

DreamWorks Animation Releases USD/Nuke Toolkit to the Open Source Community

Glendale, Calif. – July 26, 2019– DreamWorks Animation, A Comcast Company (NASDAQ: CMCSA) today announced the open source release of their toolkit to integrate Universal Scene Description (USD) into versions 10 and higher of Foundry’s Nuke compositing package. The toolkit allows integration of the USD format into Nuke without requiring changes to Nuke itself. It currently supports the importing of 3D transforms, cameras, and mesh objects.

"DreamWorks Animation is committed to a vibrant Open Source community with our strong support of the Academy Software Foundation (aswf.io)," said Andrew Pearce, VP of Global Technology at DreamWorks. "We have benefited from using Open Source, and we are pleased to continue to contribute back to the community with the USD/Nuke toolkit. This contribution serves as a demonstration of the power of open source to extend the capabilities of an industry-leading tool like Foundry’s Nuke compositing platform at a different cadence than is driven by commercial needs."

Jonathan Egstad, Principal Engineer and developer of the toolkit, said, "Integrating USD support tightly inside Nuke was a primary goal of this project and I strived to make the USD integration as seamless as possible by providing a toolkit and platform to adapt and expand the existing toolset without having to modify Nuke itself. For example the toolkit adds scene file plugin support to a number of existing Nuke nodes with a unified interface so artists do not have to learn a separate set of new nodes. The plugin for USD I/O is included in this project's first release but other I/O plugins can be added for formats like Alembic and FBX, plus a facility can write proprietary plugins for their custom formats. While this initial beta release is modest in scope, the potential is there to allow Nuke to perform more complex scene graph processing in future versions."

DreamWorks began development of USD Nuke toolkit in 2018 and it is in active use. The code is available at https://github.com/dreamworksanimation/dwa_usd_plugins and has been released under the Apache License, Version 2.0.

About DreamWorks Animation

DreamWorks Animation (DWA), a division of the Universal Filmed Entertainment Group, within NBCUniversal, a subsidiary of Comcast Corporation, is a global family entertainment company with feature film and television brands. The company’s deep portfolio of intellectual property is supported by a robust, worldwide consumer products practice, which includes licensing, and location-based entertainment venues around the world. DWA’s feature film heritage includes many of the world’s most beloved characters and franchises, including *Shrek*, *Madagascar*, *Kung Fu Panda*, *How to Train Your Dragon*, *Trolls* and *The Boss Baby*, and have amassed more than \$15 billion in global box office receipts. DreamWorks Animation’s television business has quickly become one of the world’s leading producers of high-quality, animated family

programming, reaching consumers in more than 190 countries. Creating a diverse array of original content in a variety of formats and delivering deep, fully immersive worlds served up with compelling characters, the prolific studio has garnered 25 Emmy® Awards since inception in 2013.