

Imaging and Color

Color Science

**OpenColorIO**  
ASWF Adopted

**rawtoaces**  
ASWF Incubation

ACES  
COLOUR

Image Formats, I/O, and Processing Libraries

**OpenEXR**  
ASWF Adopted

**OpenImageIO**  
ASWF Incubation

libitmf  
OpenCV  
Ptex  
PySceneDetect  
sequencer  
three.js

Display and Review

**DPEL**  
ASWF Incubation

**OPEN REVIEW INITIATIVE**  
ASWF Sandbox

tRender

Interactive Compositing and Painting

AUTHORITY X  
Alton  
CinePaint  
gimp  
NATRON  
PhotoFlow  
trackemup

[l.aswf.io](http://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

ACADEMY SOFTWARE FOUNDATION  
USD Working Group  
ASWF Working Group

AUTODESK  
MAYA  
OpenFlipper  
OpenMesh

ALEMBIC  
COLLADA  
DNEG  
MESHROOM  
nVIDIA PhysX  
USD

Timelines and Animation

**OpenTimelineIO**  
ASWF Incubation

edl  
flamethicket  
OpenTimelineIO  
timecode

Pipelines and Frameworks

**OPEN ASSETIO**  
ASWF Sandbox

blender  
CGWIRE  
bortex  
blaffer  
kdenlive  
Olive  
openPYPE  
TACTIC

Software Foundation and System Administration

**rez**  
ASWF Incubation

AUTHORITY X  
ForestFlow  
Luma  
PYMEL  
XPY  
pyString  
QIPYConvert  
Soak Migrations

ASWF Member Company

**Premier**

Academy of Motion Picture Arts and Sciences  
Adobe  
AMD  
aws  
AUTODESK  
DNEG  
DREAMWORKS  
UNREAL ENGINE  
Microsoft  
NETFLIX  
NVIDIA  
Google  
intel  
imageworks  
WALT DISNEY Studios

**General**

unity  
weta DIGITAL  
ANIMALLOGIC  
BOULDER LIGHT  
CANONICAL  
CoreWeave  
FOUNDERSTONE  
ftrack  
hp  
MAXON  
otoy  
Red Hat  
RODEO  
SideFX  
FOUNDRY  
WB  
Wevr

**Associate**

blender  
etcc  
movie labs  
SMPTE  
KHRONOS  
VES

Rendering and Queuing

Rendering, Lighting, and Lookdev

**MATERIALX**  
ASWF Incubation

open shading language  
ASWF Incubation

Autodesk  
Cryptomatte  
intel  
EMBREE  
MOONRAY  
nVIDIA MDL  
intel  
Open Image Denoise  
RenderPine

Queueing and Render Management

**OpenCue**  
ASWF Adopted

CGRU

File Formats and Interchange

**OpenVDB**  
ASWF Adopted

**OpenFX**  
ASWF Incubation

Field3D  
Partio  
DNEG

Simulation Math Foundations

ACADEMY SOFTWARE FOUNDATION  
Rust Working Group  
ASWF Working Group

ANN  
CGAL  
PIMath  
Se-Expr()