

OpenColorIO

ASWF TAC Update - March 2026

Project Health



Technical Steering Committee

Chair: Carol Payne

Chief Architect: Doug Walker (Autodesk)

TSC Members

Remi Achard (DNEG)

Mark Boorer (ILM)

Mei Chu (Sony Imageworks)

Sean Cooper (Skydance Animation)

Michael Dolan (Epic Games)

Zach Lewis

Thomas Mansencal (Epic Games)

Cuneyt Ozdas (Autodesk)

Mark Reid (Netflix Animation Studios)

Mark Titchener (Foundry)

Kevin Wheatley (Framestore)

TSC Emeritus

Patrick Hodoul (Autodesk)

Carl Rand (Weta Digital)



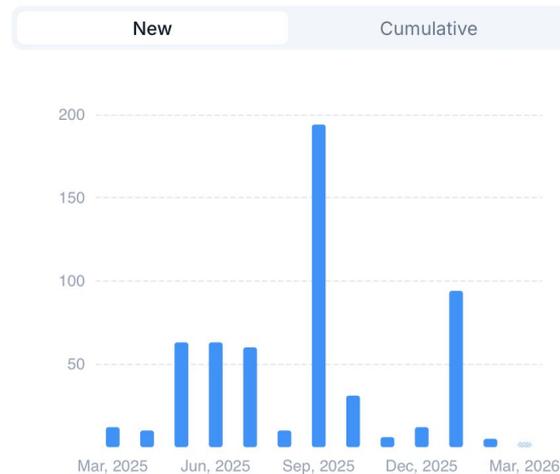
LFX Insights - some improvements

Contributors

	Doug Walker	514 - 30%
	Thomas Mansencal	144 - 8%
	cuneyt.ozdas	132 - 8%
	Carol Payne	117 - 7%
	Kevin Wheatley	81 - 5%
	Rémi Achard	78 - 5%
	michaelHADSK	78 - 5%
	Michael Dolan	50 - 3%
	Zach Lewis	50 - 3%

Commit Activities

563 ⬇️ 18.8% (-130)
vs. 693 last period



LFX Insights - some things still don't make sense

Organizations

	Delcam	390 - 42%
	Yalansavar	127 - 14%
	DNEG	68 - 7%
	Framestore Limited	64 - 7%
	Epic Games, Inc.	52 - 6%
	Method Studios	38 - 4%
	W.W. Grainger, Inc.	35 - 4%
	Apple Inc.	28 - 3%
	Eyeline Studios - Powered by N...	25 - 3%

"Active" Organizations

31 ⬇️ 31.1% (-14)
vs. 45 last period



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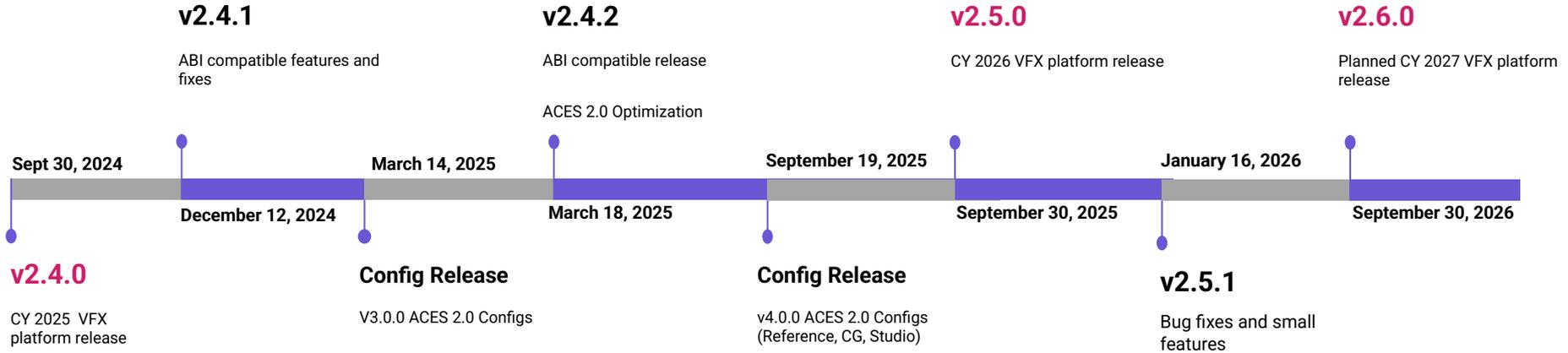
Carl Rand (Weta Digital)



**Since we last
talked...**



Release Cadence



Development Highlights

OCIO 2.5

- Built-in ACES 2 Configs
- Interop Color space Metadata
- Config Merging
- Hue Curve transforms
- Vulkan Support

In-progress for a future release

- SMPTE CLF v4 Updates
- Test harness for Vulkan & HLSL
- Better OS-level HDR Display Integration
- NanoColor collaboration
- C++ integration for AMF
- ACES LMT collaboration



OCIO Library Roadmap: roadmap.opencolorio.org

The screenshot displays the OCIO Library Roadmap, organized into three columns: **Now** (1 item), **Next** (4 items), and **Later** (5 items). Each item is represented as a card with a title, description, and status label.

Category	Issue Number	Description	Status
Now	OpenColorIO #1993	Update Common LUT Format to v4 (SMPTE version)	Feature Request
Next	OpenColorIO #1996	Better integrate with OS-level support for HDR displays	Feature Request
Next	OpenColorIO #2267	Support domain-specific LMTs for ACES	Feature Request
Next	OpenColorIO #1927	Add a C++ implementation for ACES Metadata File (AMF) support	Feature Request
Next	OpenColorIO #1998	Implement nanoColor prototype	Feature Request
Later	OpenColorIO #1994	Add functions for comparing configs and color spaces	Feature Request
Later	OpenColorIO #1995	Allow File Rules to leverage file format metadata	Feature Request
Later	OpenColorIO #1997	Better support for grading workflows and shot-based looks	Feature Request, Needs Discussion
Later	OpenColorIO #1931	DRAFT: ocioarchive enhancements	Needs Discussion



OCIO support in FFmpeg

- Convert scene-referred OpenEXR frames for use in movie files
- Supports:
 - OCIO ColorSpaceTransform
 - OCIO DisplayViewTransform
 - OCIO FileTransform
- Currently in FFmpeg master branch for an upcoming release



OCIOView

- GUI-based app to support editing and testing of OCIO configs
- Still in beta, hoping for 1.0 release with OCIO 2.6
- Moved to standalone repository for easier development



OCIOView + Dev Days

- Hoping to focus on OCIOView for the April Dev Days
 - Standalone repo should be an easier lift for new contributors
 - GUI app framework should be more approachable / testable
 - Lots of low-hanging fruit to help us get to that 1.0 release



Initiative Updates



ASWF Color Interop Forum

Goal: Encourage color space interop across industry projects

- **Who:** everyone who deals with color interop, even if not using OCIO
 - ACES, camera vendors, experts from VFX, animation, games, post
- **Why:** color is hard enough without alignment — we aim to create a space to have conversations and tackle initiatives with broad industry impact
- **What:** mainly documentation, implementation guides, recommendations. But sometimes supporting code in OCIO and other ASWF projects



ASWF Color Interop Forum

Color Space Encodings for Displays

- Completed in 2026
- Baseline set of standard display color spaces
- Display only - does not include view (i.e. tone mapping)

https://github.com/AcademySoftwareFoundation/ColorInterop/blob/main/Recommendations/02_DisplayColorSpaces/DisplayColorSpaces.md



ASWF Color Interop Forum

Interop ID & its use in OpenEXR

- An ID for Color Interop
 - https://docs.google.com/document/d/1T94lYbis9uCskL_ZEMxGBF2JryLfZnjxlEoNgRHZzBE/edit?usp=sharing
- Identifying the Color Space of OpenEXR Files:
 - <https://docs.google.com/document/d/1MTH1bq2L67ifvdDf64Amhgz4AbkIM5LG6yPHrB96Vwo/edit?usp=sharing>



ASWF Color Interop Forum

This is new ground for the ASWF

- Publishing recommendations instead of code
- ASWF is not a formal standards group (e.g., SMPTE, ISO, IEC, ITU)



ASWF Color Interop Forum

Current Citations:

- AOUSD Core Spec
 - <https://drive.google.com/file/d/1lh-28b4mN37WrH2zVM5doYQ2gZtS8wNO/view?usp=sharing>
- Khronos Group - glTF Gaussian Splat Specification
 - https://github.com/KhronosGroup/glTF/tree/f966a3fbabeaed32f3f807750e35aaffc59bf4ca/extensions/2.0/Khronos/KHR_gaussian_splatting



OpenUSD/MaterialX collaboration

- Bi-monthly "Nanocolor" meetings
- Current focus is on documentation & test assets for OpenUSD and MaterialX
 - Testing that color space information is preserved
 - Communicated through Hydra
 - Handled correctly by renderers



ACES collaboration

- Developing a look transform for DCC/game usage
 - Provides a more finished level of contrast in ACES 2
- Serves as a test-case to explore look transform handling in OCIO
 - Provide guidance on customizing ACES Output Transforms
 - Naming
 - Packaging of looks
 - Interaction with AMF
 - UI guidance



Summary: Project Collaborations

- Completed
 - OpenFX – Introduced OCIO support in OFX 1.5
 - ACES – Output Transform 2.0 working group and configs
- Ongoing
 - OpenUSD – NanoColor collaboration
 - MaterialX – NanoColor collaboration
 - OpenEXR – InteropID workflow in DCC's
 - OpenImageIO - Interop ID Integration
 - ACES - Continuing work focused on look transforms
- On our radar
 - OpenTimelineIO



Discussion

