

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
Ptex
PySceneDetect
sequencer

OpenMVG
pfstools
three.js

Display and Review

DPEL
ASWF Incubation

OPEN REVIEW INITIATIVE
ASWF Sandbox

tlRender

Interactive Compositing and Painting

AUTHORITYFX
Aton
CinePaint
gimp
NATRON
PhotoFlow
trackemato

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 Reticle
MESHROOM
OpenSubdiv
OpenFlipper
OpenMesh
NVIDIA PhysX
USD

Timelines and Animation

OpenTimelineIO
ASWF Incubation

timecode

Pipelines and Frameworks

OPENASSETIO
ASWF Sandbox

kdenlive
Olive
openPYPE
TACTIC

Software Foundation and System Administration

rez
ASWF Incubation

pySitting
QIPyConvert
Sola Migrations

ASWF Member Company

Premier

General

Associate

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
PIMath
Se-Expr()