

Imaging and Color

Color Science

**OpenColorIO**  
ASWF Adopted

**rawtoaces**  
ASWF Incubation

ACES  
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**  
ASWF Member

**Aton**

**CinePaint**

**gimp**

**NATRON**

**PhotoFlow**

**trackspacer**

[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**  
mayaViewmode

AUTODESK  
Maya Reticle  
**MESHROOM**  
OpenSubdiv

OpenFlipper  
OpenMesh  
**NVIDIA PhysX**  
USD

Timelines and Animation

**OpenTimelineIO**  
ASWF Incubation

timecode

Pipelines and Frameworks

**OPENASSETIO**  
ASWF Sandbox

**blender**  
**CGWIRE**

**OpenPYPE**  
**TACTIC**

Software Foundation and System Administration

**rez**  
ASWF Incubation

**AUTHORITYFX**  
**ForestFlow**

**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**

**ANIMALLOGIC**  
**CANONICAL**  
**FRANZBRODY**  
**ftrack**  
**hp**  
**MAXON**  
**TBM**  
**RODEO**  
**SideFX**  
**FOUNDRY**

**Associate**

**blender**  
**etc**  
**movie labs**  
**SMPTE**  
**KHRONOS**  
**VES**

Rendering and Queuing

Rendering, Lighting, and Lookdev

**MATERIALX**  
ASWF Incubation

**open shading language**  
ASWF Incubation

**OpenCue**  
ASWF Adopted

Cryptomatte  
**intel Embree**  
**MOONRAY**  
**NVIDIA MDL**

RenderFusion  
**CGRU**

Queueing and Render Management

File Formats and Interchange

**OpenVDB**  
ASWF Adopted

**OpenFX**  
ASWF Incubation

**Field3D**  
**Partio**  
**DNEG**  
mathIO SOP

Simulation Math Foundations

**ANN**

**EGAL**

**Til**  
PiMath

**Se-Expr()**

Math and Simulation