

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

tdRender

Interactive Compositing and Painting

**AuthorityFX**

Aton  
CinePaint  
gimp

Natron  
PhotoFlow  
Trackerspace

[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

ALEMBIC  
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

blender  
CGWIRE  
kdenlive  
Olive  
openPYPE  
TACTIC

Software Foundation and System Administration

**rez**  
ASWF Incubation

pySling  
QIPyConvert  
Sola 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  
CANONICAL  
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  
Embrece  
MOONRAY  
NVIDIA MDL  
RenderFusion  
CGRU

Queueing and Render Management

File Formats and Interchange

**OpenVDB**  
ASWF Adopted

**OpenFX**  
ASWF Incubation

Field3D  
Partio  
DNEG

Simulation Math Foundations

ANN  
EGAL  
Til  
PiMath  
Se-Expr()

Math and Simulation