

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), JERI, mrViewer, tRender

Interactive Compositing and Painting

AuthorityFX, Aton, CinePaint, gimp, NATRON, PhotoFlow, tracksponto

QR code, l.aswf.io, ASWF Landscape logo, text: "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

ALEMBIC, AliceVision, COLLADA, DNEG, Autodesk Maya, MESHROOM, OpenSubdiv, OpenFlipper, OpenMesh, NVIDIA PhysX, USD

Timelines and Animation

OpenTimelineIO (ASWF Incubation), Rancharred Barber, OpenTimelineIO

Pipelines and Frameworks

OPENASSETIO (ASWF Sandbox), blender, CGWIRE, kdenlive, Olive, openPYPE, TACTIC

Software Foundation and System Administration

rez (ASWF Incubation), AuthorityFX, ForestFlow, rez, PyMEL, 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, Unity, Weta Digital

General: Animal Logic, Canonical, Framestore, ftrack, HP, Maxon, TBM, Rodeo, SideFX, Foundry, Wevr

Associate: Blender, etcc, movie labs, SMPTE, Khronos, VES

Rendering and Queuing

Rendering, Lighting, and Lookdev

MATERIALX (ASWF Incubation), open shading language (ASWF Incubation), Cryptomatte, Intel Embree, Moonray, NVIDIA MDL, RenderFusion, CGRU

Queueing and Render Management

OpenCue (ASWF Adopted), CGRU

File Formats and Interchange

OpenVDB (ASWF Adopted), OpenFX (ASWF Incubation), Field3D, Partio, DNEG

Simulation Math Foundations

ANN, EGAL, PySling, QiPyConvert, Sola Migrations, Se-Expr()

Math and Simulation