

OpenFX Update 2026



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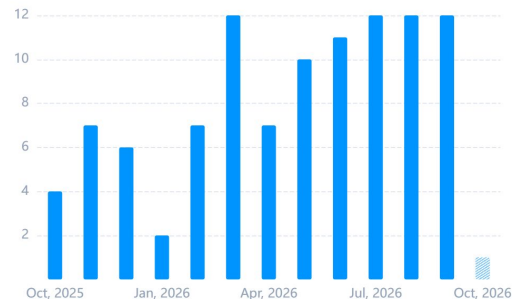
Topics:

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 - In process for 1.6
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Stars

103

📈 47.1% (+33)
vs. 70 last period



Forks

21

📈 50% (+7)
vs. 14 last period



OpenFX Update



- 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.
- A busy year: PRs nearly doubled. We released 1.5.1, and merged most of 1.6: new C++ bindings, a machine-readable property metadata system, and several new properties. 1.6 is close, but not released yet.



Commit Activities

Number of commits performed during the selected period. [Learn more](#)

152 📈 10.1% (+14)
vs. 138 last period



Organization Status

Stats:

- Contributors:
 - 5-7 people attend each TSC meeting; a solid core group.
 - 7 committers, but only 3 active: I merged 43 of 46 PRs - need more!
- Git stats (LFX Insights), past 365 days vs. the year before:
 - Commits: 152 vs. 138; active days: 56 vs. 55
 - PRs: **50 opened, 46 merged**, vs. 26 opened, 13 merged
 - Merge lead time: **avg 5 days, down from 3 months**; median 20h to close
 - Contributors: 18, up from 16. 76% of contributions are mine - too concentrated
 - New GitHub stars: 103 vs. 70; new forks: 21 vs. 14
- Slack: **237 members, up from 193** (our primary channel)
- Discord: **114 members, up from 50**; mailing list: 60, up from 50

Updates:

- 1.5.1 released 11/20/25. 1.6 is nearly done: most features are merged, and we're finishing the last PRs and testing.
- 1.6 features already run in products: obsolete plugins in Boris FX Silhouette, param interpolation types in RE:Vision Effects.
- New interest from Pomfort: *Livegrade Frontier* now has an OpenFX host. I hope to have Patrick Renner from Pomfort present at an upcoming TSC meeting.



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.
- PR activity nearly doubled this year, but too much depends on one person: 76% of contributions are mine. Reviews are much faster, though: average merge time fell from 3 months to 5 days.
- The new property metadata system is paying off: it generates the C++ bindings and docs, and has already found errors in the API headers.
- 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 buy-in from both hosts and plugins before changing the standard. Release engineering is much better now: signed releases, ASWF CI images, and a standard Conan package.
- We're continuing to work with other ASWF groups where possible: colour-managed params build on our OCIO-based colour support, and the proposed Conform extension will help hosts bring effects in from OTIO and other interchange formats.



Project Status

Done this year

- 1.5.1 released: CPU-render and thumbnail-render properties, Windows build fixes
- New C++ bindings (openfx-cpp), with type-safe property accessors (ships in 1.6)
- Property metadata in the headers, generating C++ accessors and docs (ships in 1.6)
- Signed source releases (sigstore); CI on the ASWF ci-openfx images
- Conan package restructured to the standard Conan Center layout
- SECURITY.md, and a draft policy on AI coding assistants

In process for 1.6

- Merged: Windows ARM64 plugin locations, param interpolation types, colour-managed params, OpenGL texture handles, obsolete and unlicensed plugins
- Open: host and param layout properties, a colour-conversion library, fixes found by fuzzing

Outreach

- Working with other ASWF groups: OTIO, OpenColorIO, CI working group
 - Conform extension: hosts map OTIO/AAF/FCPXML effects to OFX plugins (#218)
 - Proposed contrib/ folder for host vendors' SDK headers and examples
- Help using and testing the C++ bindings would be great!



Outlook

Focus Areas

- Release 1.6 - top priority
- Get hosts and plugins using the C++ bindings and property metadata (new ones most likely)
- Camera and clip metadata (EXIF, timecode, etc.) - still slower than we'd like
- Adding plugin and host example and test code for all new features
- Conform extension, for effects interchange via OTIO, AAF and FCPXML

Needs

- **Blackmagic/Resolve engagement:** no response yet on Conform or colour management. Can the ASWF help?
- More contributors/committers - most code still comes from one person
- More engagement and input from TSC members, users, and new people
- More git and github expertise among the TSC
- 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 The Foundry, Blackmagic and Autodesk to weigh in
 - Timezones can be challenging