

Imaging and Color

Color Science

OpenColorIO
ASWF Adopted

rawtoaces
ASWF Incubation

ACES
OpenColorIO
COLOUR

Image Formats, I/O, and Processing Libraries

OpenEXR
ASWF Adopted

OpenCV

OIO
OpenMVG
pfstools
Ptex

PySceneDetect
sequencer
three.js

Display and Review

DPEL
ASWF Incubation

OPEN REVIEW INITIATIVE
ASWF Sandbox

tdrRender

Interactive Compositing and Painting

AUTHORITYFX
Aton
CinePaint
gimp

NATRON
PhotoFlow
tracksponto

l.aswf.io

This landscape is intended as a map to explore open source projects within the animation and visual effects industry, and also shows the member companies of the Academy Software Foundation.

Assets and Workflow

Scenes and Geometry

ALEMBC
AliceVision
COLLADA
DNEG
Autodesk Maya
MAYA BUNDLE
MESHROOM
OpenSubdiv

OpenFlipper
OpenMesh
USD

Timelines and Animation

OpenTimelineIO
ASWF Incubation

timecode

Pipelines and Frameworks

OPENASSETIO
ASWF Sandbox

blender
CGWIRE
kdenlive
Olive
openPYPE
TACTIC

Software Foundation and System Administration

rez
ASWF Incubation

pySling
QIPyConvert
Sola Migrations

ASWF Member Company

Premier

Academy of Motion Picture Arts and Sciences, Adobe, AMD, AWS, Autodesk, DNEG, DreamWorks, Unreal Engine, Google, Intel, Microsoft, Netflix, NVIDIA, ImageWorks, Walt Disney Studios

General

Unity, Weta Digital, Animal Logic, Canonical, ftrack, HP, Maxon, TBM, RODEO, SideFX, Foundry, Wevr

Associate

Blender, etcc, movie labs, SMPTE, KRONOS, VES

Rendering and Queuing

Rendering, Lighting, and Lookdev

MATERIALX
ASWF Incubation

open shading language
ASWF Incubation

Cryptomatte
Intel Embree
MOONRAY
NVIDIA MDL
RenderFusion

Queueing and Render Management

OpenCue
ASWF Adopted

CGRU

Math and Simulation

File Formats and Interchange

OpenVDB
ASWF Adopted

OpenFX
ASWF Incubation

Field3D
Partio
DNEG

Simulation Math Foundations

ANN
EGAL
Til
PiMath
Se-Expr()