



\ ACADEMY COLOR ENCODING SYSTEM \

# ACESNext: Charting the Future of ACES

Presented by: Annie Chang, ACES Project Chair

# Today's Topics

- What's Happened Over the Last Year?
- New Efforts
- ACES 1.0 Listening Tour Results
- ACESNext Next Steps

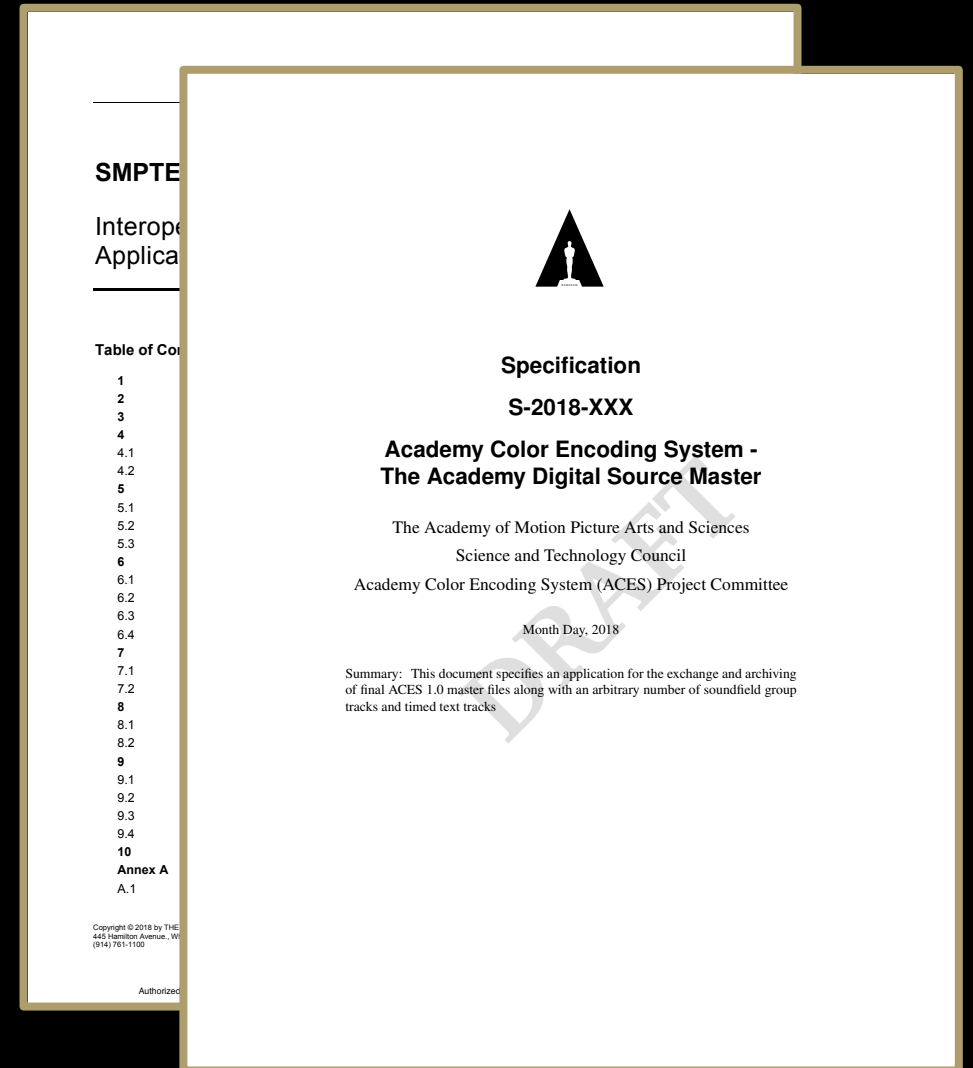
# What's Happened Over the Last Year

- RAE Response
- ACES 1.1 Release
- Primer
- Quick Start Guides
  - Overview
  - Workflow Sample
  - DIT
  - VFX
- Listening Tour!



# New Efforts

- Digital Source Master
  - ACES IMF Application #5
  - SMPTE ST2067-50
  - Academy Digital Source Master
- Academy Software Foundation
- And now, the moment you've been waiting for...



ASWF /\* ACADEMY  
SOFTWARE  
FOUNDATION

# ACES 1.0 Listening Tour Feedback

- 42 interviews with individuals or groups
  - Color/Image Scientists
  - Colorist
  - Content Owners
  - DITs
  - DPs
  - Manufacturers (Cameras, Software)
  - VFX Companies + RAE Paper
  - Other general users
  - Prior ACES Leadership
- Over 80 individuals (not including RAE authors and contributors)
- Nearly 450 comments to parse through
- 48 main points of feedback

# ACES 1.0 Listening Tour Results

Top Ten (starting with the one with the most votes)

1. RRT needs to be invertible and separate the “look” from the RRT (put look in LMT)
2. ACESclip needs to be defined and implemented in tools
3. Need a way to exchange and archive LMTs; re-look at CLF and implement in all tools
4. Need to fix negative values issue (not just through an LMT)
5. CTL is good for prototyping and to define the intention, but because it's not realtime, it isn't viable in production; need to look other implementations
6. Allow for custom IDTs, including camera color gamut matching
7. Should be able to customize ODTs (including parametric) and publish them
8. Allow for color grading in non-ACES spaces (like the Original Camera Color Gamut and tonal curve). Must be able to document for archive
9. Should take a look at the AP0/AP1 gamuts including why AP1 red is outside of AP0, why AP1 does not equal 2020 and other issues
10. Remove modifiers from ODTs; make ODTs more like standard 709 and P3

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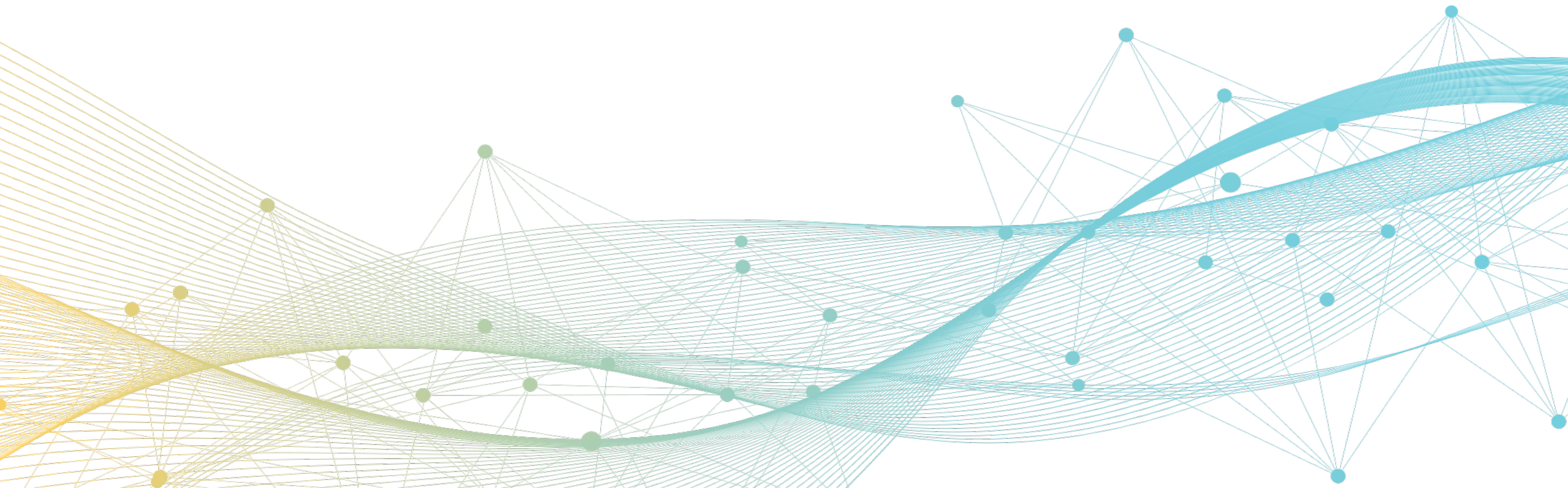
# ACES Next Process Going Forward

- 2 additional GoToMeeting calls to present and discuss findings
- Formation of Discussion Groups and Virtual Working Groups
  - ACESclip VWG
  - CLF VWG
  - ACES Roadmap Discussion Group
- Governance
  - Work towards Open Source model
  - Formation of Technical Steering Committee





# ASWF /\* ACADEMY SOFTWARE FOUNDATION



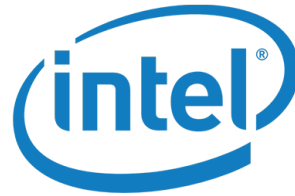
# A New Open Source Foundation Developed in Partnership

The Academy Software Foundation will provide a neutral forum for open source software developers in the motion picture and broader media industries to share resources and collaborate on technologies for image creation, visual effects, animation and sound.



# Founding Members

## PREMIER MEMBERS



## GENERAL MEMBERS



## IN PARTNERSHIP WITH



# Our Mission

Increase the quality and quantity of open source contributions by establishing a governance model, legal framework and community infrastructure that lowers the barrier to entry for developing and using open source software.



# Our Goals

- Provide a neutral forum to coordinate cross-project efforts, establish best practices and share resources.
- Develop an open continuous integration (CI) and build infrastructure to enable reference builds from the community.
- Streamline development for build and runtime environments through the sharing of open source build configurations, scripts and recipes.
- Provide individuals and organizations with a clear path for participation and code contribution.
- Provide better, more consistent licensing through a shared licensing template.





# How To Participate

Developers can join our mailing lists to stay informed about the code and our projects at [aswf.io/community](https://aswf.io/community)

Learn how your organization can support the ASWF community at [aswf.io/join](https://aswf.io/join)

Stay connected to us on social media at [@AcademySWF](https://twitter.com/AcademySWF) and [#WeAreASWF](https://twitter.com/WeAreASWF)



# ACES Next Process Going Forward - Discussion

## Chair Proposed Process – Up for Discussion!

1. Start Discussion Groups first to define the subset of reasons for the various issues.
2. Break it down to the various reasons/problems
  - Need to look at what is an actual problem vs. a problem because they are working around something else
3. Determine work to be done and propose to Technical Steering Committee
4. Technical Steering Committee will oversee all work, make sure we don't have collisions/fundamental breakdowns in the ACES architecture and greenlight work
5. Start and complete work (TSC is there to help with escalation of issues)
6. Vet the work and feedback
7. Figure out how to implement (maybe have something like an Implementation Group help here)
  - Maybe this is when to bring implementers in?
8. Do plugfests to work through interoperability issues
9. Roll out with implementers

# Want to Get Involved?

- Volunteer for committee chair role
- Volunteer as a member for a committee
- ACESNext will only be successful if YOU help out!



# Wrap Up Discussion

- Received your feedback, proposed process & governance
- Start comments now!
- Manage from a process-standpoint, but not from an engineering standpoint
- We are committed to a process to allow people to contribute in a meaningful way
- Effort is required – need to scope out the problems & risks
- Get involved!





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