/* ACADEMY
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Topics:

- Organization Status
  - Contributors
  - Users
  - Visitors
- Project Status
  - Website
  - Github
  - Tech Initiatives
- Outlook
  - Focus Areas
  - Needs

Stars

New stars added to the project repositories during the selected time period. Learn more
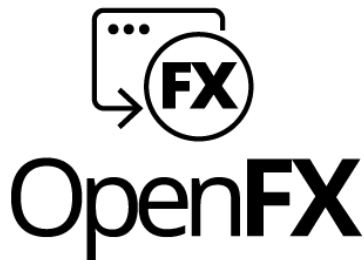
49 ⊘ 23.4% (-15)
vs. 64 last period

New | Cumulative

Forks

New forks (copies) of the project repositories during the selected time period. Learn more

10 ⊘ 37.5% (-6)
vs. 16 last period

New | Cumulative

- OpenFX is an open standard for creating visual effects (VFX) 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.
- This year has seen some progress, but significant new work won't be released til 1.6 later this year or 2026.
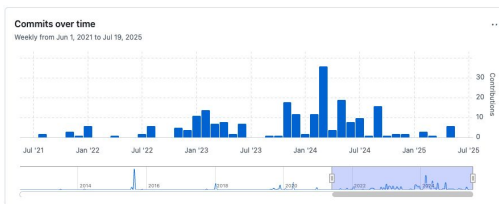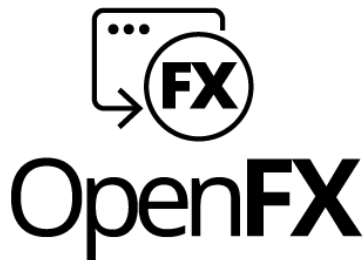
Organization Status

Stats:

- Contributors:
  - 8-10 people attend every TSC; sometimes we get 10-12. Solid group.
  - Only 3 github committers & 4-6 github reviewers - *need more!*
  - Dennis Adams retired; he will be missed.
- Git stats:
  - Commits, Past 365 days: 102 vs 201 last year
  - PRs: 24, vs. 53 last year
  - Active days: 49, down from 101
  - Merge lead time: avg 4 days, down from 27 last year (that's good!), and wait time down from 25 to 11
  - Contributors: 10, down from 12. 33% me, 10-12% next 4 people
- Monthly TSC meetings are solid, reliable, helpful, and well attended
- Mailing list: 50+ members
- Slack: **193 members, up from 148** (this is our primary communication channel now)
- Discord: 50 members

Updates:

- 1.5 released last year 7/24/24. 1.5s with colorspace updates on 11/26/24. We were aiming for 1.6 by this summer but progress has been slower than I hoped for.

Commits over time
Weekly from Jun 1, 2021 to Jul 19, 2025

Organization Status: Discussion

- We are still moving 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've leveled out, and in some ways have slowed down since the big push for color support last year.
- I'm hoping the new C++ bindings will generate a flurry of interest this fall, and maybe even attract some new developers.
- 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.
- We're continuing to work with other ASWF groups where possible; we're planning updates to our colorspace support in concert with OCIO, and still working with OTIO on how to encode effects based on the OpenFX model.

OpenFX

Project Status

Tech

- GPU support for Metal, and OpenCL in addition to CUDA: complete and shipped
- Auto CI builds: complete & working, release process is now automated, artifacts signed.
- Lots of doc updates and cleanups
- Small features like NoSpatialAwareness to satisfy old issues
- Conan: I sent a PR in spring, but it hasn't been reviewed. So that's in stasis.
- In Process:
  - Camera and other metadata support (EXIF, source clip filename, timecode, etc.)
  - C++ bindings based on recent C++ and machine-readable property definitions

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
- Help with C++ bindings from new developers would be great!

OpenFX
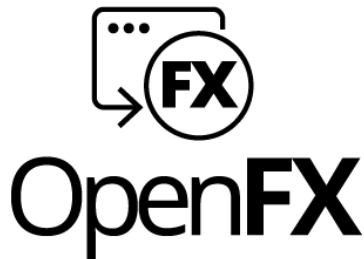
Outlook

Focus Areas

- C++ bindings – top priority
- Metadata support – coming along but slower than we'd like
- Adding plugin and host example and test code for all new features
- Supporting OTIO's effect definition standard

Needs

- More contributors/committers/reviewers
- More engagement from TSC and OpenFX users
- More input from new people
- More git and github expertise among the TSC (better than last year, but slow)
- Help to support our example plugins, and plugin and host support libs
- Better documentation of host feature support

Ideas

- I'd like more engagement and leadership from others in the TSC
- We need big users like Blackmagic, The Foundry, and Autodesk to weigh in
  - Timezones can be challenging
- If we do another NAB event I will try to go, to represent our project