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Annual Review for OpenAPV

2026. 9. 30.
Youngkwon Lim on behalf of OpenAPV TSC

OpenAPV (sandbox project)

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#ASWF

Brief Description:

To develop a royalty-free, open-source, open standard video codec for professional video capturing and post-production

TSC Chairperson:

*Youngkwon Lim
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Current TSC Members:

*Erik Strauss (voting member)
Sam Richards (voting member)
Alejandro Arango (voting member)
Eric Reinecke (non-voting member)
JT Nelson (non-voting member)*

Key Links:

Github: <https://github.com/AcademySoftwareFoundation/openapv>

Wiki: <https://lf-aswf.atlassian.net/wiki/spaces/OpenAPV/overview>

Artwork: <https://artwork.aswf.io/projects/openapv/>

Mailing lists:

- openapv-tsc@lists.aswf.io
- openapv-discussion@lists.aswf.io

OpenAPV

OpenSSF Best Practice Badge URL: *none*

Technical specification of APV:

<https://datatracker.ietf.org/doc/rfc9924/>

Contributions



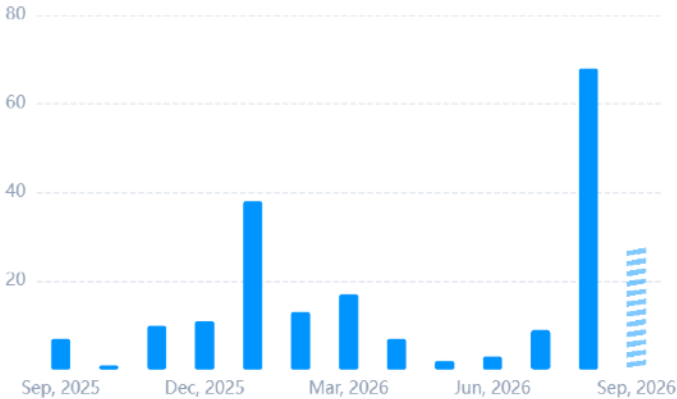
OpenAPV

Sep 22, 2025 → Sep 22, 2026

Commit Activities

214 ⬇️ 59.8% (-319)
vs. 533 last period

monthly new commits



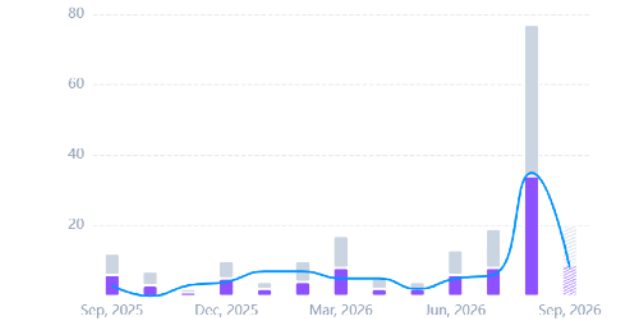
OpenAPV

Sep 22, 2025 → Sep 22, 2026

Pull requests

Total pull requests performed

90 ⬇️ 28% (-35)
vs. 125 last period



Open	Total	vs. last period
	90	⬇️ 28% (-35)
Merged	Total	vs. last period
	90	⬇️ 20.4% (-23)
Closed	Total	vs. last period
	110	⬇️ 12% (-15)

Avg. velocity ?

20 days



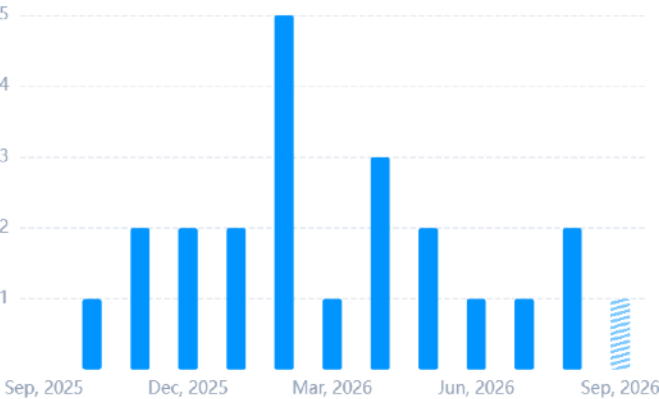
OpenAPV

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Forks

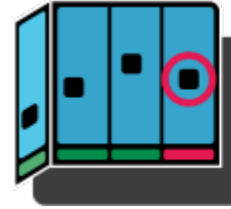
23 ⬆️ 4.5% (+1)
vs. 22 last period

monthly new forks



Organizations contributing and/or adopting

SAMSUNG
contributing & adopting



Open RV
supporting



contributing & adopting



*interested in
adopting*

Commercial Products using OpenAPV

Galaxy S26 Ultra/Galaxy Z Fold 8/Vivo X300 Ultra

Android 16 ~

Exynos 2600/Snapdragon 8 Elite Gen 5

DaVinci Resolve 20.2+/Samsung Gallery/LumaFusion/CapCut

mpv/PotPlayer

Key Achievements in the past year

v0.2.0.4 (Sep 25, 2025) → v1.1.1.0 (Sep 15, 2026)

- Support of APV RAW encoding/decoding (16 bit, 4 channel video)
 - Encoder does not support Bayer image format for input
 - Piecewise linear compressing/expanding is supported by the encoder and decoder
 - Introduction of API sets 1 including support of *Tiled Mipmap Video* use case for Unreal Engine
 - PBU-based encoding/decoding for flexible/fast processing
 - Introduction of new profiles relaxing the constraint on the number of tiles per frame
- (https://github.com/AcademySoftwareFoundation/openapv/blob/v1.1.1.0/readme/apv_ext.md)
- Performance improvement (SIMD optimization)
 - Security patches
 - Fixed 731 security vulnerability found by AI agent

side activities : ffmpeg

- Vulkan accelerated encoding/decoding merged (9.0)
- ffapv — FFmpeg plus up-to-date codec integrations available in <https://github.com/openapv/ffapv>

Next steps

- Ready to be an incubation project by next year

TAC Open Discussion