

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

tdrRender

Interactive Compositing and Painting

AUTHORITYFX  
Aton  
CinePaint  
gimp

NATRON  
PhotoFlow  
tracksponto

[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 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, Google, Intel, Microsoft, Netflix, NVIDIA, ImageWorks, Walt Disney Studios

**General**

Unity, Weta Digital, Animal Logic, Canonical, ftrack, HP, Maxon, TBM, RODEO, SideFX, Foundry, Wevr

**Associate**

Blender, etcc, movie labs, SMPTE, KRONOS, 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

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