

**Wir bauen uns eine
FOSS CGI/VFX Pipeline**

Hi! My name is...

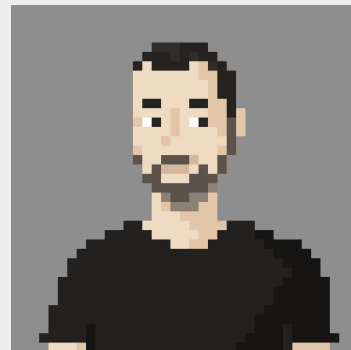
psykon

Tech Lead “MountainBytes Demoparty”

Vorstand “Echzeit - Digitale Kultur”

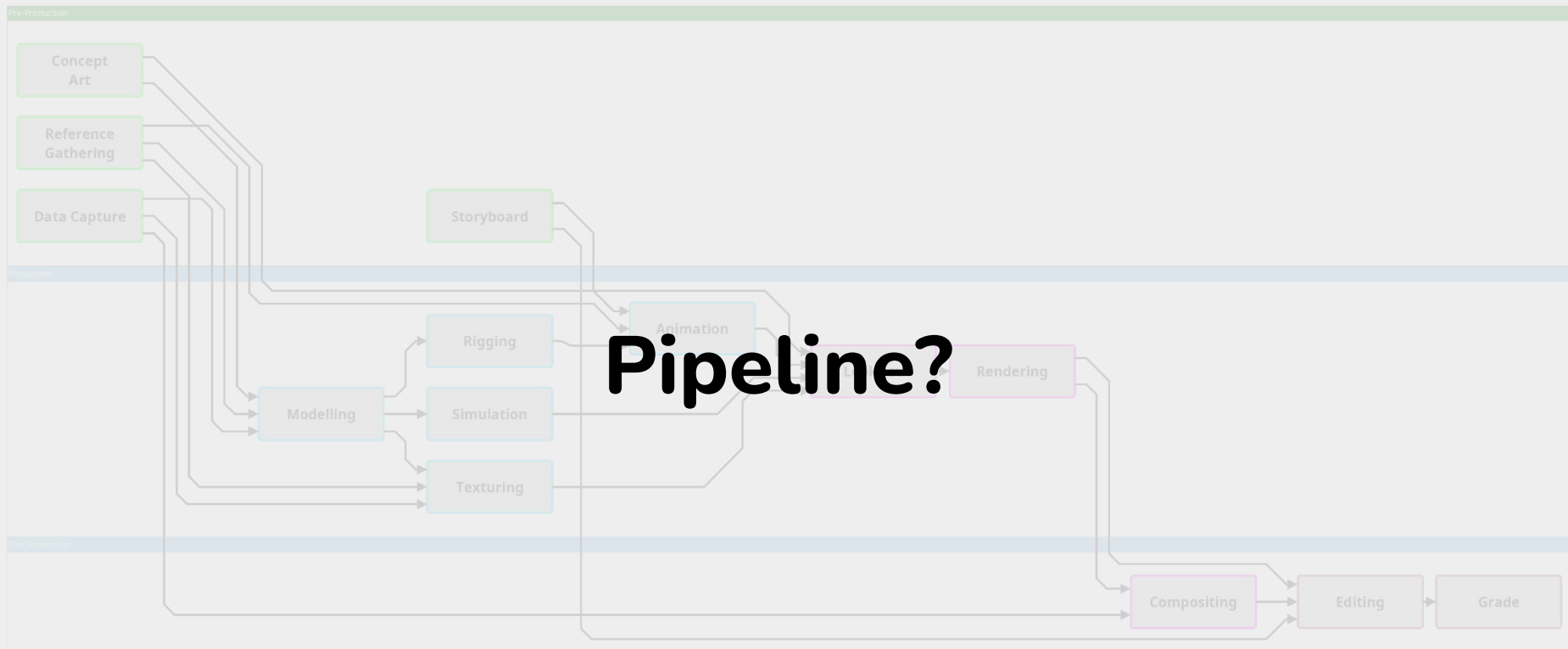
Grafik, Direction bei Demogroup Mercury

Macht Computergrafik seit 20+ Jahren



<https://links.psykon.net>





```
~ » ./create_font_mesh -s "CoSin24" | extrude_mesh -l 21.5 |  
split_normals | setm_rgb -r 20 -b 100 -g 26 -o mesh.obj
```

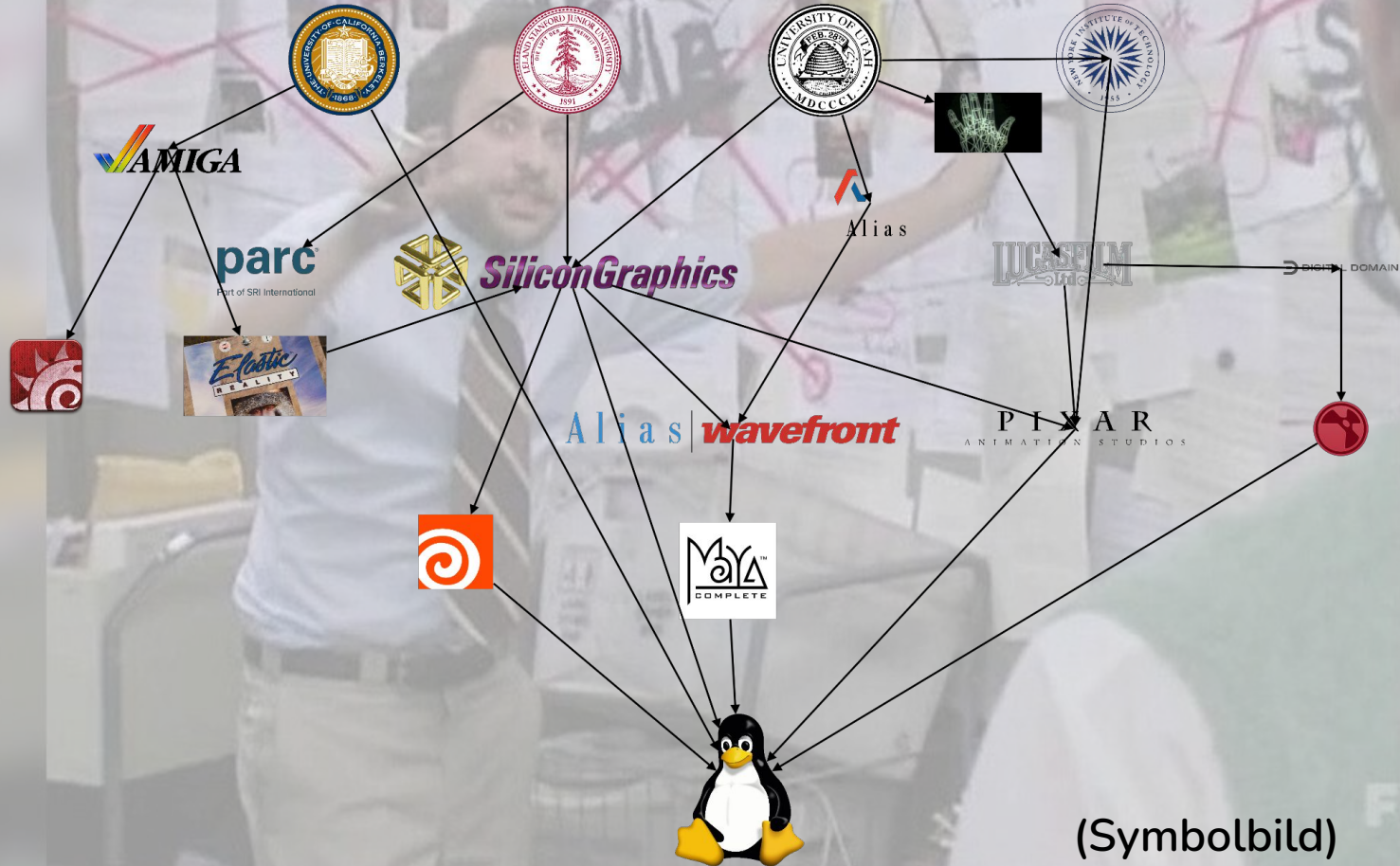
Pipeline!

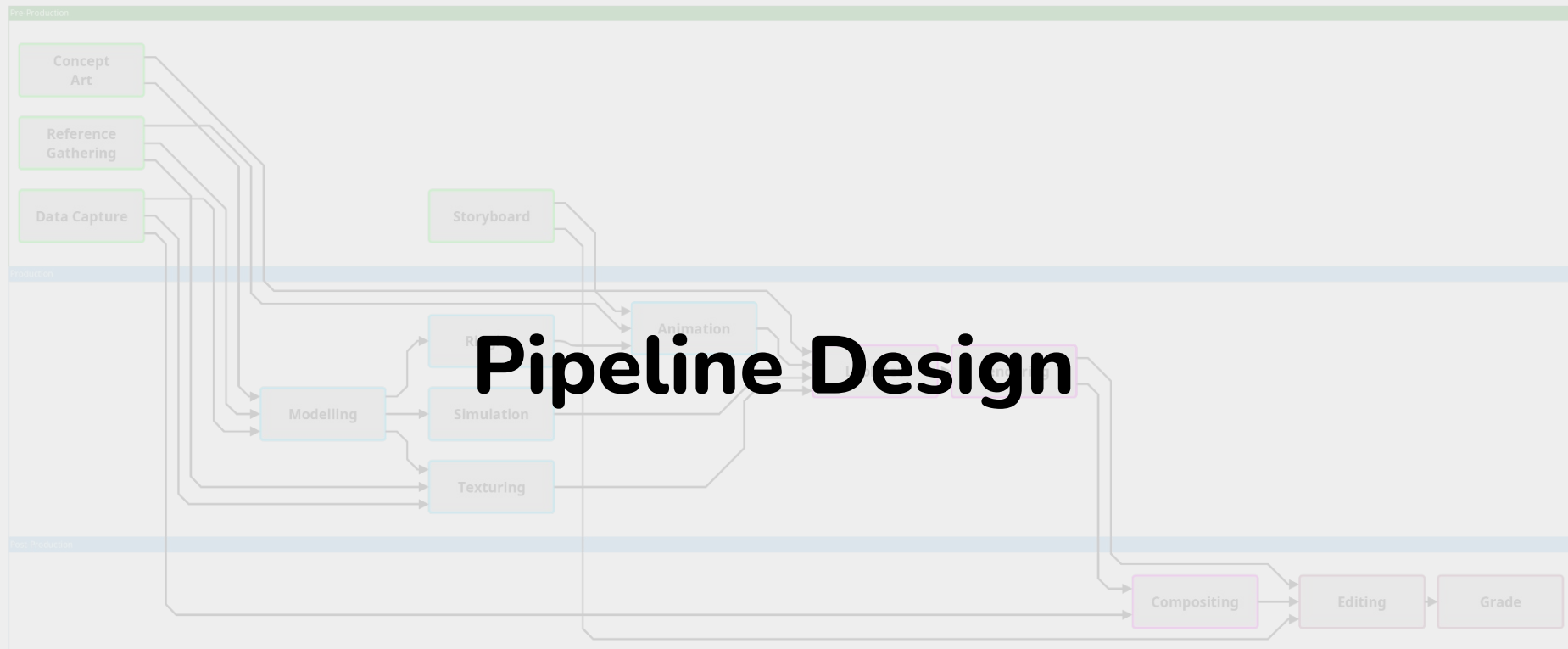
CoSin24

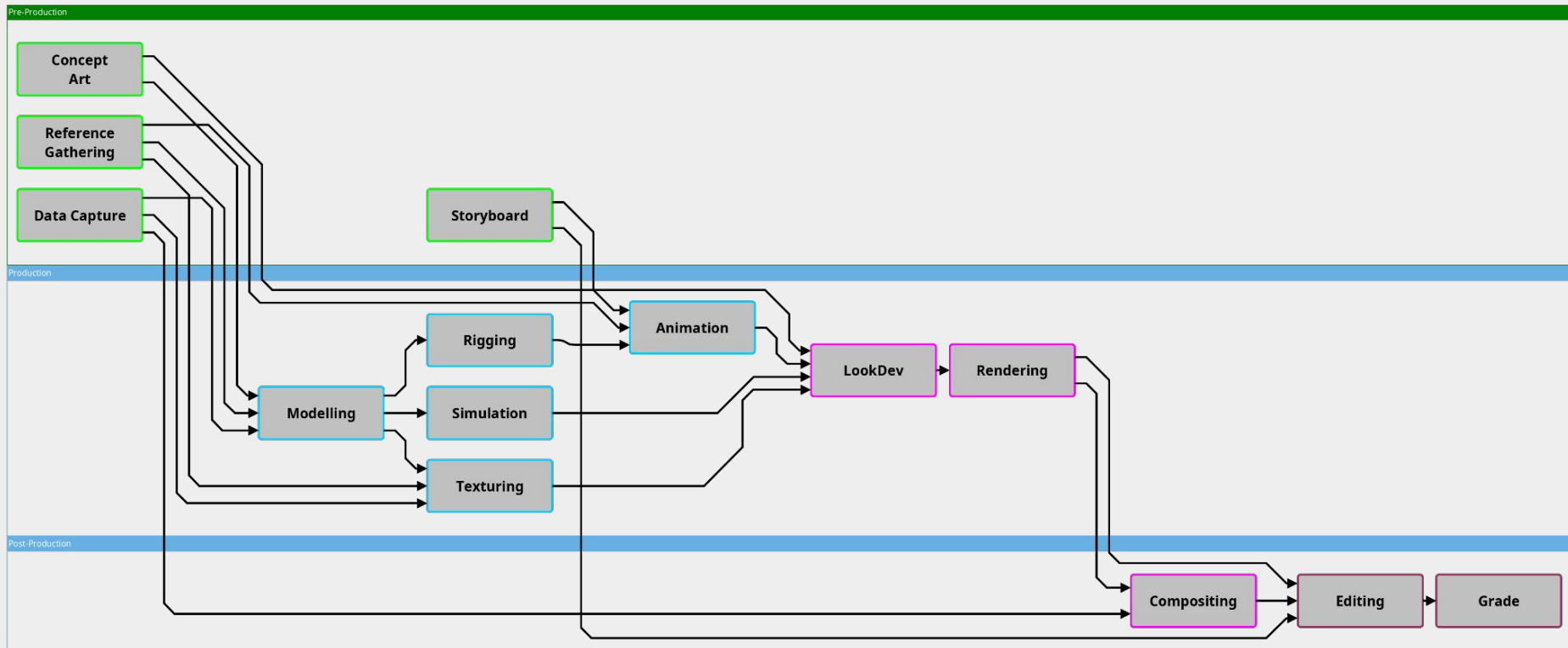
CoSin24

CoSin24

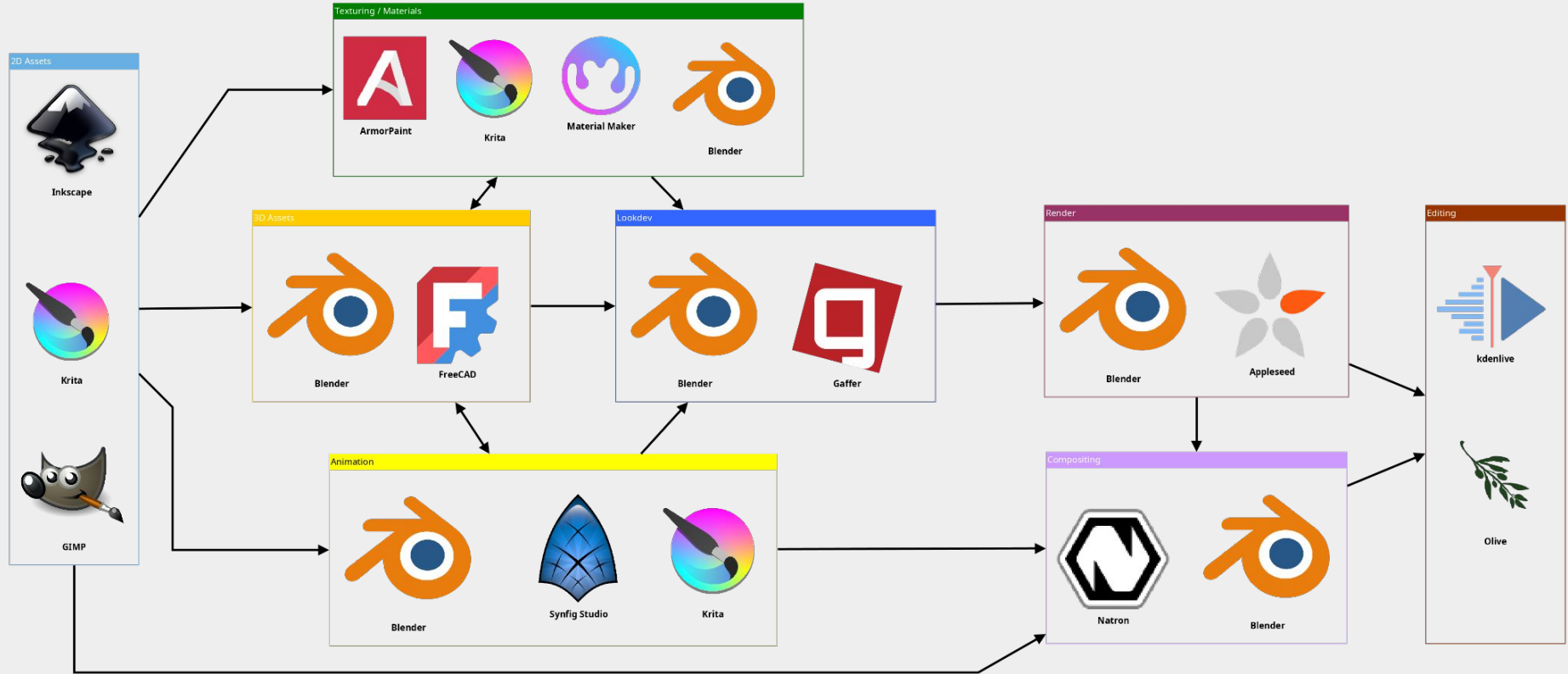
Ein bisschen Geschichte

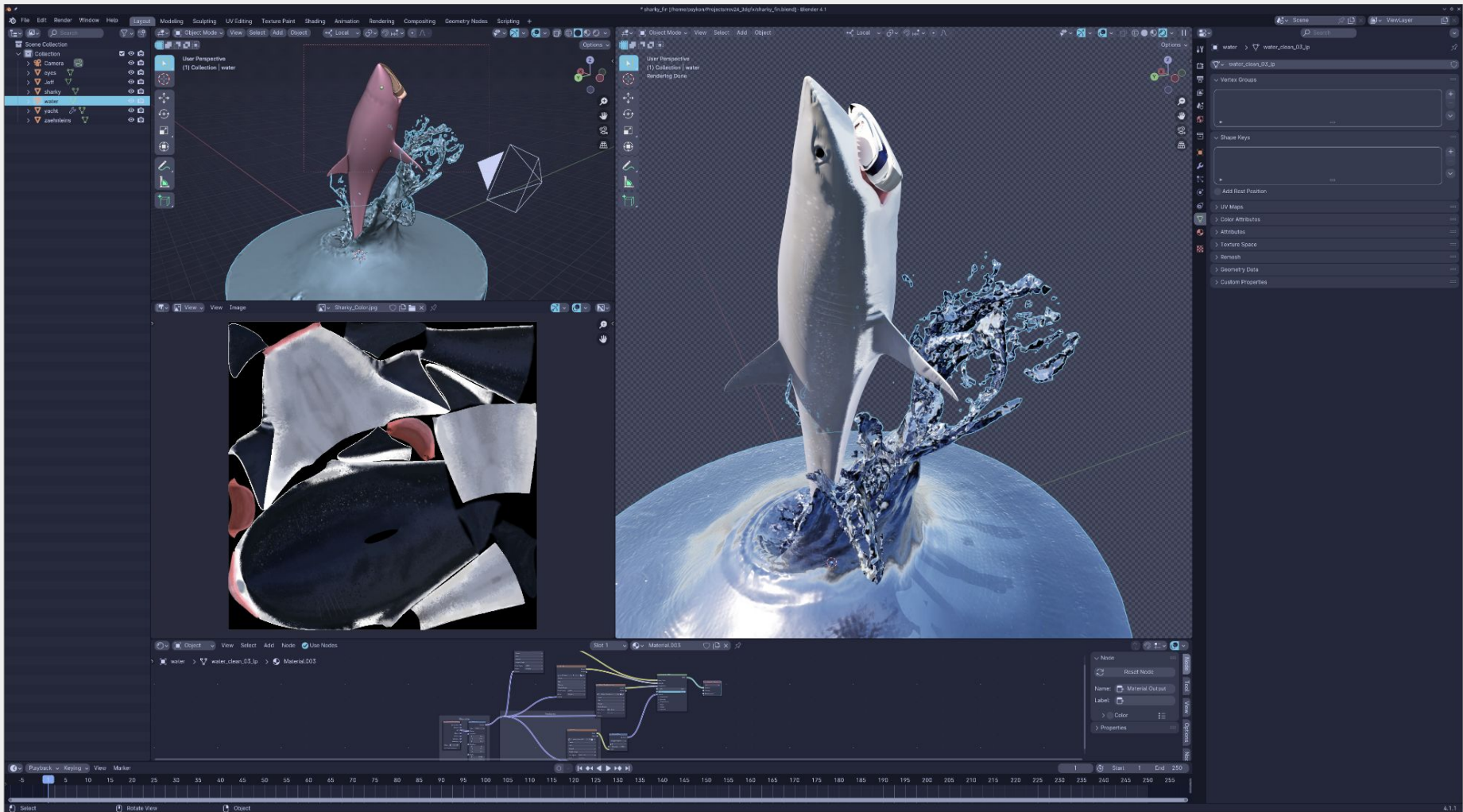




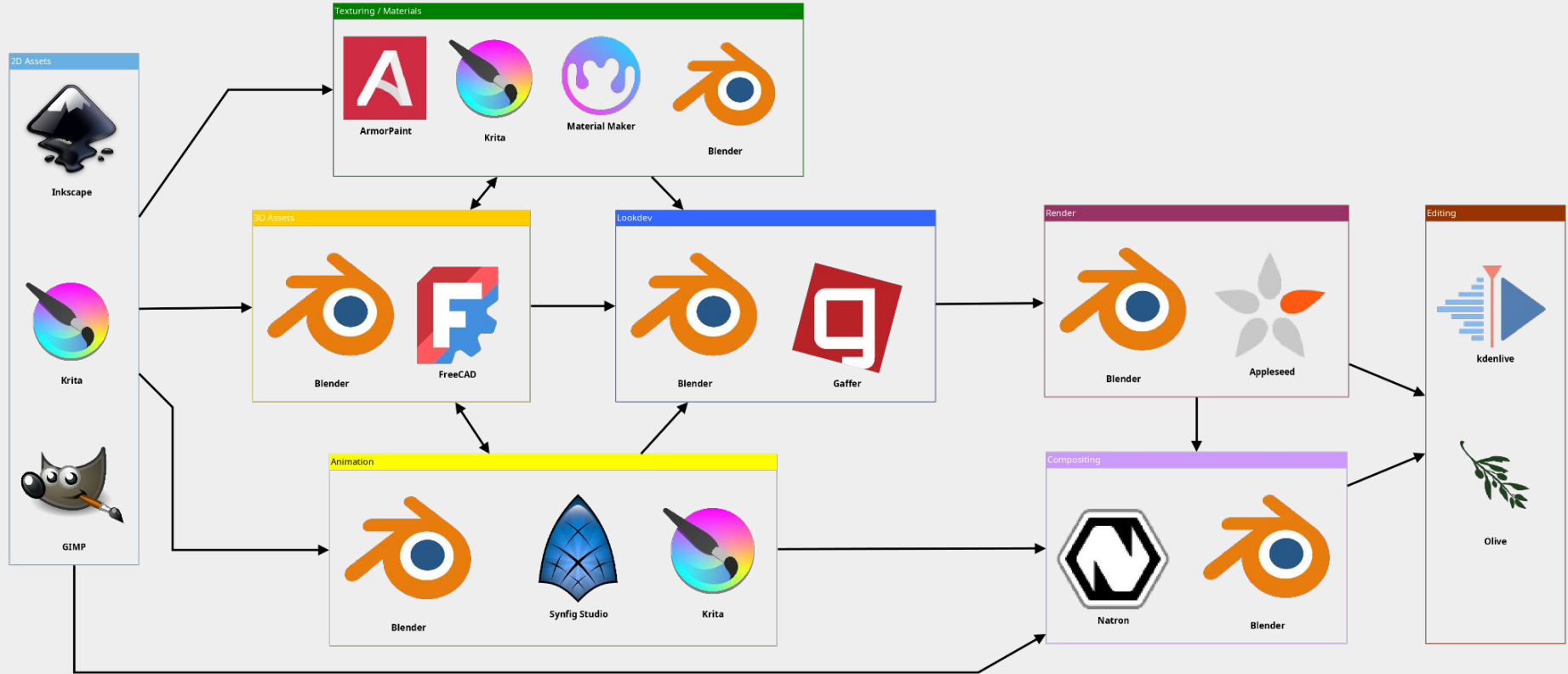


Pipeline Design

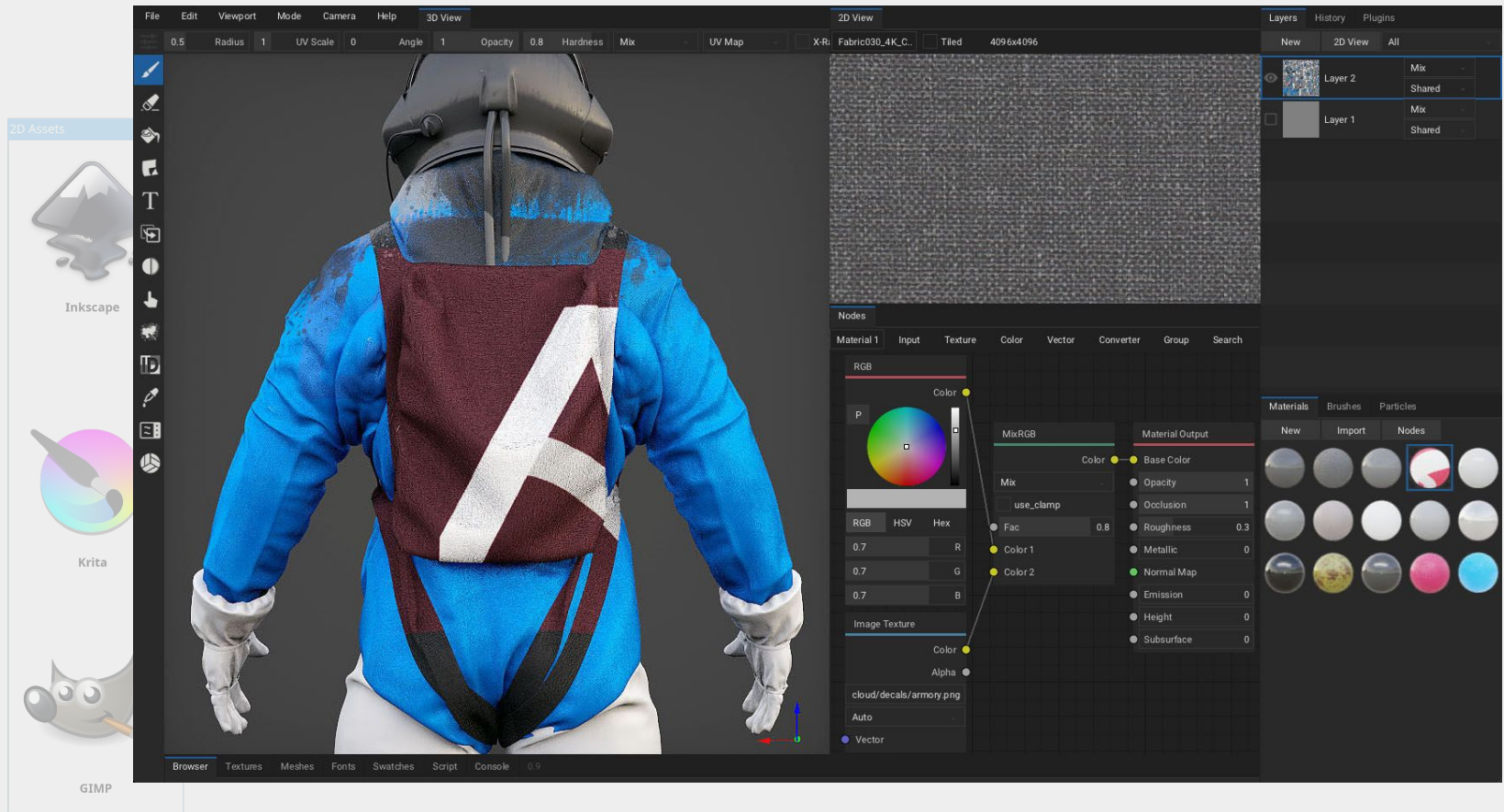


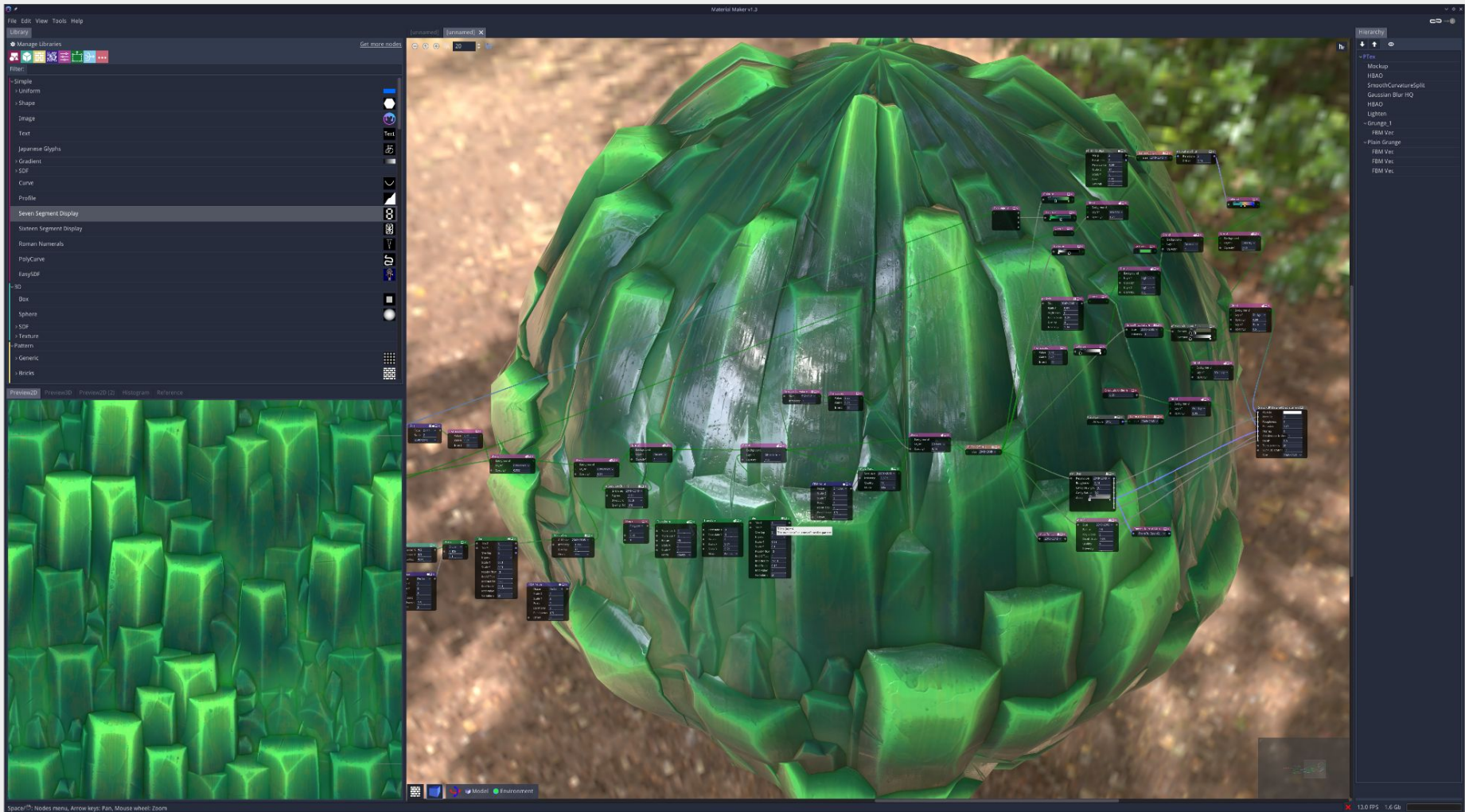


Pipeline Design

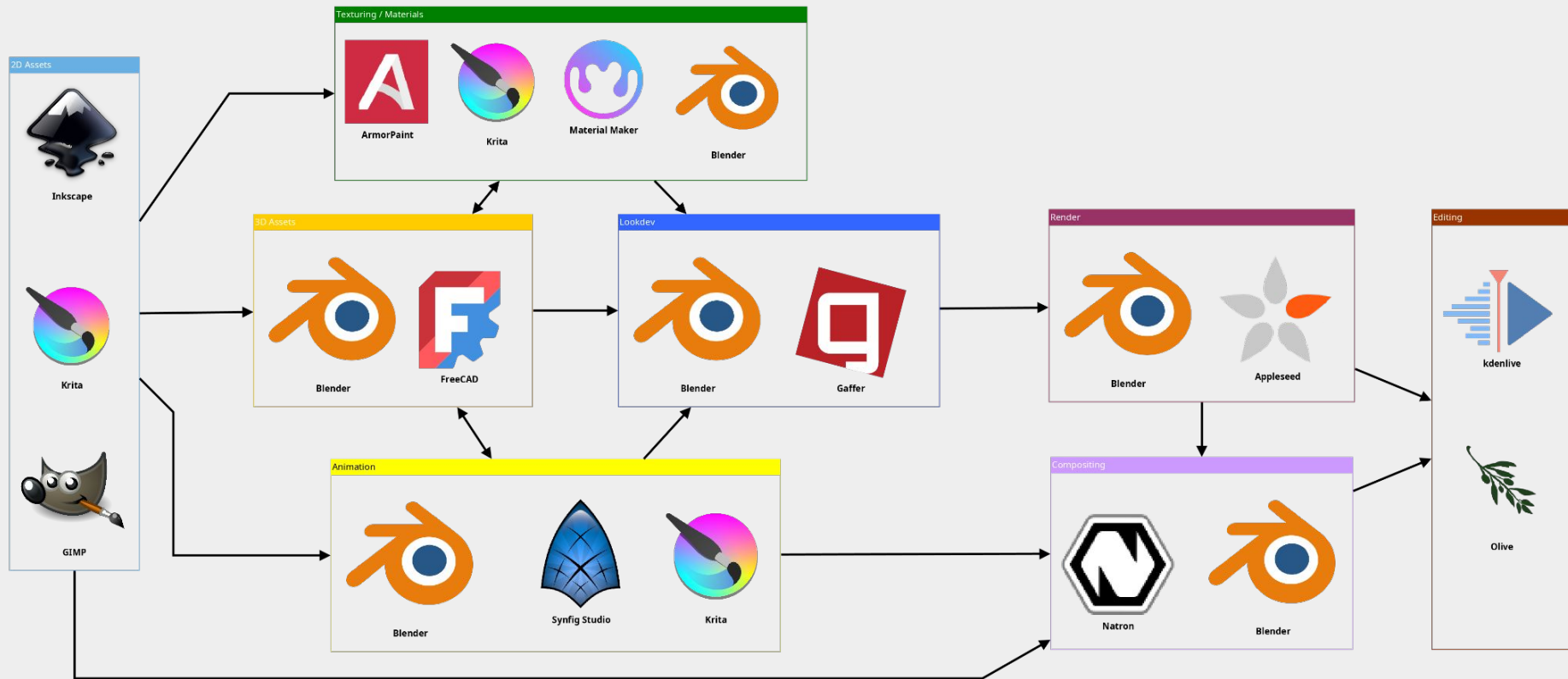


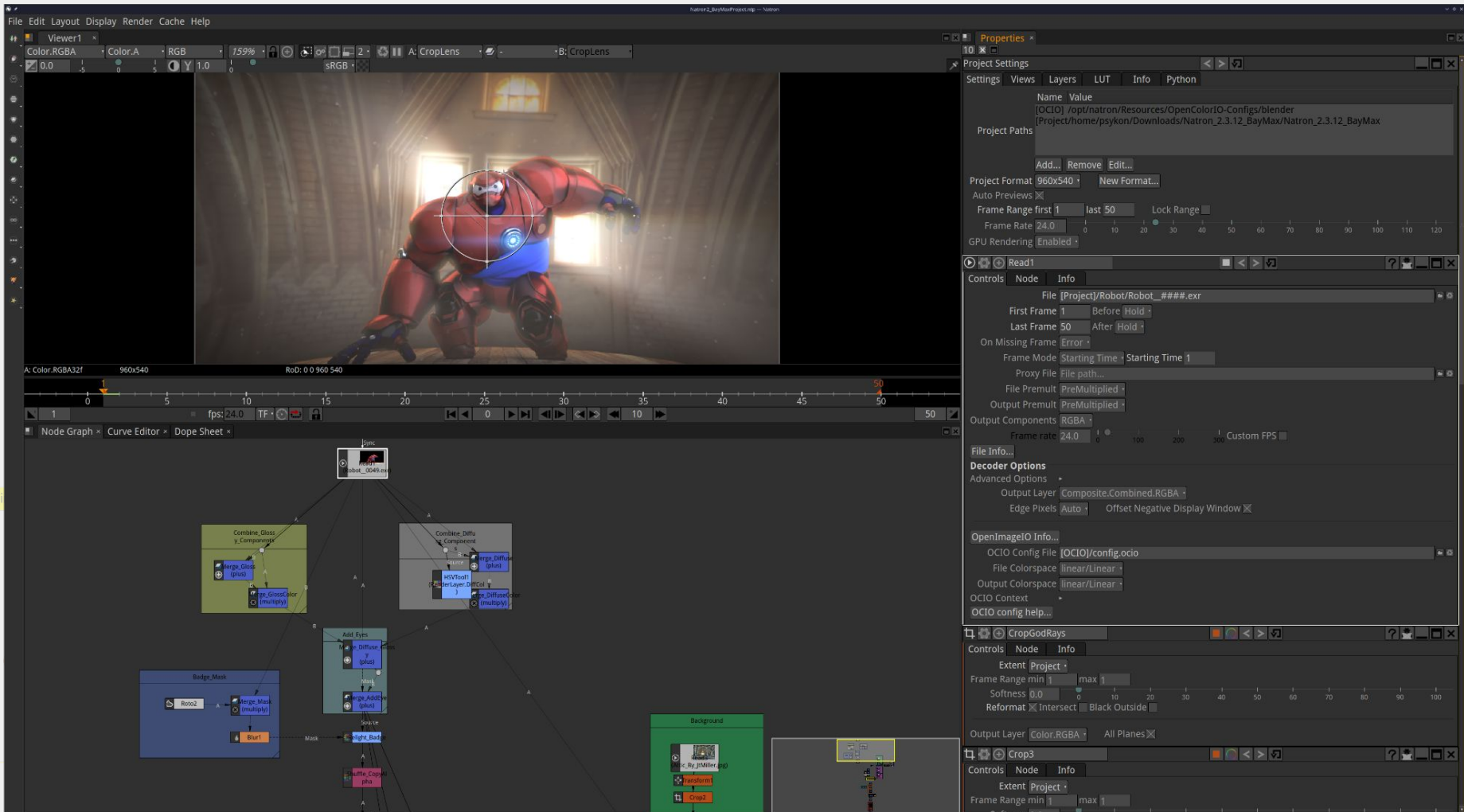
Assets



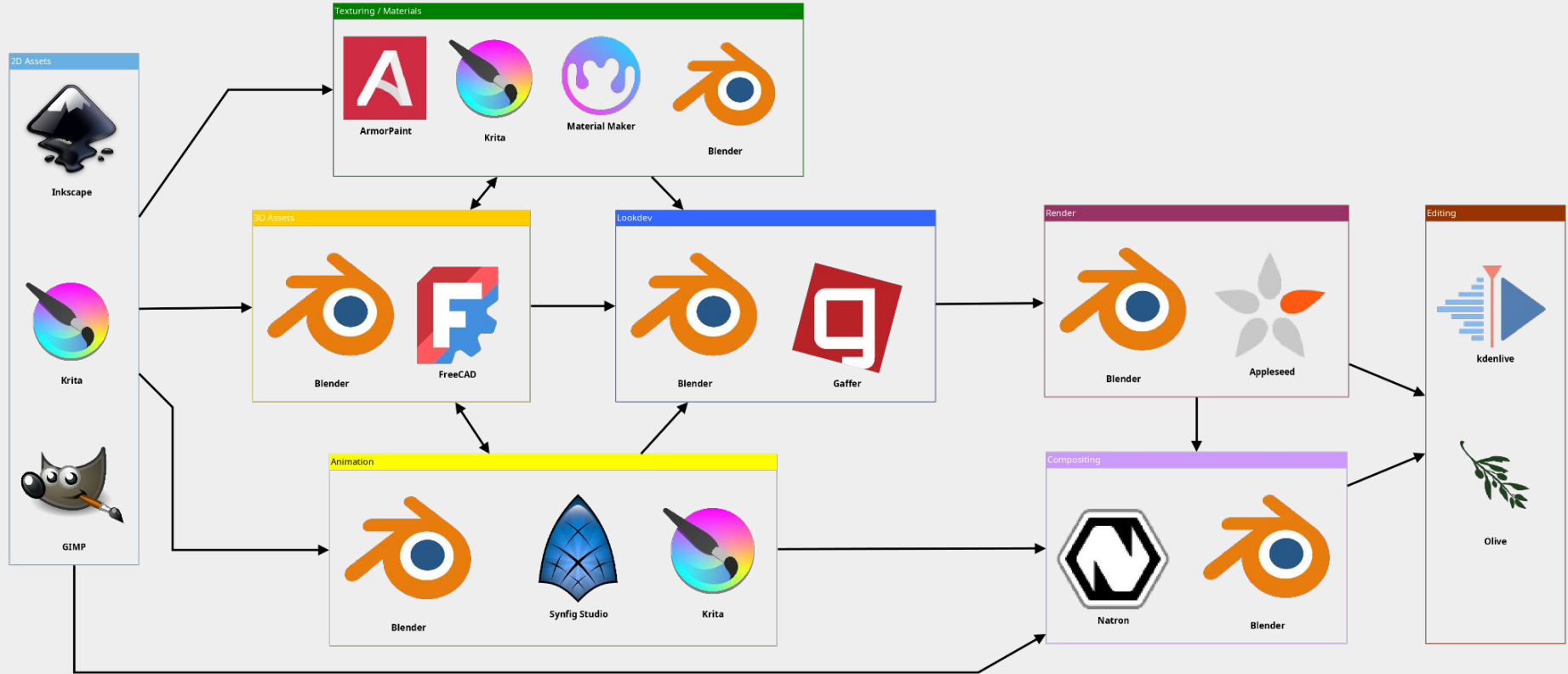


Pipeline Design





Pipeline Design



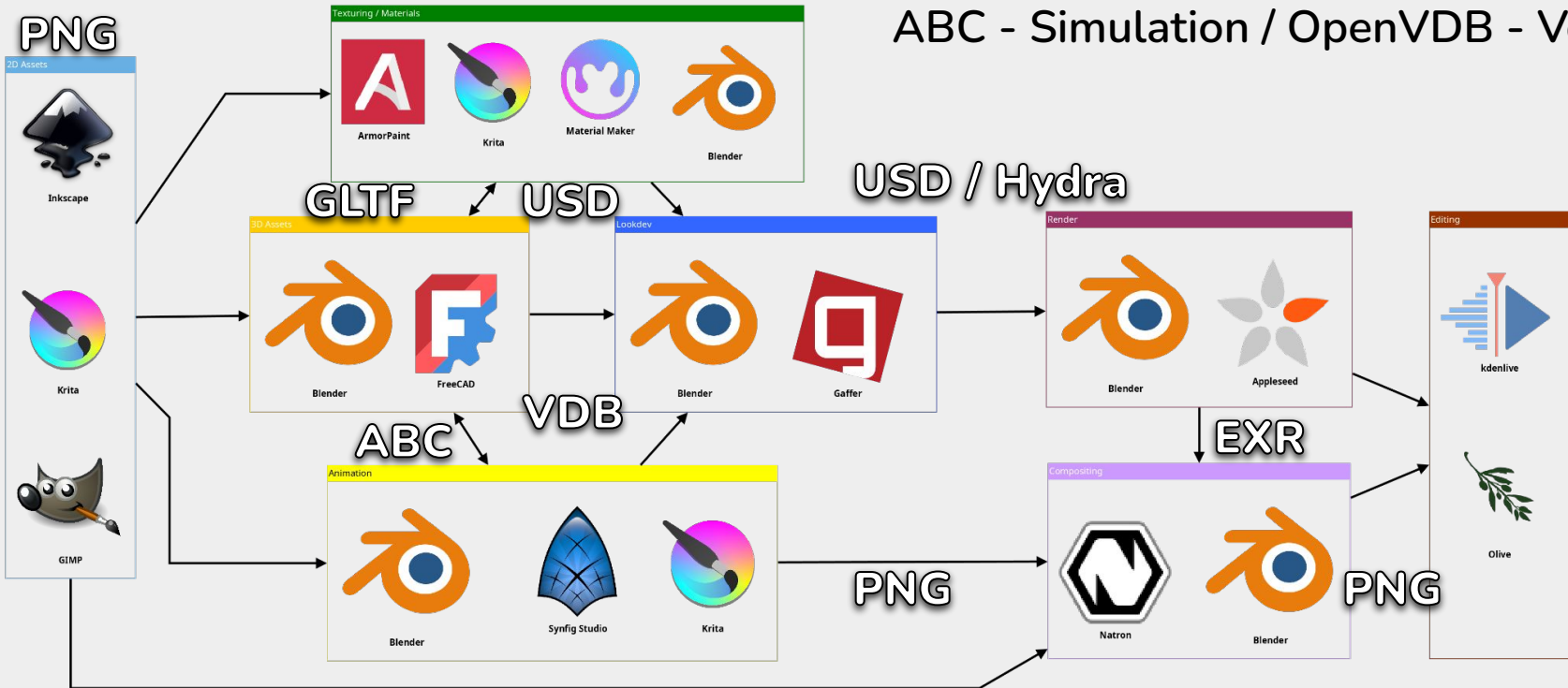
Pipeline Design

Format:

PNG - Images / GLTF - Models

USD - Scenes / EXR - Layers

ABC - Simulation / OpenVDB - Volumen



Pipeline Design

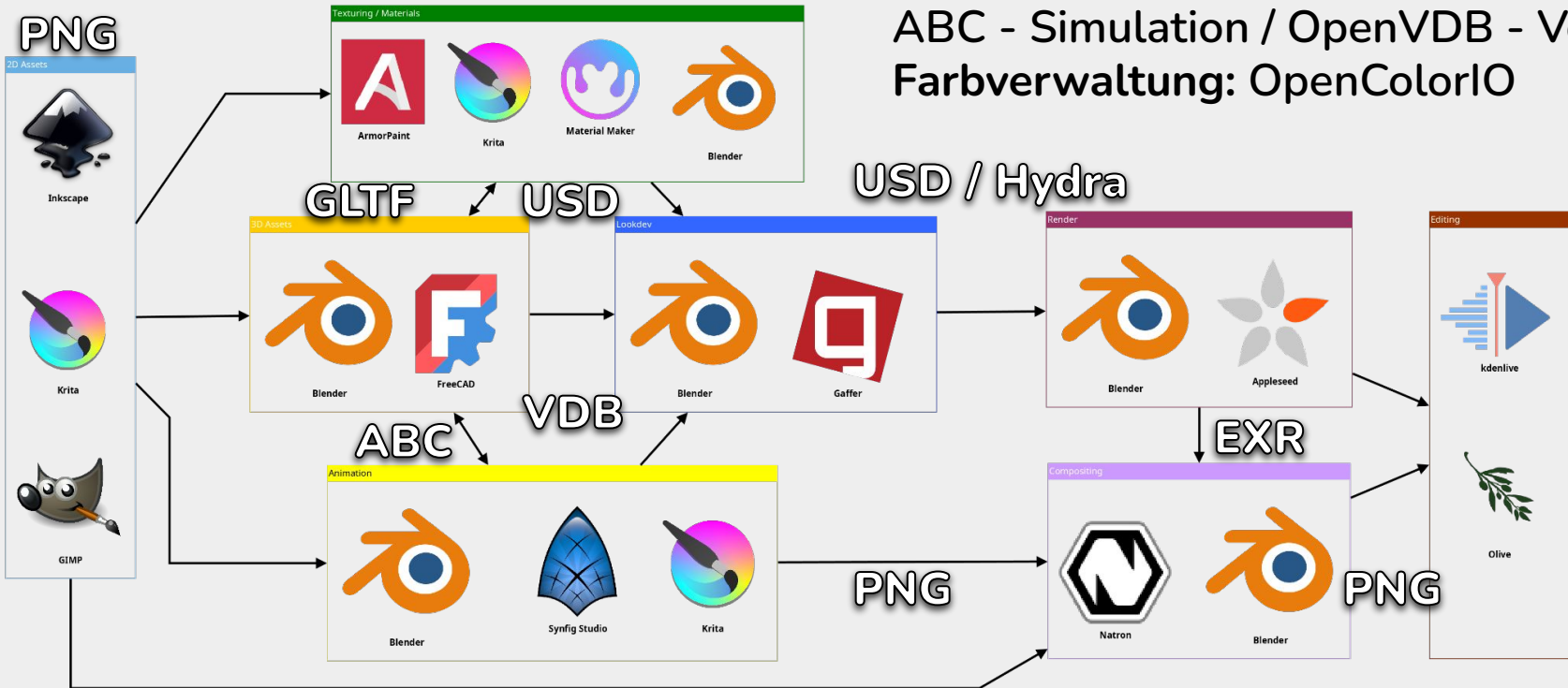
Formate:

PNG - Images / GLTF - Models

USD - Scenes / EXR - Layers

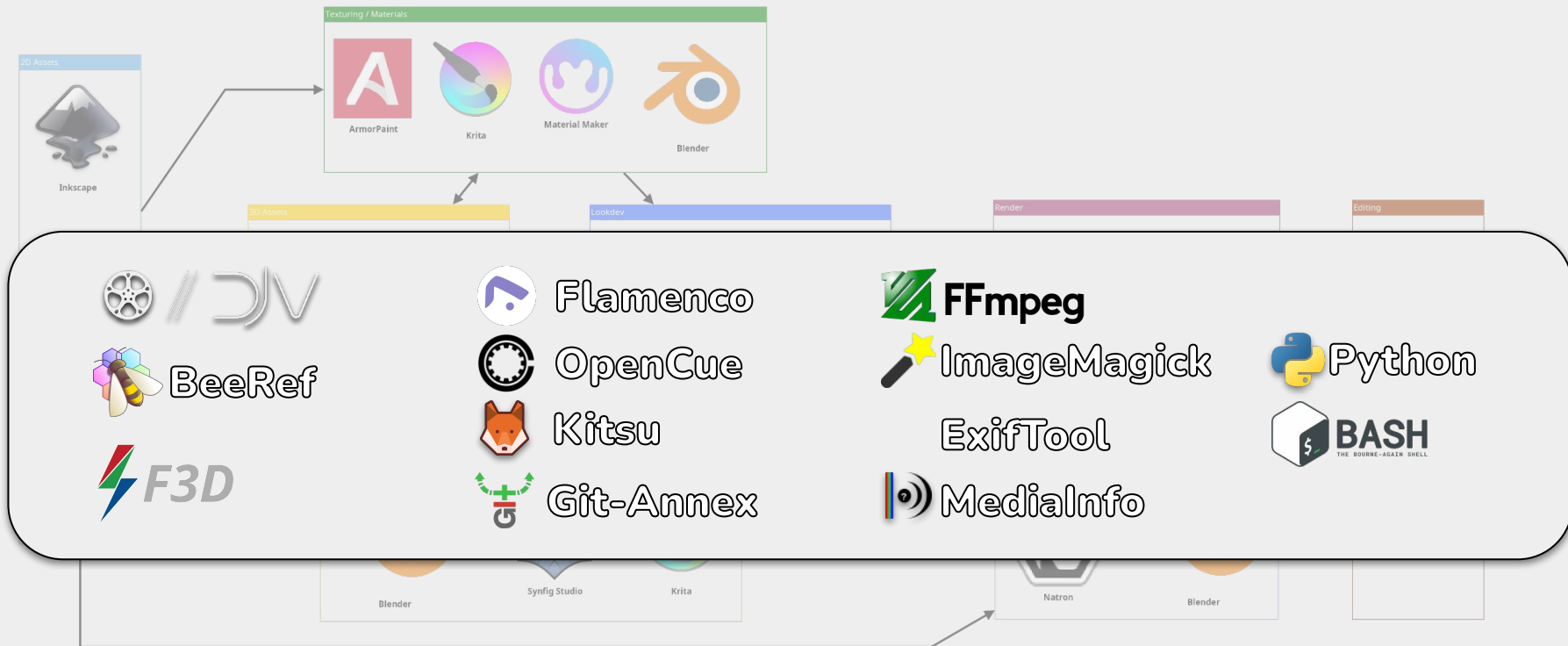
ABC - Simulation / OpenVDB - Volumen

Farbverwaltung: OpenColorIO



Die Helfer im Hintergrund

Kleine Helfer



Kleine Helfer



Kleine Helfer

urban_sketching_my_photos.bee* - BeeRef



Blender

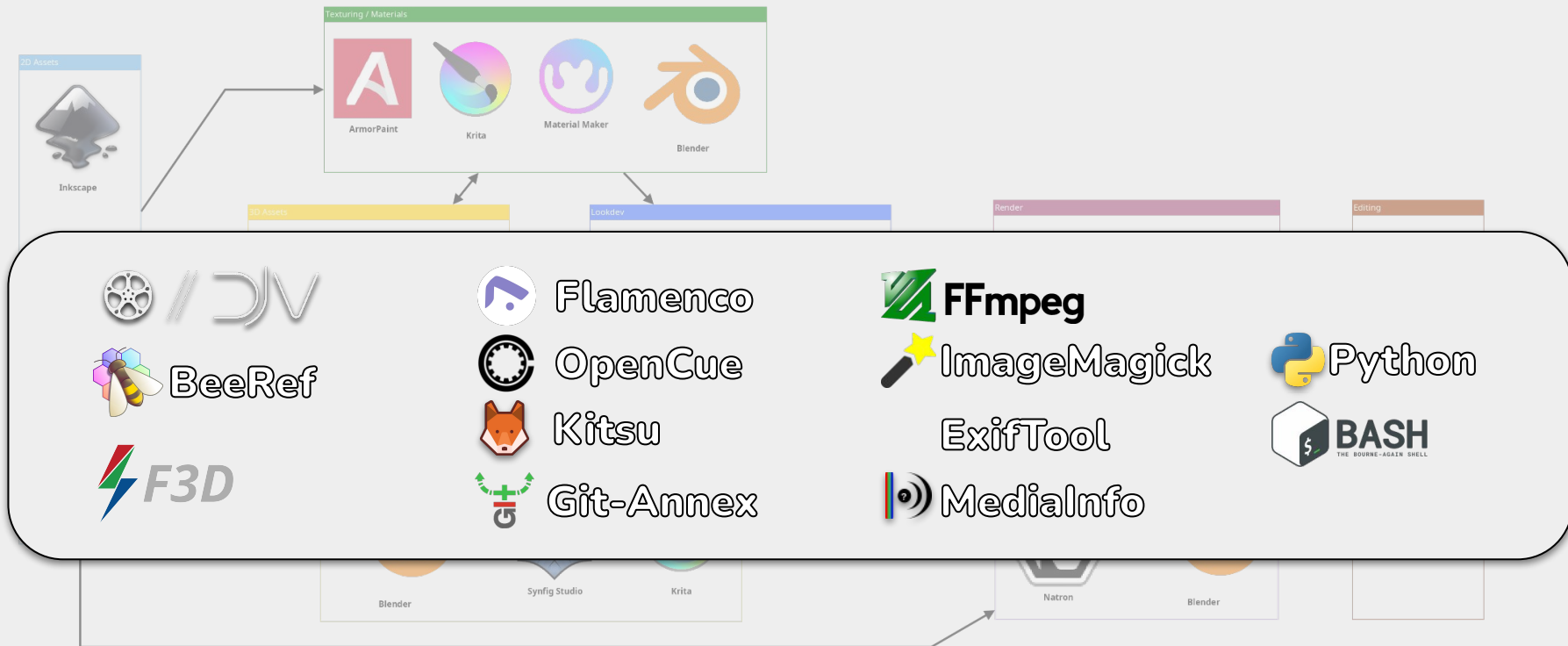
Synfig Studio

Inkscape

Nautilus

Blender

Kleine Helfer



Kleine Helfer

Flamenco 3

Jobs

Workers

Last Rendered

add-on | A

Jobs

Cancel Job

Requeue

Status	Name	Type	Prio	U
completed	my_cube	simple-blender-render	50	1
active	my_cube	simple-blender-render	50	1
active	my_cube	simple-blender-render	50	1
completed	Talk & Sleep longer	echo-sleep-test	3	2
completed	Talk & Sleep longer	echo-sleep-test	3	2
completed	Talk & Sleep longer	echo-sleep-test	3	6
canceled	Talk (1000x) & Sleep	echo-sleep-test	50	6
canceled	Test Render	simple-blender-render	50	1
canceled	Talk & Sleep longer	echo-sleep-test	3	1
canceled	Test Render	simple-blender-render	50	1
canceled	Test Render	simple-blender-render	50	1

Task Details

ID 8f817505-b600-4c70-98d6-

Name render-241-250

Status completed

Assigned To fsiddi-macpro-24810.local

Commands

```
blender-render... { "args": [ "--render-ou  
"/Users/fsiddi/Desktop/N  
06_114115_intermediate  
"--render-format", "PNG"  
"241..250" ], "argsBefore  
{jobs}/my_cube-w1w6/my_c  
"{blender}" }
```

Job Settings

Metadata

Details

blendfile {jobs}/my_cube-w1w6/my_cube.flamenco.blend

format PNG

frames 1-250

render_output... /Users/fsiddi/Desktop/New Folder/my_cube/2022-07-06_114115/#####

Tasks

Cancel Task

Requeue

Status	Name	Updated
completed	move-to-final	1 day ago
completed	preview-video	1 day ago
completed	render-241-250	1 day ago
completed	render-231-240	1 day ago
completed	render-221-230	1 day ago
completed	render-211-220	1 day ago
completed	render-201-210	1 day ago

inkscape

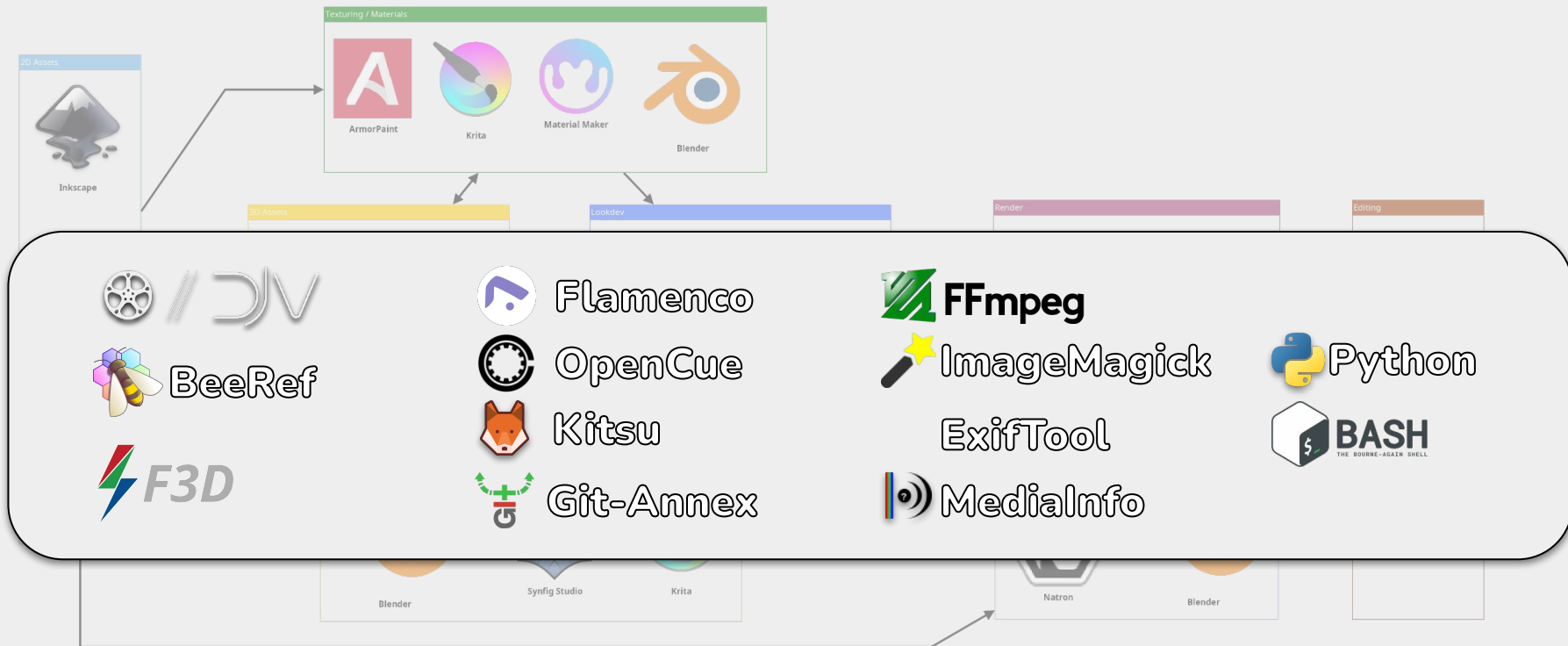
RYKA

GIMP

identive

Olive

Kleine Helfer



Da ist noch mehr... viel mehr.

<https://vfxplatform.com>

Reference Platform

Each annual reference platform is designated by the calendar year in which major product releases should be targeting that particular reference.

All versions should be considered exact required versions, except for those components where ↓↑ indicates that:

- for systems (or software) providing the library at runtime, versions should be considered *minimum version required*.
- otherwise, for software building software against the library, versions should be considered *highest version allowed*.

		CY2025 (DRAFT)	CY2024	CY2023	CY2022	CY2021
Linux	gcc ↓↑	11.2.1 (New libstdc++ ABI) (see notes)	11.2.1 (New libstdc++ ABI) (see notes)	11.2.1 (Switch to new libstdc++ ABI) (see notes)	9.3.1 (see notes)	9.3.1 (see notes)
	glibc ↓↑	2.28	2.28	2.28	2.17	2.17
macOS	Minimum Deployment Target	12.0 (see notes)	11.0 (see notes)	11.0 (see notes)	10.15 (see notes)	10.13 (see notes)
Windows	Minimum Platform Toolset	Visual Studio 2022 v17.4 or later	Visual Studio 2022 v17.4 or later	Visual Studio 2022	Visual Studio 2019 v16.9 or later	Visual Studio 2017
	Windows SDK	10.0.19041 or later	10.0.19041 or later	10.0.19041 or later	10.0.19041 or later	v10
	Python	3.12.x	3.11.x	3.10.x	3.9.1 - 3.9.latest (see notes)	3.7.x (see notes)
	Qt	6.5.x	6.5.x	5.15.x (IL5 planned for CY2024)	5.15.x	5.15.x
	PyQt	6.5.x	6.5.x	5.15	5.15	5.15
	Qt for Python (PySide)	6.5.x	6.5.x	5.15	5.15	5.15
	NumPy	1.26.x	1.24.x	1.23.x	1.20.x	1.19.x
	OpenEXR	3.3.x (If released by Sept 1st)	3.2.x	3.1.x	3.1.x	2.4.x
	Ptex	2.5.x (If released by Sept 1st)	2.4.x	2.4.x	2.4.x	2.3.2
	OpenSubdiv	3.6.x	3.6.x	3.5.x	3.4.x	3.4.x
	OpenVDB	12.x (If released by Nov 1st)	11.x	10.x	9.x	8.x
	Alembic	1.8.x	1.8.x	1.8.x	1.8.x	1.7.x
	FBX	2020.2 - 2020.latest	2020.2 - 2020.latest	2020.2 - 2020.latest	2020.x	2020.x
	OpenColorIO	2.4.x (If released by Oct 1st)	2.3.x	2.2.x	2.1.x	2.0.x
	ACES	2.0 (If released by Sept 1st)	1.3	1.3	1.3	1.2
Boost	1.85	1.82	1.80	1.76	1.73	
Common Components	oneTBB/TBB ↓↑	2021.x (Move to oneTBB)	2020 Update 3 (Move to oneTBB deferred to CY2023)	2020 Update 3 (Plan to move to oneTBB in CY2024)	2020 Update 3	2020 Update 2 (see notes)
	oneMKL/MKL	2024 (Move to oneMKL)	2020 (Move to oneMKL deferred to CY2023)	2020 (Plan to move to oneMKL in CY2024)	2020	2020
	C++ API/SDK	C++17	C++17	C++17	C++17	C++17

Academy Software Foundation

ACADEMY SOFTWARE FOUNDATION

Academy Software Foundation

Home for technical activities hosted by the Academy Software Foundation (ASWF).

951 followers

https://www.aswf.io

@AcademySwf

info@aswf.io

Follow

README · `.md`

ASWF / * ACADEMY SOFTWARE FOUNDATION

The mission of the Academy Software Foundation (ASWF) is to increase the quality and quantity of contributions to the content creation industry's open source software base; to provide a neutral forum to coordinate cross-project efforts; to provide a common build and test infrastructure; and to provide individuals and organizations a clear path to participation in advancing our open source ecosystem.

This organization contains the repositories for the core Academy Software Foundation and many of the hosted projects and working groups. Below is the list of core Academy Software Foundation repositories hosted here.

- foundation**, which contains materials on the Academy Software Foundation itself including the charter, policies, overview decks, and program materials.
- tac** is the home of the TAC processes, policies, programs, and meeting minutes. You can most easily view these materials at [tac.aswf.io](#).
- artwork** contains artwork for the Academy Software Foundation, its hosted projects and working groups, and other programs hosted. You can most easily view these assets at [artwork.aswf.io](#).
- aswf-landscape** is the source for the Academy Software Foundation Landscape and where you can suggest changes and new entries. You can view the landscape at [landscape.aswf.io](#).
- aswf-sample-project** is a template for using when starting a new project at the Academy Software Foundation.
- aswf-sample-wg** is a template for using when starting a new working group at the Academy Software Foundation.

Learn about all the hosted projects and working groups and how to get involved at [tac.aswf.io/engagement](#).

People



Top languages

C++

Python

HTML

Shell

CSS

Most used topics

vs

aswf

computer-graphics

c-plus-plus

image-processing

Report abuse

Pinned

tac

Public

Materials and meeting notes for the ASWF Technical Advisory Council (TAC)

HTML

93

30

artwork

Public

ASWF related logos and artwork

HTML

10

9

foundation

Public

Academy Software Foundation foundation level resources, such as the charter FAQ about the project, and other public assets

Python

19

2

aswf-sample-project

Public template

ASWF Sample Project

CMake

14

7

aswf-landscape

Public

landscape for popular open source projects used in the motion picture industry. This interactive landscape similar to that of the CNCI Landscape ([https://cnci.org](#)) that sorts through popular open...

120

28

aswf-sample-wg

Public template

Repository template for a working group

5

3

Repositories

Find a repository...

Type

Language

Sort

MaterialX

Public

MaterialX is an open standard for the exchange of rich material and look-development content across applications and renderers.

C++

1,766

Apache 2.0

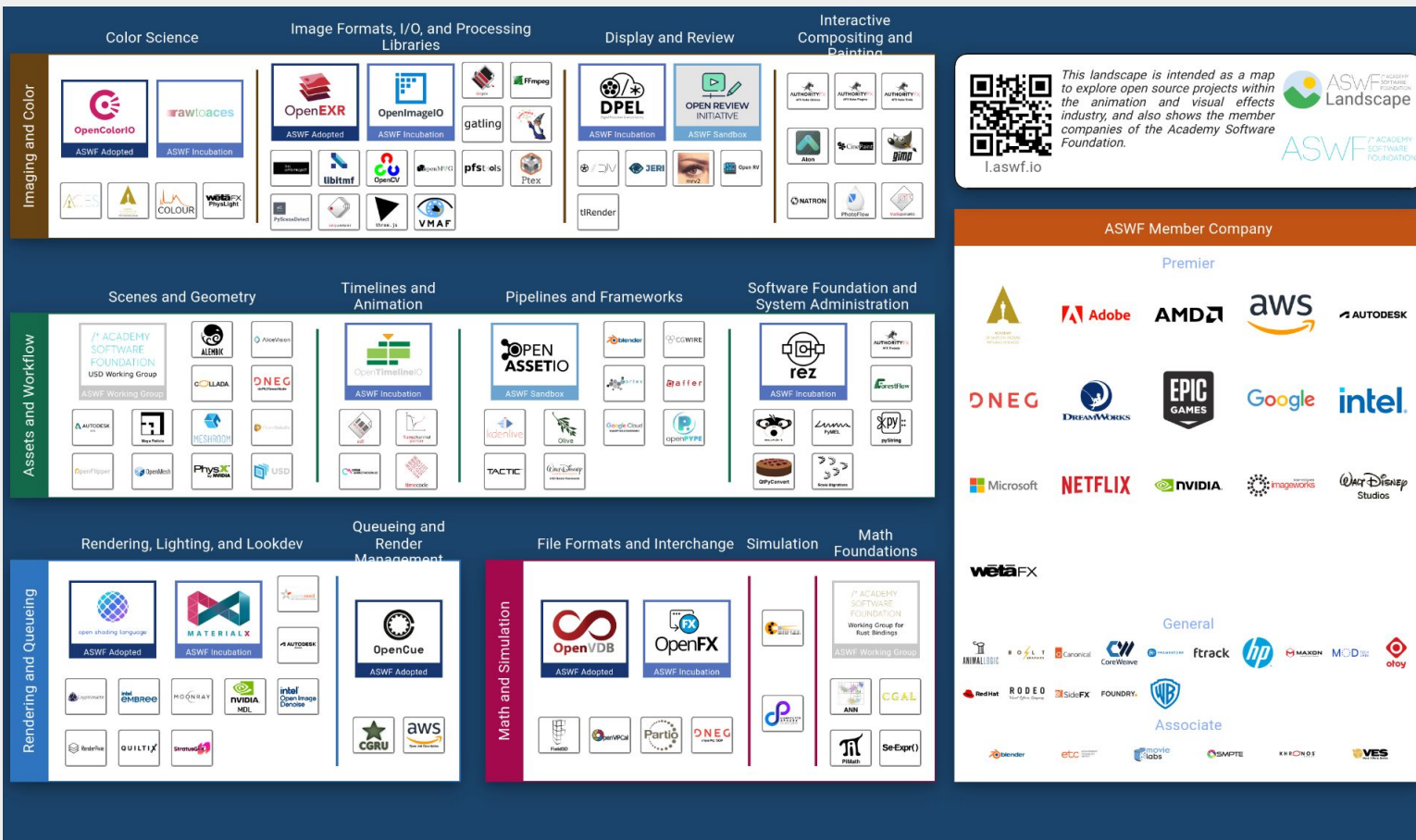
324

114 (8 issues need help)

17

Updated 5 hours ago

Academy Software Foundation



Ein paar Worte auf den Weg

Danke!

<https://fosspipeline.psykon.net>

