

Annual Review for *Open Review Initiative*

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SOFTWARE
FOUNDATION

Open Review Initiative

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#ASWF

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)

William Wira (WDAS)

Cottalango Leon (SPI)

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://openreviewinitiative.org/>

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](#)

Key Achievements in the past year for Open Review Initiative

2025 Deliverables

- Spec for OTIO based annotation exchange/persistence
- Demo of OTIO based live synchronized annotations between arbitrary players
- A new website with all 6 projects and areas for demo videos etc..

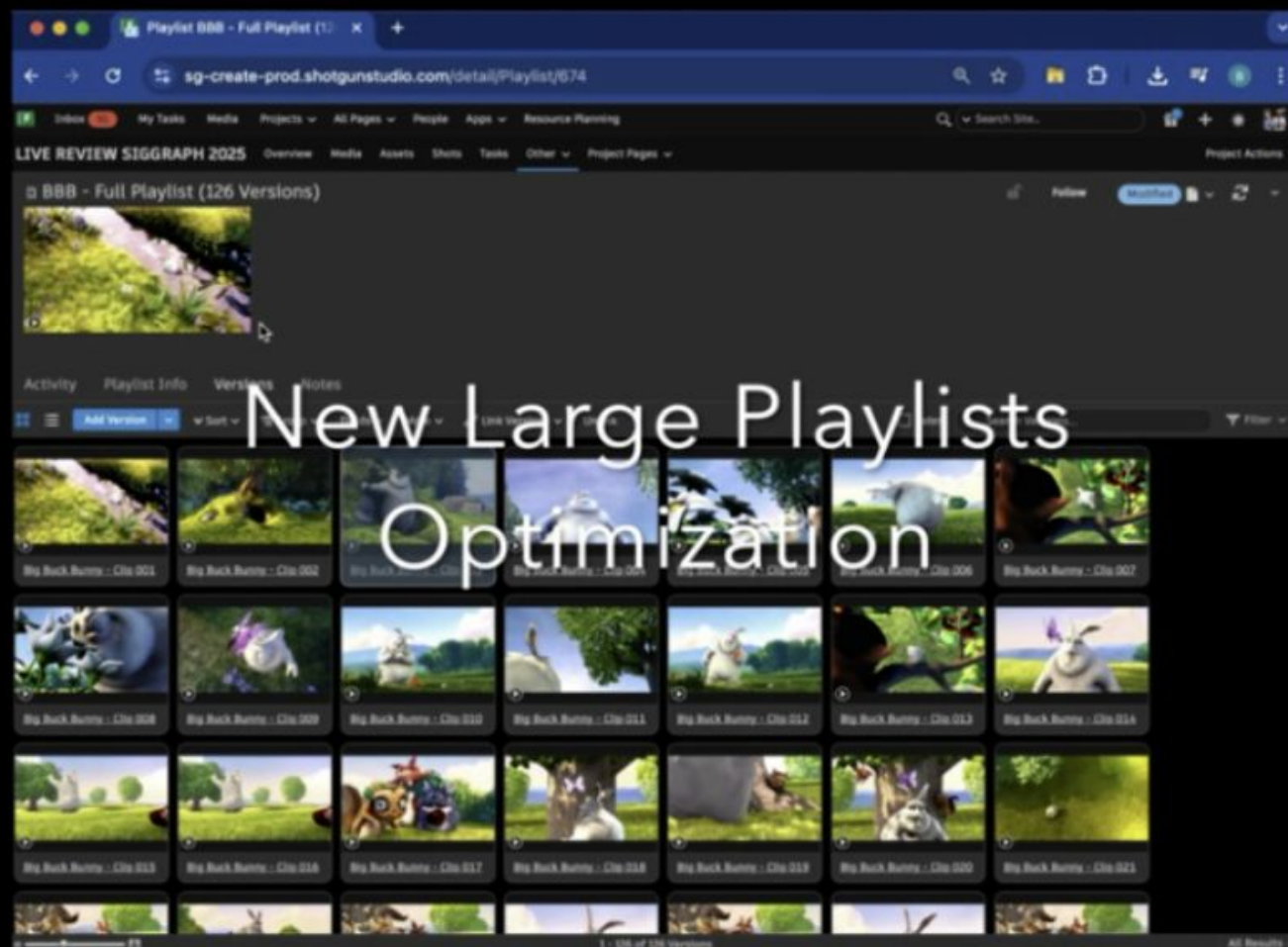
ASWF Project collaboration:

- OpenAPV testing and cross collaboration
 - Two ORI TSC members now OpenAPV TSC members
- Cross-collab on ML-WG as first target is review based tooling and potential future RPA plugin candidate

Key Achievements in the past year for Open RV

Now available in Open RV

- **Annotation Improvements**
 - New Hold & Ghost (Onion Skinning)
 - Clear Annotations on all frames
- **Graphic Capabilities Improvements**
 - Native ProRes Support for Apple Silicon Mac (Hardware Decoding)
 - BMD SDI output support for 47.95+48+120 fps
 - High-DPI Displays
 - Canon Raw 3 File Type
- **Performance Improvements**
 - 18x faster playlist loading
 - Faster HJ2TK
 - OCIOIPNode - 2x speedup
- **Miscellaneous Improvements**
 - VFX Reference Platform CY2024
 - Qt6
 - Native Apple Silicon
 - XCode 16

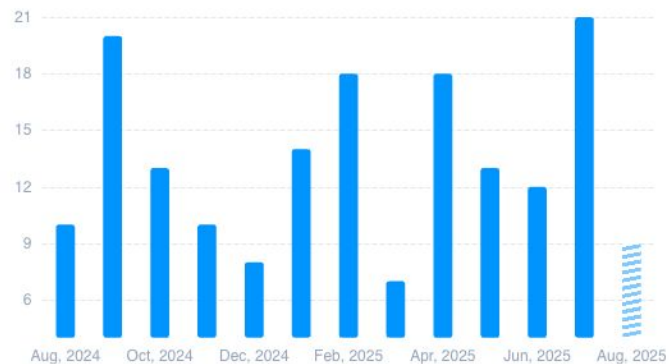


Contributions to OpenRV

Active contributors

67 ⬇️ 29.5% (-28)
vs. 95 last period

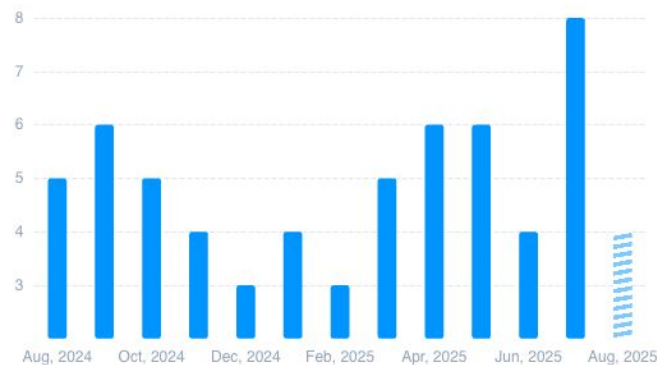
monthly active contributors



Forks

63 ⬆️ 28.6% (+14)
vs. 49 last period

monthly new forks



Organizations leaderboard

All activities

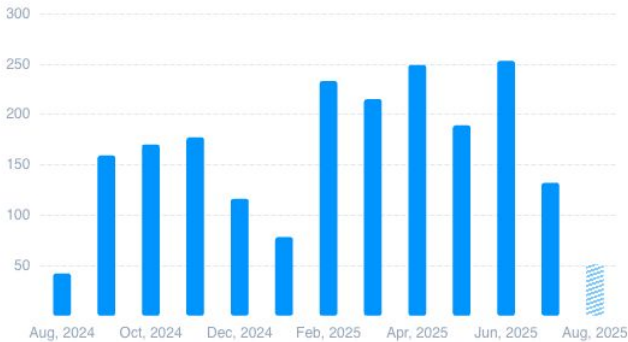
Organization	Total contributions
 Autodesk	1,669 - 53%
 Spiria	1,271 - 40%
 Walt Disney Imagineering	82 - 3%
 mcgaugh.co.uk	33 - 1%
 Animal Logic Pty Ltd	24 - 1%
 Wētā FX	17 - 1%
 tuta.io	13 - 0%
 qoobit	10 - 0%
 Individual - No Account	10 - 0%
 Cornell University Programming Languages Grou	7 - 0%

Commits/Resolutions to OpenRV

Commit Activities

2,064 ⬆️ 125.6% (+1,149)
vs. 915 last period

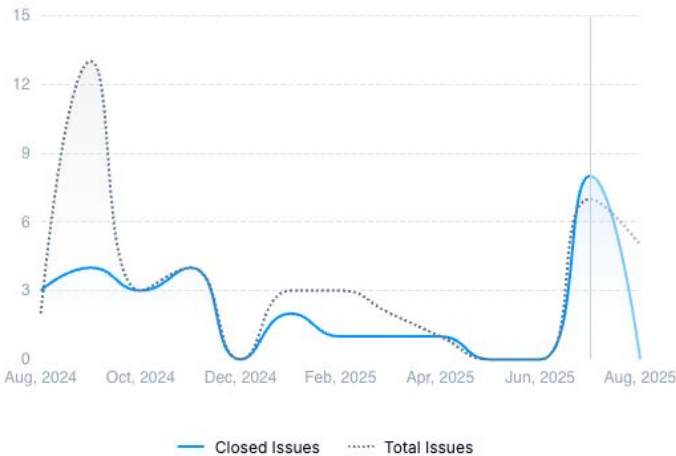
monthly new commits



Issues resolution

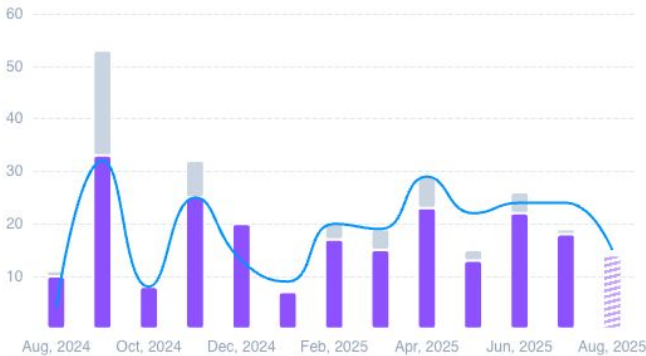
Total closed issues ⬆️ 38.6% (-17)
vs. 44 last period

Avg. velocity ⌚ 22 days



Pull requests

Total pull requests performed
244 ⬆️ 22% (+44)
vs. 200 last period



Open	Total 244	vs. last period ⬆️ 22% (+44)
Merged	Total 225	vs. last period ⬆️ 6.1% (+13)
Closed	Total 48	vs. last period ⬆️ 182.4% (+31)

Avg. velocity ⌚ 6 days

Key Achievements in the past year for X-Studio

xSTUDIO v1.0.0 Released!

- Complete overhaul of the UI
- Multi-track timeline
- Fully cross platform
- Refreshed user documentation
- Lots of new features
- **Many** under-the-hood improvements!

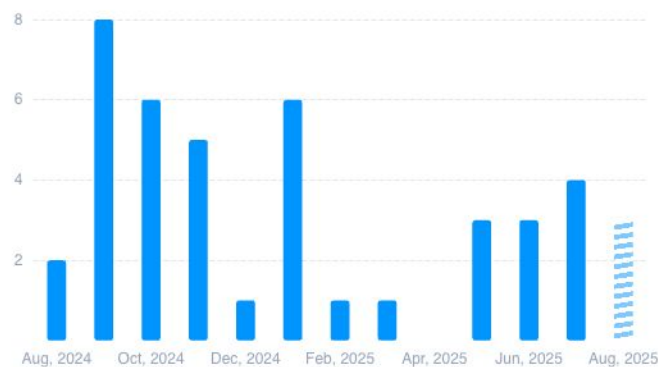


Contributions to X-Studio

Active contributors

29 ⬇️ 14.7% (-5)
vs. 34 last period

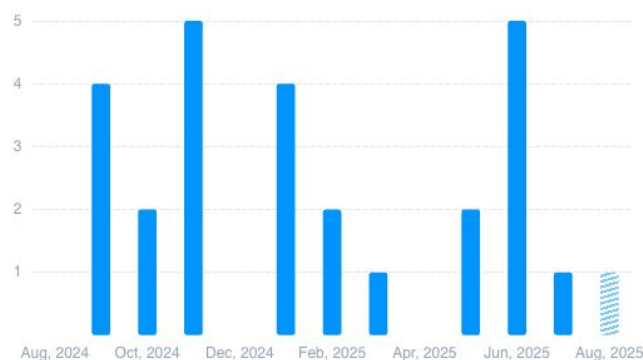
monthly active contributors



Forks








27 ⬇️ 3.6% (-1)
vs. 28 last period

monthly new forks



Organizations leaderboard

🔍 All activities

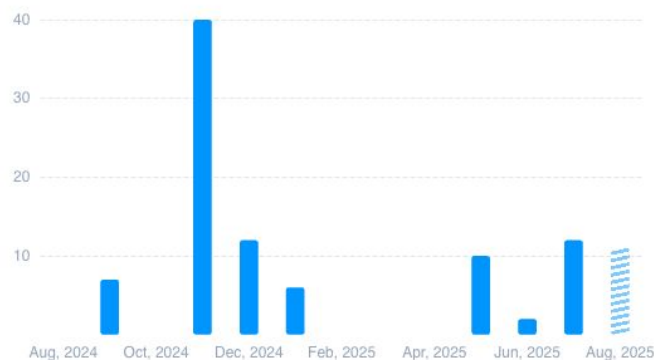
Organization	Total contributions
 DNEG	161 - 93%
 Techarge	4 - 2%
 bungnoid.com	2 - 1%
 fleetingimage.com	2 - 1%
 aromastudios	2 - 1%
 Blur Studio	1 - 1%
 haggi.de	1 - 1%

Commits/Resolutions to X-Studio

Commit Activities

100 ⬆️ 51.5% (-106)
vs. 206 last period

monthly new commits

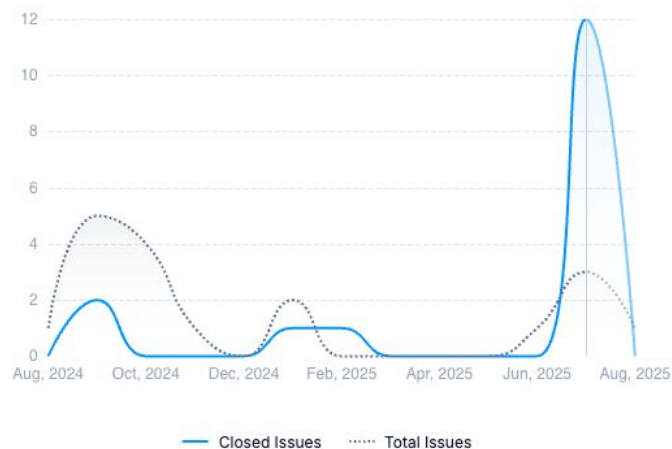


Issues resolution

Total closed issues

16 ⬆️ 300% (+12)
vs. 4 last period

Avg. velocity
3 months



Pull requests

Total pull requests performed

15 ⬆️ 150% (+9)
vs. 6 last period



Open

Total
15

vs. last period
⬆️ 150% (+9)

Merged

Total
10

vs. last period
⬆️ 25% (+2)

Closed

Total
3

vs. last period
⬆️ +3

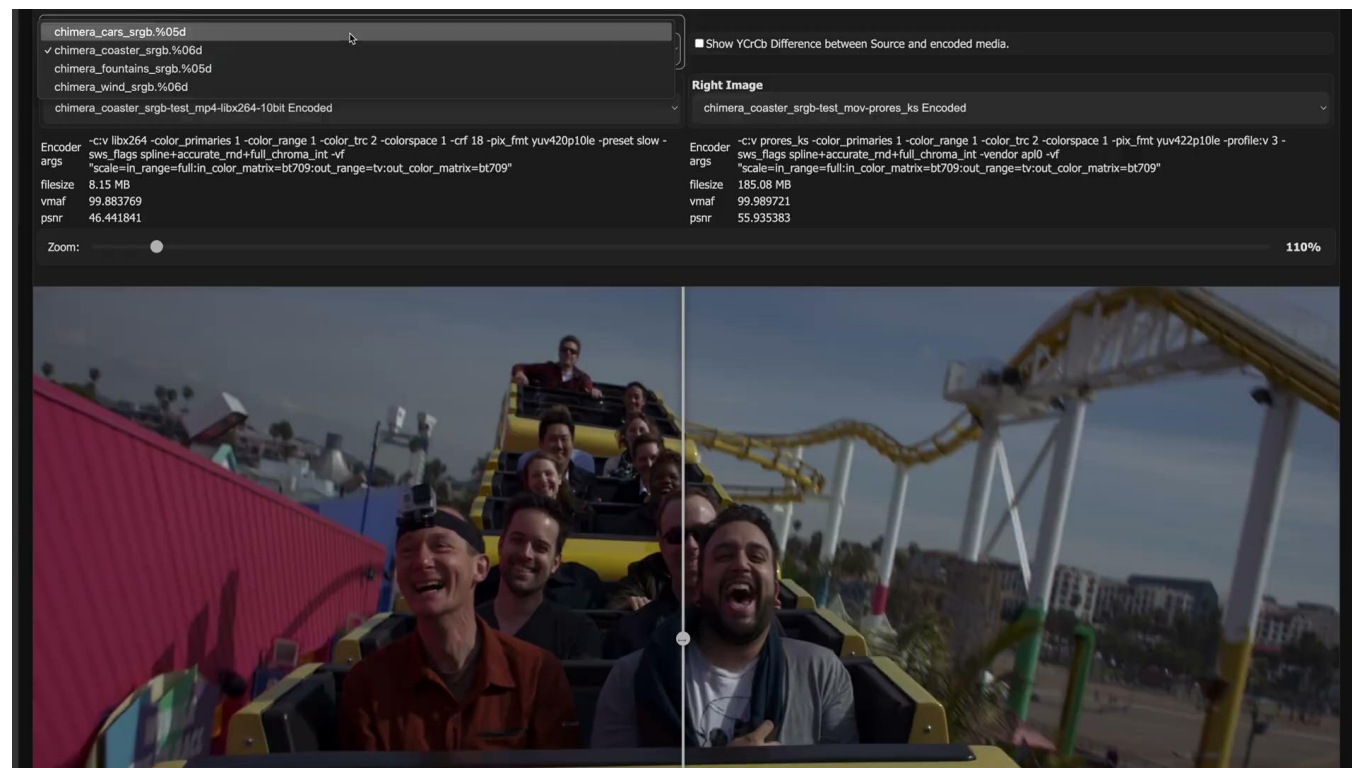
Avg. velocity ?

0.9 months

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.
- Created an HDR Encoding Guide
- Created a whitepaper to encourage industry usage of VP8, VP9 and AV1 rather than HEVC.
- Profiled two new choices for Interframe codecs:
 - OpenAPV – Advanced Professional Video Codec
 - HTJ2K – JPEG2000 - **High-Throughput JPEG2000**

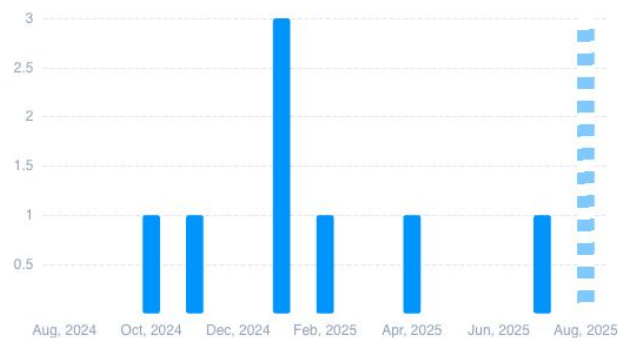


Contributions to Encoding Guidelines

Active contributors

3 ⬇️ 62.5% (-5)
vs. 8 last period

monthly active contributors



Organizations leaderboard

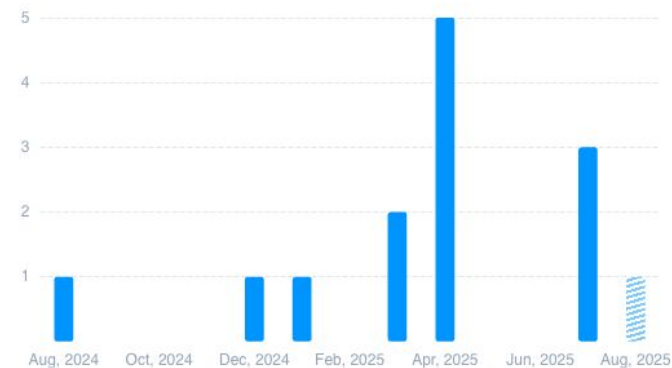
All activities

Organization	Total contributions
 Walt Disney Imagineering	122 - 98%
 Storm Studios AS	2 - 2%

Stars

14 ⬆️ 0% (+0)
vs. 14 last period

monthly new stars

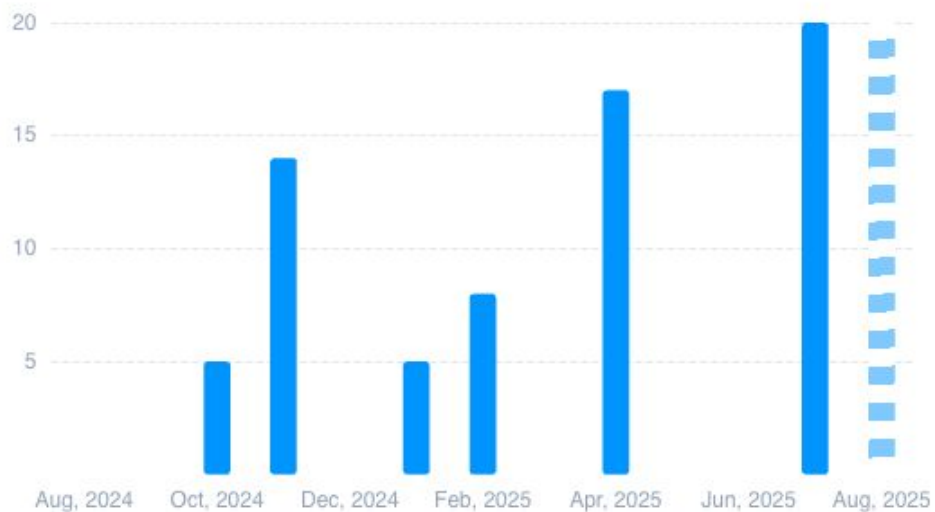


Commits/Resolutions to Encoding Guidelines

Commit Activities

89 ⬇️ 79.3% (-341)
vs. 430 last period

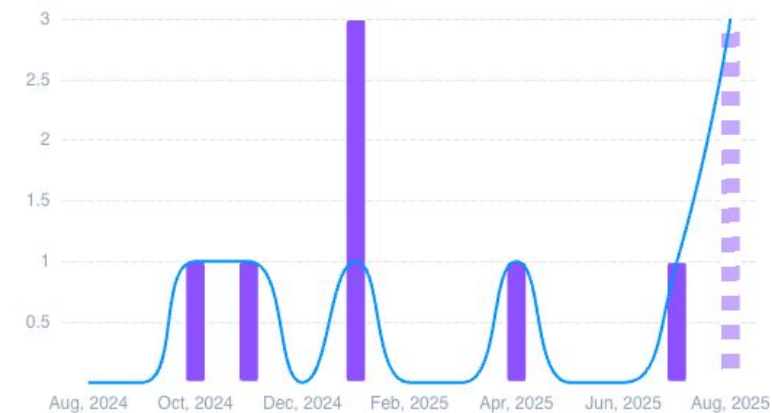
monthly new commits



Pull requests

Total pull requests performed

8 ⬇️ 88.4% (-61)
vs. 69 last period



Open	Total 8	vs. last period ⬇️ 88.4% (-61)
Merged	Total 10	vs. last period ⬆️ 87.5% (-70)
Closed	Total 0	vs. last period ⬇️ 100% (-1)

Avg. velocity ⓘ

1 day

Launch of RPA

- Official Release of the RPA project to the Shared Platform Repository
 - Shared Plugin API
 - Multiple sample plugins inclusive of color correction, playlist management and more.
- The goal for RPA is to eventually build a community space with OSS plugins available for download and use.

The screenshot shows the GitHub repository page for 'ori-shared-platform' by user 'loorthu'. The repository is public and has 11 branches, 0 tags, and 36 commits. The main branch is 'main'. The repository contains files: 'rpa', '.readthedocs.yaml', 'CODE OF CONDUCT', and 'README.md'. The 'README' file is open, showing a large graphic with a play button icon and the text 'OPEN REVIEW INITIATIVE'. The text in the README describes the Open Review Initiative's shared platform repository, its purpose, and provides links to documentation and the ASWF slack channel.

ori-shared-platform (Public)

11 Branches 0 Tags

Go to file Add file <> Code

loorthu Merge pull request #15 from kyadarimahesh/fix-ssbo-binding-index 4ac15da · 2 weeks ago 36 Commits

File	Commit Message	Time
rpa	Fix SSBO binding index: respect GL_MAX_SHADER_STO...	3 weeks ago
.readthedocs.yaml	Copy the html docs to the expected location for RTD	2 months ago
CODE OF CONDUCT	Create CODE OF CONDUCT	3 months ago
README.md	Add the following updates	2 months ago

README

OPEN REVIEW INITIATIVE

Hello and welcome to the Open Review Initiative's shared platform repository.

Here you will find a growing collection of code meant to be leveraged across our existing review applications as part of this project, and with projects and software external to the ASWF.

Currently in this repository:

RPA (Review Plugin API)

To empower VFX and Animation studios to use their custom built review workflows and tools across any review-playback system (such as OpenRV or xStudio), RPA provides a unified collection of API modules and widgets.

RPA is designed for pipeline developers to build their review workflows and tools once and deploy them seamlessly across any review-playback system that supports the RPA implementation.

RPA is an abstraction layer between the review widgets you create and the review-playback systems you use.

[RPA Documentation](#)

For more information about our initiative itself and its projects please see <http://aswf.io/openreviewinitiative>

Join the conversation on the ASWF slack [#open-review-initiative](#)

About

<https://ori-shared-platform.readthedocs.io/en/latest/>

Readme Activity Custom properties 26 stars 16 watching 10 forks Report repository

Releases

No releases published [Create a new release](#)

Packages

No packages published [Publish your first package](#)

Contributors 5

Languages

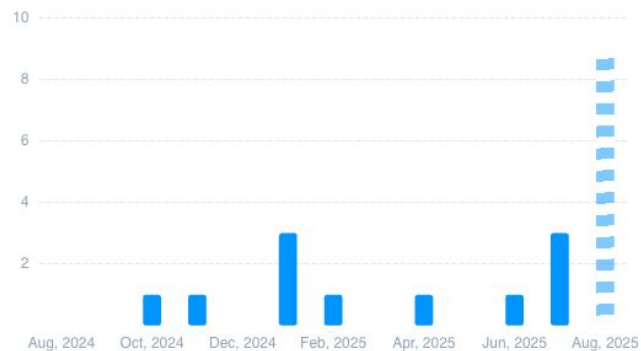
Language	Percentage
Python	98.7%
PowerShell	0.5%
Shell	0.3%
GLSL	0.2%
mupad	0.2%
Batchfile	0.1%

Contributions to Shared Platform

Active contributors

10 📈 25% (+2)
vs. 8 last period

monthly active contributors




Organizations leaderboard

 All activities

Organization

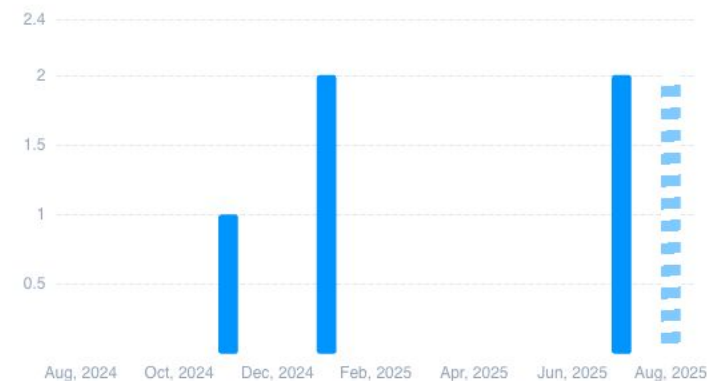
Total contributions

	Walt Disney Imagineering	128 - 79%
	Sony Pictures Entertainment	29 - 18%
	Storm Studios AS	2 - 1%
	Sohonet	2 - 1%
	orbi.tools	1 - 1%

Forks

7 📈 75% (+3)
vs. 4 last period

monthly new forks

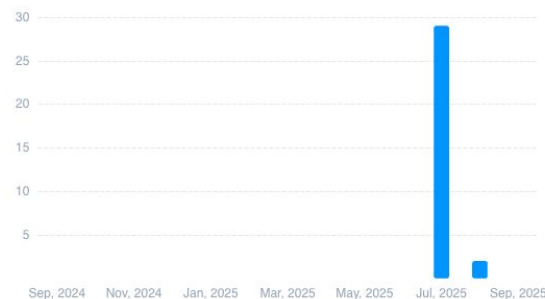


Contributions to Shared Platform

Commit Activities

31 +31
vs. 0 last period

monthly new commits

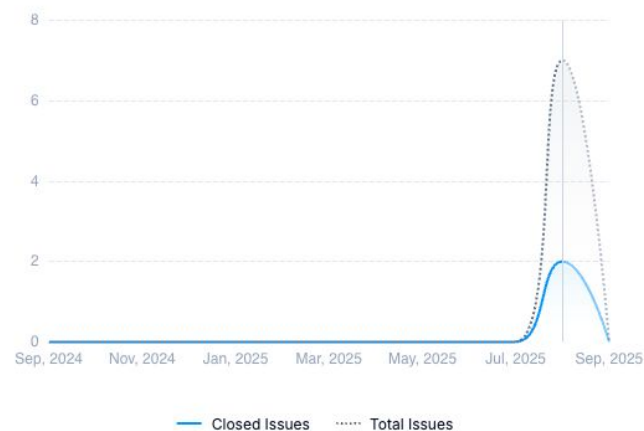


Issues resolution

Total closed issues

2 +2
vs. 0 last period

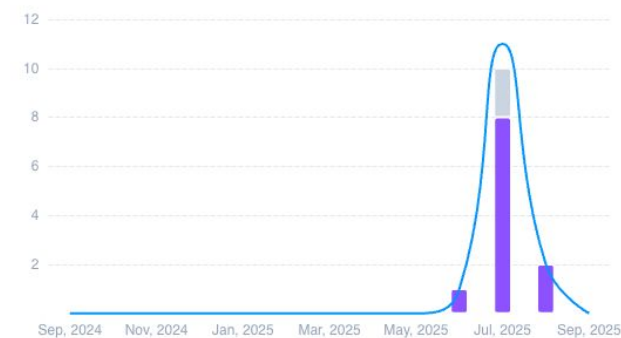
Avg. velocity
9 hours



Pull requests

Total pull requests performed

14 +14
vs. 0 last period



Open	Total	14	vs. last period +14
Merged	Total	11	vs. last period +11
Closed	Total	2	vs. last period +2

Avg. velocity

21 hours

Things that might happen next year

- An Open Source drawing library added to the project
 - One of our contributor studios continues to work on a potential future contribution of a drawing library for review tools. (fingers crossed)
- Downloadable Binaries for OpenRV and X-Studio
- Extension of the OTIO based collaboration protocol

Becoming a real boy...

We need a TAC vote on moving us from sandbox status to incubation...

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.
 -
- Licensing rights to 3rd party Codecs continue to be the barrier to binary distributions.
 - We are currently generating a bespoke per-OS codec inclusion matrix to be able to generate artifacts that map to a suitably licensed collection of codecs for testing OpenRV and xStudio.

Feedback on working with ASWF

TAC Open Discussion