

# Annual Review for

/\* ACADEMY  
SOFTWARE  
FOUNDATION



# rez - 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 Delegate:**

*Stephen Mackenzie <maxnbk@gmail.com>*

## **Project Leads / Co-chairs:**

*Jean-Christophe Morin <jeanchristophemorin13@gmail.com>*

*Stephen Mackenzie <maxnbk@gmail.com>*

## **TSC Members and Affiliations:**

*Brendan Abel (Walt Disney Imagineering)*

*Jean-Christophe Morin (Anaconda)*

*Stephen Mackenzie (NVIDIA)*

*Thorsten Kaufmann (Accenture Song Content)*

## **Contributed by:**

*Allan Johns while at Method Studios*

## **Key Links:**

**Github:** *github.com/AcademySoftwareFoundation/rez*

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

**Docs:** *rez.readthedocs.io*

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

**Mailing list:** *lists.aswf.io/g/rez-discussion*

## **OpenSSF Best Practice Badge:**

- “In Progress - 94%”
- <https://www.bestpractices.dev/en/projects/8389>

# rez - 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
  - Submitted to ASWF for incubation on 2021/12/06 - First TSC meeting 2022/08/22 - Allan stepped down

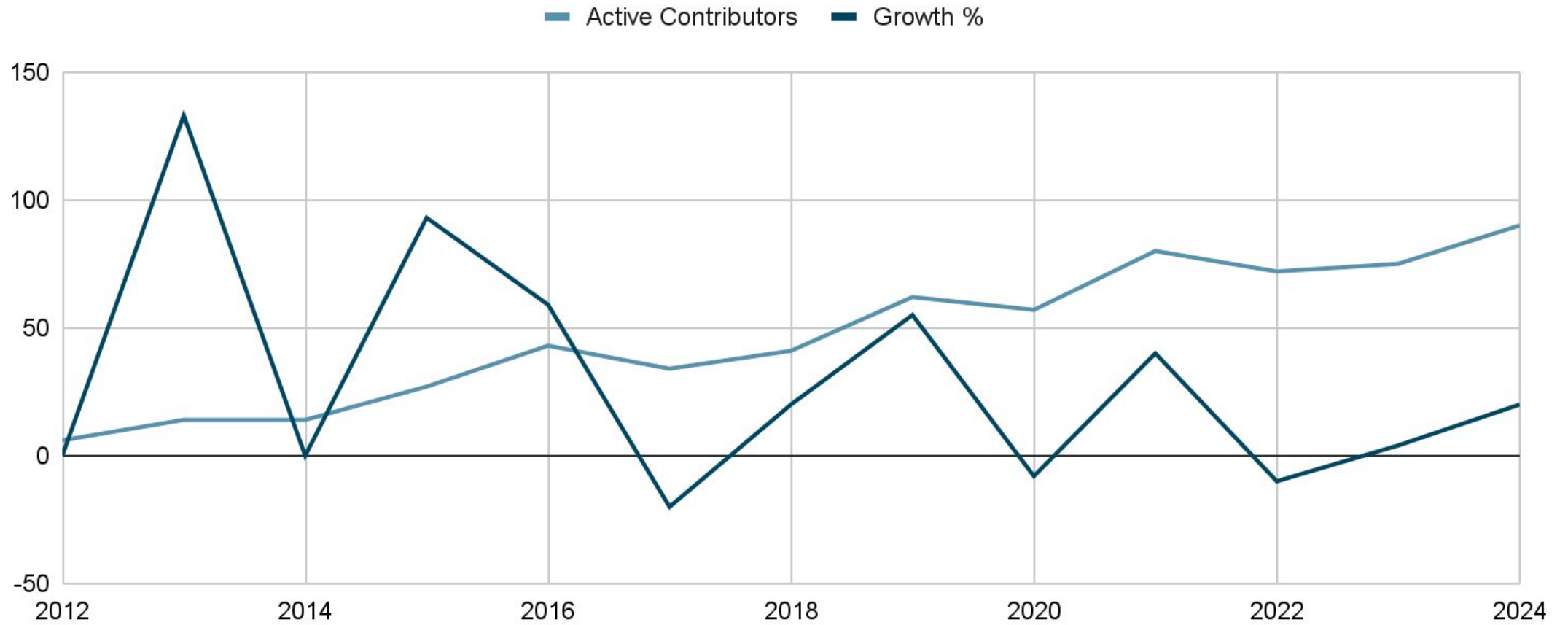
# Incubation to Adoption Report Card

- Technical Charter Approval
- Legal
- Governance
- LICENSE
- CODEOWNERS
- README
- License scan
- Defined Architecture & Features
- Defined Mission & Scope

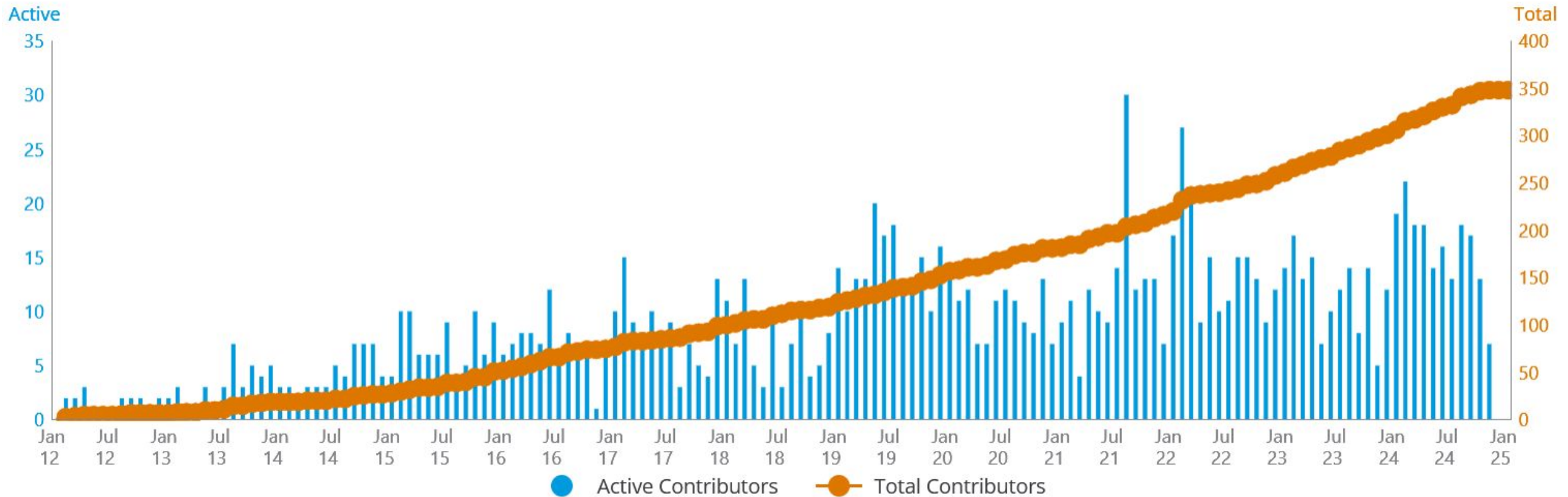
- \* Contributing
- Code of Conduct
- \* Release
- Support
- Adopters
- IP OpenSSF Badge
- IP Security Policy
- Roadmap
- Growth Assessment

# Contributor Growth %

## Active Contributors



# Contributors (All-time)



# ADOPTERS.md

- Accenture Song Content
- Animal Logic
- AntaresImage
- ANTARUXA
- Apple
- Brazen Animation
- Brunch Studio
- Company3 / Method Studios
- Crafty Apes
- Digital District
- Dreamworks Animation
- Dupe VFX
- Electric Theatre Collective
- Flying Bark Productions
- FuseFX / Folks VFX
- HouseofVFX
- Iloura
- Laika
- Luma Pictures
- Mikros Image
- Milk VFX
- MSG Sphere
- NAD-UQAC
- Netflix (Feature Animation)
- Paramount Animation
- Pixomondo
- Platige Image
- Rodeo FX
- Saddington Baynes
- SHED Inc
- Sony Pictures Imageworks
- Squeeze Studio Animation
- Squint Opera
- Tangent Animation
- Tencent Games
- Time based arts
- Toonbox Entertainment
- WWFX UK

# Recent Releases

- (Last Review)
  - 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 improvements to docs (2024/04)
- (New)
  - 3.2.0 -> Synchronous payload caching, many smaller items (2024/10)
  - 3.2.1 -> Small bugfix for backwards-compat issue in 3.2.0 (2024/10)

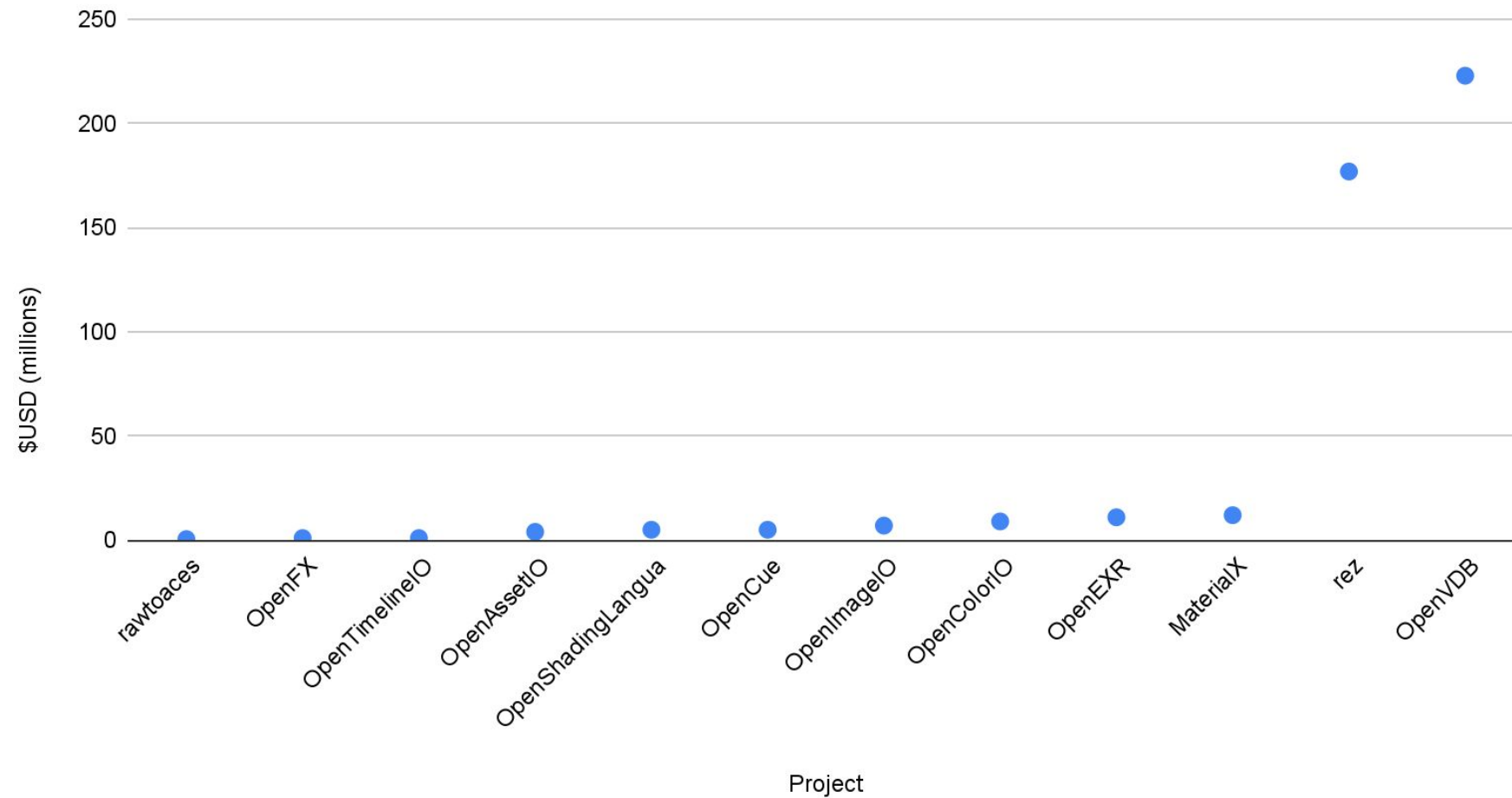


# Recent Developments

- Synchronous payload caching support
- New “testing” object for use in rez-test
- “default\_build\_process” setting introduced
- Convert Windows registry queries to winreg pypi module
- Many shell-specific bugfixes
- New adopters file, contributing.md updates, release.md updates
- More legacy py2-specific code removed
- Numerous documentation updates (Huge props to Bryce Gattis)
- #rez-wg-config-launcher - config-oriented sub-group created
- OpenSSF Badge Progress (2023->2024 delta)
  - 91% -> 94% towards passing
  - 71% -> 83% towards silver
  - 52% -> 78% towards gold

# COCOMO JOCOMO

## COCOMO Projected Cost Estimate



# Contribution Dashboard

Academy Software Foundation (ASWF) /

Rez












All

Last Year

## Contributor Leaderboard ⓘ

Activities are up ↑ by 58.49% vs. the previous time period.

Metric Activities

Rank <span>▲</span>	Contributor	Activities	Change	% Contributions
1	 <b>Jean-Christophe Morin</b>	817	+297	55.73%
2	 <b>Bryce Gattis</b>	137	+120	9.35%
3	 <b>Chad Dombrova</b>	71	+71	4.84%
4	 <b>Ben Andersen</b>	69	+69	4.71%
5	 <b>Stephen Mackenzie</b>	58	-18	3.96%
6	 <b>Robert Minsk</b>	25	+25	1.71%
7	 <b>Thorsten Kaufmann</b>	23	-1	1.57%
8	 <b>predat</b>	17	+15	1.16%
9	 <b>Pixel Minions</b>	13	+13	0.89%
10	 <b>Nathan Rusch</b>	13	+13	0.89%
11	 <b>hcalanfy</b>	12	+4	0.82%












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## Organization Leaderboard ⓘ

Activities are up ↑ by 62.25% vs. the previous time period.

Metric Activities

Rank <span>▲</span>	Organization	Activities	Change	% Contributions
1	 <b>Anaconda, Inc.</b>	817	+342	66.69%
2	 <b>Brazen Animation</b>	137	+120	11.18%
3	 <b>Scanline VFX Studios</b>	84	+84	6.86%
4	 <b>Scanline VFX</b>	69	+69	5.63%
5	 <b>NVIDIA Corporation</b>	59	-20	4.82%
6	 <b>Accenture</b>	23	-1	1.88%
7	 <b>Walt Disney Imagineering</b>	6	-9	0.49%
8	 <b>Tinkoff Bank JSC</b>	6	+6	0.49%
9	 <b>Individual - No Account</b>	4	-7	0.33%
10	 <b>Animal Logic Pty Ltd</b>	4	+2	0.33%
11	 <b>Apple Inc.</b>	3	-11	0.24%

Show More

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# Last Years “Top Requests”

1. Better Docs
  - a. 6 documentation PRs opened, 4 closed
2. “Provides”
3. Better Windows shell support\*
  - a. Handful of PRs merged with improved Windows shell handling
  - b. Biggest PR on this has fizzled, original contributing company is defunct
4. Better rez-pip\*
  - a. JCM’s rez-pip2 is getting good testing and fixing of edge-cases. Now up to version 0.3.2
  - b. Should someday negotiate migrating this to ASWF
5. Cloud package repositories
6. Caching-oriented features and fixes
  - a. 3.2.0 introduced synchronous payload caching feature - More to do, but great start
7. Robust starter rez recipe set
8. Incomplete/dated knowledge of who and how many use rez
  - a. Some decent refreshed data on this from new contributors
  - b. Often seeing new, small, or upstart studios try rez - hard to track who sticks with it

# Project difficulties

1. Maintainer time - Jean-Christophe doing too much of the heavy lifting.
  - a. Some of this is situational, some of it isn't.
  - b. Still seeking an additional TSC member, as we were last year.
    - i. Had a promising lead, but fizzled.
2. Estimate that nearly all contributors are doing so on "individual" time, not company time.
3. Advancing certain key features (that everyone badly wants) requires some deep technical knowledge and motivation
4. Docs (Always, but at least there was a lot of movement here last year)
5. Tests need improvement and cleanup, the current setup harms dev velocity
6. Overhaul rez quickstart guide, ideally before a chosen dev day
7. Way behind on our written meeting notes

# Areas the project could use help on

1. Still seeking an additional TSC member, ideally from a member company that uses rez
2. Some hand-holding to help us try out Dev Days this next go-round might be welcome
  - a. (We had some informal dev day submissions last year, which was a pleasant surprise)
3. Eventually help move JCM's rez-pip to ASWF when appropriate and stable
4. Docs and test improvements
5. Help unfizzling certain Windows-centric efforts

# Feedback on working with ASWF

# TAC Open Discussion

#ASWF

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