuzzy Pixel** in July 2024
- From the *Spanner* short film, alongside Noa Character Asset
- Fully **rigged blimp**
- High-resolution **textures** and **materials**
- Multiple **Maya** reference files
- Renderable with **Arnold**

Watch the short film here!



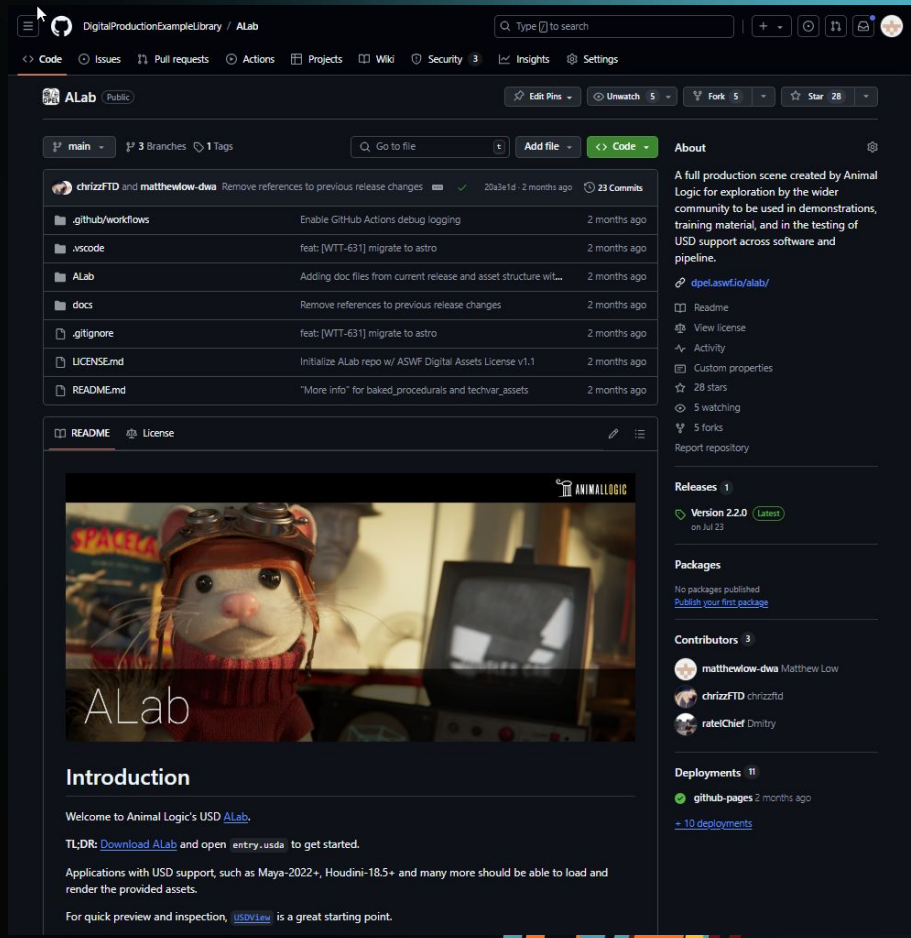
ALab
v2.2 Updates

- Initially contributed by **Animal Logic** in 2022
- Updated in July 2024
- Breaks out **TechVar components**
- Defines main **OpenUSD asset structure** separate from geometry, lights, shaders, and rigs
- Migration to **GitHub** for asset hosting



GitHub for Asset Hosting

- Enable greater **discoverability** and **collaboration**
- More **readable**, **explorable**, **linkable**
- Better documentation with **GitHub Pages**
- Facilitate easier **community experimentation**
- Encourage **contributions** via forks & PRs
- Best for assets restructured into **smaller text files**



OpenPBR Shader Playground

- Contributed by **Adobe** in September 2024
- Additional contributions from **NVIDIA**
- Novel aspects of **OpenPBR Surface**
- OpenPBR nodes within **MaterialX** documents referenced into **OpenUSD** scene
- Imageable within **Arnold** and **Omniverse**
- Beta hosting on **GitHub**

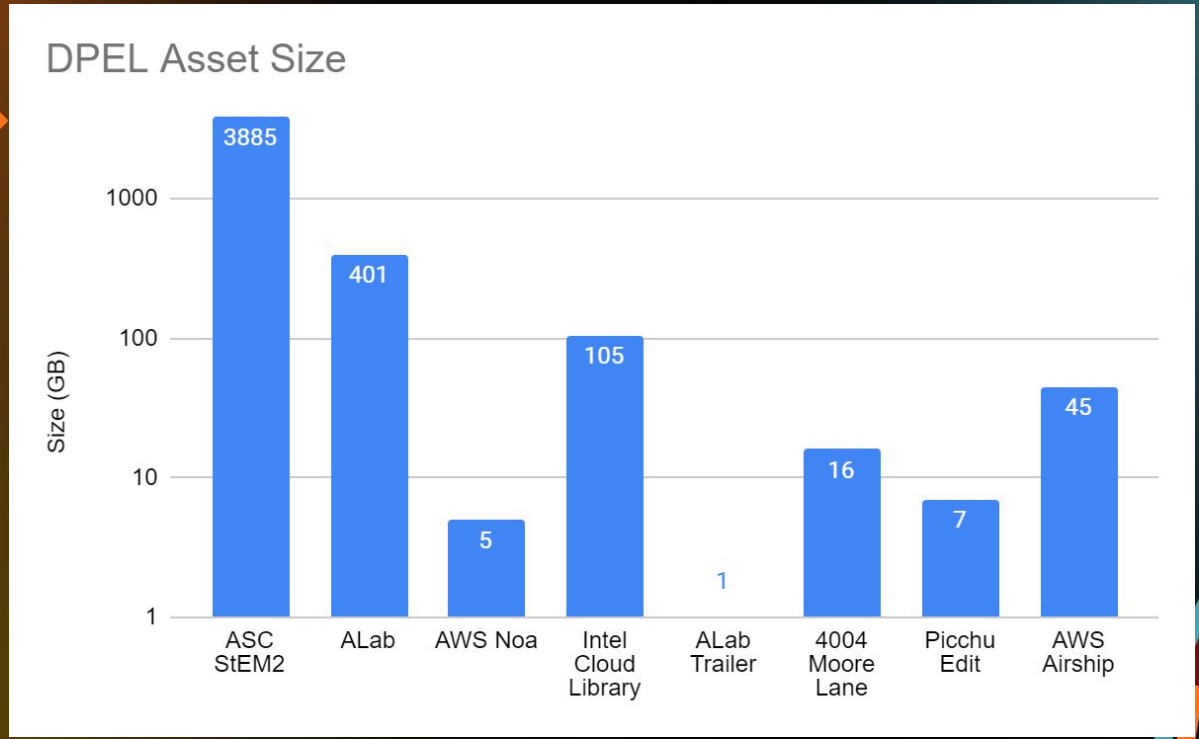
Future Assets: StEM v3

- Standard Evaluation Material v2 (StEM v2) contributed by **ASC** in 2022
- **Reference material** for color and image processing pipelines, display and projector calibration, etc
- Emphasis on **HDR, high resolution, wide color gamut**

Future Assets: StEM v3

- StEM v3 focuses on **Virtual Production / ICVFX**
- From ASC **Joint Committee on Virtual Production**
- Mix of **2D & 3D assets**
- Contributions from **numerous studios**
- Targeting beta Q4 and v1 @ NAB ‘25
- Questions around **IP/licensing** and **hosting costs**

Download Statistics



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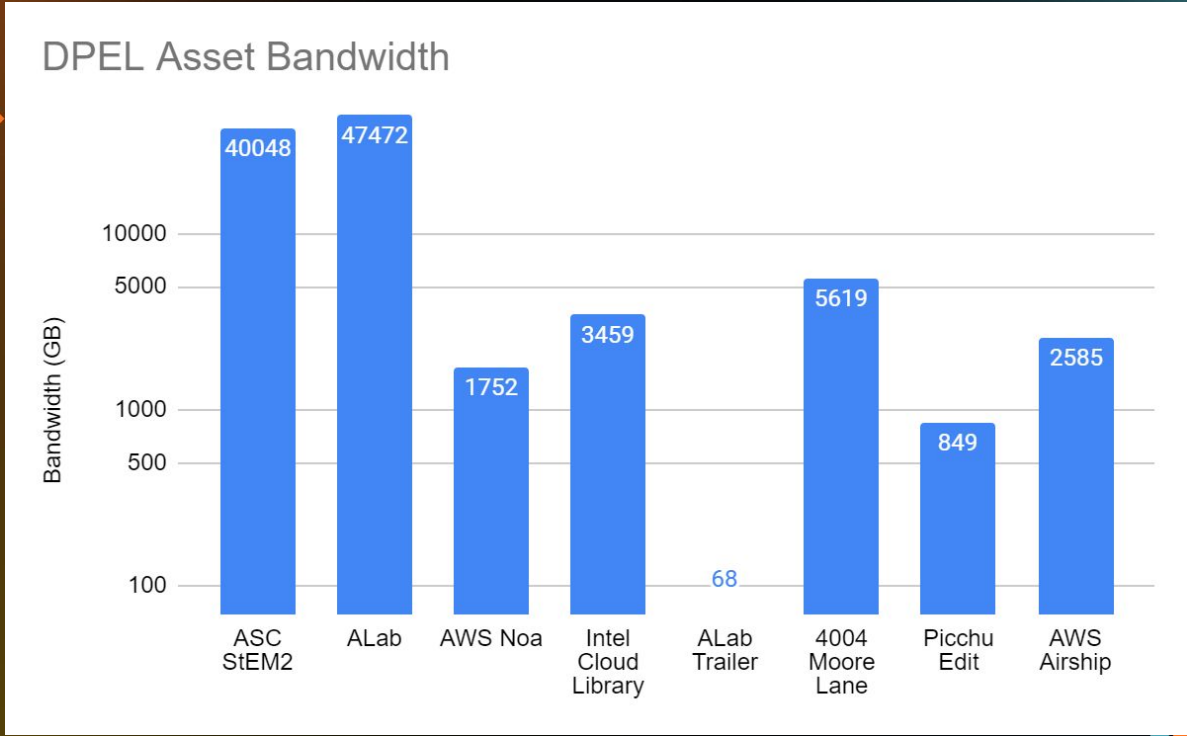

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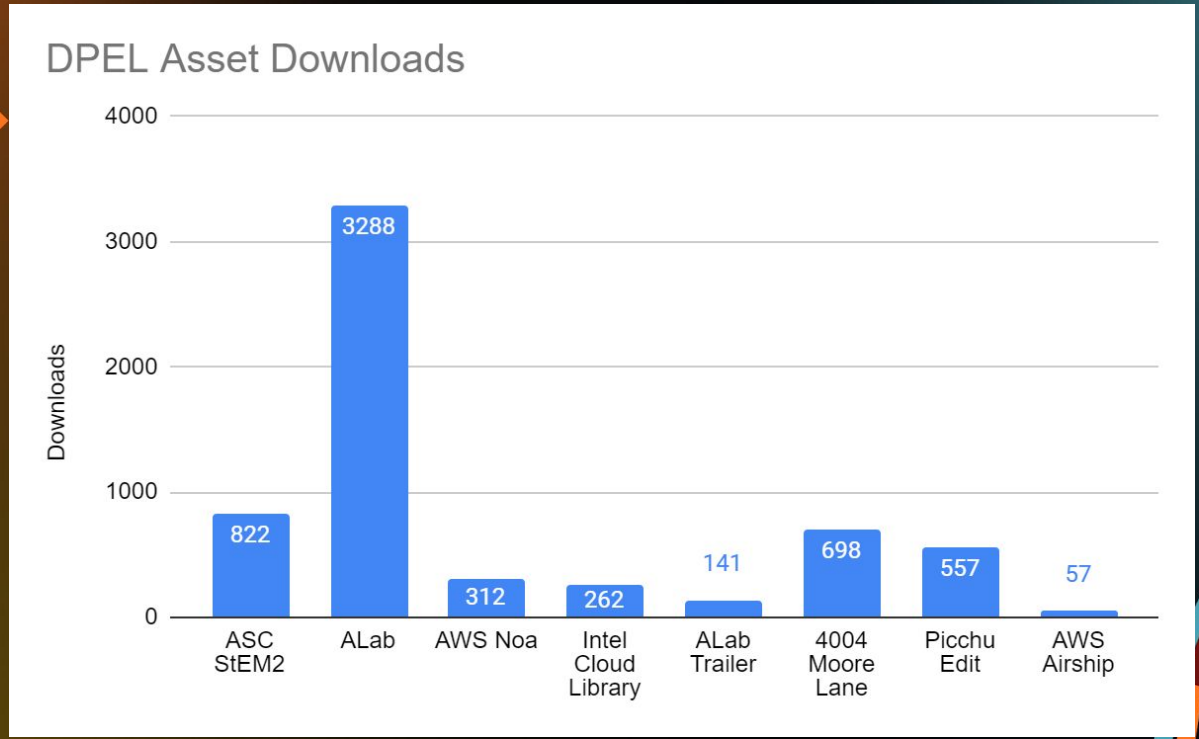


*Since March 2024

Download Analytics

S3 Storage Lens

CloudFront Metrics

Technical Steering Committee

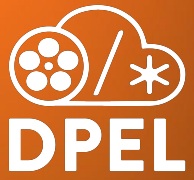
- **Matthew Low** | DreamWorks, Chair
- **Ben Fischler** | Autodesk
- **Darin Grant** | Animal Logic
- **Eric Enderton** | NVIDIA
- **Haley Kannall** | Amazon Web Services
- **Joshua Minor** | OpenTimelineIO
- **Michael Johnson** | Apple
- **Nick Porcino** | Pixar
- **Satish Goda** | Netflix
- **Sean McDuffee** | Intel

Challenges

Not a source code project

Contributions are substantial and singular

Lower engagement, collaboration, and TSC stability



Opportunities

Lower barriers to contribution

Create source code components

Grow visibility and stabilize TSC

USD ALab

Aidan Sarsfield, Jens Jebens, Christian Lopez Barron, Grant Freckelton

- Born of Frustration – Intellectual Property Restrictions
- "Skin in the game" learnings from AL_USDMaya to USD schemas
- Cross-disciplined development team (Artists, Production, Legal)

Barrier: No one had ever released a production quality USD asset

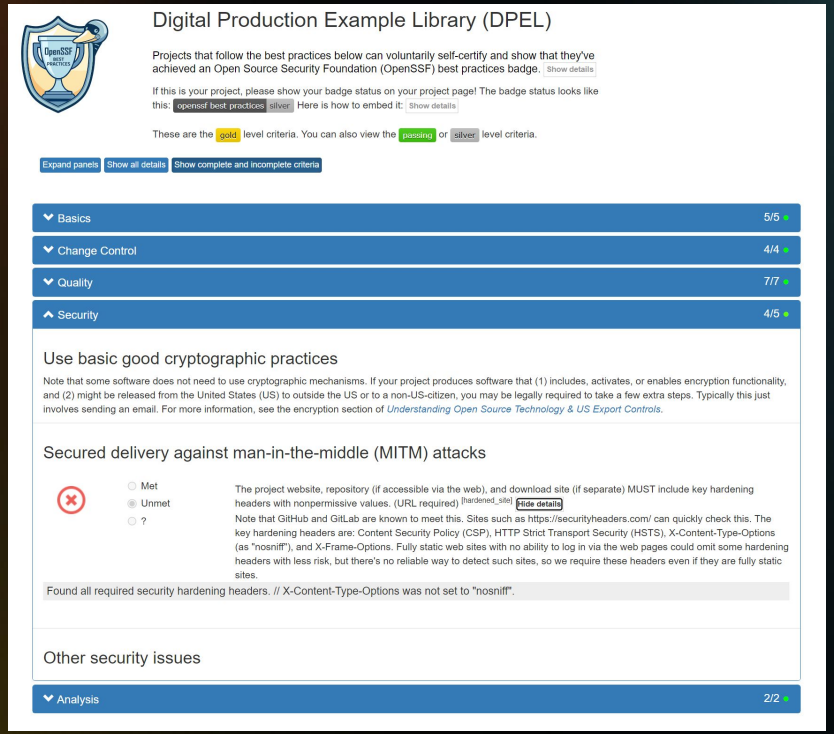
Lesson: Doing something outside of your comfort zone can reap great rewards

/* ACADEMY SOFTWARE FOUNDATION
open Source days '24

Future

- Increase engagement and collaboration
- Continue GitHub asset migration
- Website improvements
- Explore 3D web viewers
- Grow ASWF engagement and public visibility
- Enhanced download statistics and analytics
- Solicit new assets

Project Adoption Status



openssf best practices | silver

https://www.bestpractices.dev/en/projects/8737

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