




Imaging and Color

Color Science	Image Formats, I/O, and Processing Libraries	Display and Review	Interactive Compositing and Painting
<p>OpenColorIO ASWF Adopted</p> <p>rawtoaces ASWF Incubation</p> <p>ACES OpenColorIO COLOUR</p>	<p>OpenEXR ASWF Adopted</p> <p>OpenImageIO ASWF Incubation</p> <p>FFmpeg libitmf OpenCV OpenMVG pfstools Ptex PySceneDetect sequencer three.js</p>	<p>DPEL ASWF Incubation</p> <p>OPEN REVIEW INITIATIVE ASWF Sandbox</p> <p>Open RV tRender</p>	<p>AUTHORITY X Aton CinePaint gimp NATRON PhotoFlow TrackMania</p>



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	Timelines and Animation	Pipelines and Frameworks	Software Foundation and System Administration
<p>Academy Software Foundation USD Working Group ASWF Working Group</p> <p>ALEMBIC COLLADA DNEG Autodesk Maya Reticle MESHROOM OpenSubdiv OpenFlipper OpenMesh PhysX USD</p>	<p>OpenTimelineIO ASWF Incubation</p> <p>edl Framehandler Cinema 4D timecode</p>	<p>OPEN ASSETIO ASWF Sandbox</p> <p>blender CGWIRE bortex aaffer kdenlive Olive openPYPE TACTIC Autodesk USD Release Framework</p>	<p>rez ASWF Incubation</p> <p>AUTHORITY X ForestFlow Luma FUEL pyString QIPyConvert Boat Migrations</p>

ASWF Member Company

Premier
    
    
    
General
 
         
Associate
     

Rendering and Queuing

Rendering, Lighting, and Lookdev	Queueing and Render Management
<p>MATERIALX ASWF Incubation</p> <p>open shading language ASWF Incubation</p> <p>Autodesk Cryptomatte Intel EMBREE MOONRAY NVIDIA MDL Intel Open Image Denoise RenderPine</p>	<p>OpenCue ASWF Adopted</p> <p>CGRU</p>

Math and Simulation	File Formats and Interchange	Simulation	Math Foundations
<p>OpenVDB ASWF Adopted</p> <p>OpenFX ASWF Incubation</p> <p>Field3D Partio DNEG mupac CDP</p>	<p>OpenAssetIO ASWF Sandbox</p>	<p>Autodesk USD Release Framework</p>	<p>Academy Software Foundation Rust Working Group ASWF Working Group</p> <p>ANN CGAL PIMath Se-Expr()</p>