

AOUSD Web Interest Group Charter

This Interest Group Charter establishes the Scope and intellectual property terms used to develop the materials identified in this Interest Group Charter for the Project. Only Project Steering Members, General Members, and Interest Group Members, as applicable, that joined this Interest Group Charter will be bound by its terms and be permitted to participate in this Interest Group.

Interest Group Name: AOUSD Web Interest Group

1. Interest Group Purpose (check either or both):

- ☐ Explore potential formation of a new AOUSD Working Group.
- ☒ Discuss area(s) of potential future development at an existing or future AOUSD Working Group.

2. Interest Group Scope:

Scope: Universal Scene Description (OpenUSD) is an established open-source technology that forms a foundation for 3D content authoring, interchange and transmission, thereby empowering a broad range of creative efforts and end-user experiences. The Web Interest Group will explore options relating to consuming, distributing and interacting with OpenUSD content on the Internet, across the web stack (backend storage and services, frontend visualization, and network transmission). In representing a diverse community with participants of different backgrounds, the Web Interest Group will invite guests to present the learnings and progress they have accomplished on their initiative, for the benefit of informing other participants of their experiences. In bridging the established web communities as well as established industry already familiar with OpenUSD, the Web Interest Group will be supportive and encouraging of participants looking to establish adequate solutions for the web.

Out of Scope: Per Section 4.2 of the AOUSD Processes, all Interest Groups, including this Interest Group, “cannot develop, propose or publish any normative documents (e.g., schemas), including Deliverables.” Areas considered as out of the scope of the Web Interest Group are:

- Development of a normative specification of OpenUSD APIs (or any portion thereof) for usage on the web.
- Development of frontend web framework(s) and user interfaces to visualize and interact with OpenUSD content.
- Re-implementation of OpenUSD in a new language for the web.
- Development of a OpenUSD WebAssembly build.
- Hardware-specific implementations of any kind.

Other areas not identified as in scope are out of scope.

3. Effective Date of Charter: February 3, 2025

4. **Date of Charter Review/Expiration (one year after effective date):** February 3, 2026.
5. **Planned Output:** The AOUSD Web Interest Group will be producing the following outputs as part of the community-led initiative. This output will primarily feed into the relevant WGs.
 - Make recommendations that will enable OpenUSD to be pervasively displayed and experienced on the Web.
 - Make recommendations on use cases of an OpenUSD WebAssembly build.
 - Description of desired web workflows using OpenUSD and interoperability with other web content technologies.
 - Description of use cases and opportunities for optimizing USD file formats and the OpenUSD runtime for the web, including security, privacy, localization and accessibility, referencing existing W3C web standards. This might include the description of a subset of OpenUSD features for real-time web use.
 - Description of use cases and opportunities for optimized handling of remote content, including transmission, security, and privacy, referencing existing standards.
 - Feedback on OpenUSD changes and proposals which may impact OpenUSD on the web.
6. **Connected AOUSD Working Groups (existing or future):** Based on identified priorities, this group may provide recommendations to:
 - AOUSD Core
 - AOUSD Geometry
 - AOUSD Materials
 - AOUSD Web
7. **Additional Interest Group Provisions:** This Interest Group will operate under (1) the Copyright Grant, Patent Licensing, and Source Code Terms defined below; and (2) all applicable terms in the Alliance for OpenUSD Process & Procedures, available on the Alliance's website.
8. **Copyright Grant.** Each Interest Group Participant grants to the Project a perpetual, worldwide, non-exclusive, no-charge, royalty-free, copyright license, without any obligation for accounting, to reproduce, prepare derivative works of, publicly display, publicly perform, sublicense, and distribute any Submission made by the Interest Group Participant to the full extent of the Interest Group Participant's copyright interest in the Submission.

Ownership of Collective Works. By participating in an Interest Group, the Interest Group Participant agrees that all copyright created in the collective work belongs to the Project.

9. **Patent Licensing.** By joining this Interest Group, each Interest Group Participant agrees that, to the extent it makes any Submission to this Interest Group which is subsequently included in an Approved Deliverable ("Connected Approved Deliverable") developed by any AOUSD Working Group explicitly identified in Section 6 of this Interest Group's Charter, the Interest Group Participant shall make available any of its Essential Claims, as defined in the W3C Patent Policy (available at <https://www.w3.org/Consortium/Patent-Policy-20040205/>), under the W3C RF licensing requirements in Section 5 (<https://www.w3.org/Consortium/Patent-Policy-20040205/>), in such Submissions, in whole or in part, that are included in any Connected Approved Deliverable as if the Connected Approved Deliverable was a W3C Recommendation.

"Submission" means any material, including any modifications or additions to an existing work, that the Interest Group Participant submits for inclusion in any documentation or other output developed by the Interest Group.

10. **Source Code.** Interest Group Participants contributing source code to this Interest Group agree that those source code contributions are subject to the Developer Certificate of Origin version 1.1, available at <http://developercertificate.org/>, the Apache 2.0 license, available at <http://www.apache.org/licenses/LICENSE-2.0.html>, and any policies and governance rules included in the source code's repository.