

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  
OIIO  
Ptex  
PySceneDetect  
sequencer

driftnet  
DIP-PROJECT  
libitmf  
openMVG  
pftools  
three.js

Display and Review

**DPEL**  
ASWF Incubation


**OPEN REVIEW INITIATIVE**  
ASWF Sandbox

tdRender

ADV  
JERI  
mrViewer



Interactive Compositing and Painting

AUTHORITYFX  
Aton  
CinePaint  
gimp  
NATRON  
PhotoFlow  
trackemato



[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

ALEMBC  
AliceVision  
COLLADA  
DNEG  
Autodesk Maya  
MAYA BUNDLE  
MESHROOM  
OpenSubdiv  
OpenFlipper  
OpenMesh  
NVIDIA PhysX  
USD

Timelines and Animation

**OpenTimelineIO**  
ASWF Incubation

OpenTimelineIO  
Rancheren  
Cinema 4D  
timecode

Pipelines and Frameworks

**OPENASSETIO**  
ASWF Sandbox

blender  
CGWIRE  
BoltFX  
Gaffer  
kdenlive  
Olive  
openPYPE  
TACTIC

Software Foundation and System Administration

**rez**  
ASWF Incubation

pySling  
QIPyConvert  
Sola Migrations

AUTHORITYFX  
ForestFlow  
MEL  
PyMEL

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  
ANIMALOGIC  
CANONICAL  
CoreWeave  
FRAMPTON  
ftrack  
hp  
MAXON  
otoy  
Red Hat  
RODEO  
SideFX  
FOUNDRY  
WB  
Wevr

**Associate**

blender  
etc  
movie labs  
SMPTE  
KHRONOS  
VES

Rendering and Queuing

Rendering, Lighting, and Lookdev

**MATERIALX**  
ASWF Incubation

open shading language  
ASWF Incubation

Autodesk  
Cryptomatte  
intel  
Eembree  
MOONRAY  
NVIDIA MDL  
RenderPass

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  
PILMath  
Se-Expr()