

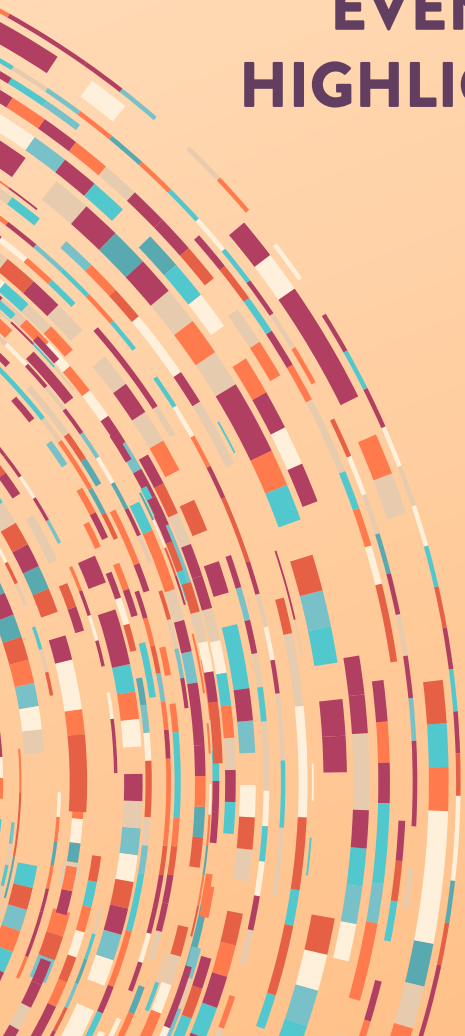


# OPEN SOURCE FORUM

hosted by Academy Software Foundation

FEBRUARY 26, 2026  
LOS ANGELES, CA + VIRTUAL  
#ASWF

## EVENT HIGHLIGHTS



**212** TOTAL ATTENDEES

ATTENDED EVENT

**137** IN-PERSON **75** VIRTUAL

234 TOTAL REGISTRATIONS

**95+** TOTAL ORGANIZATIONS REPRESENTED

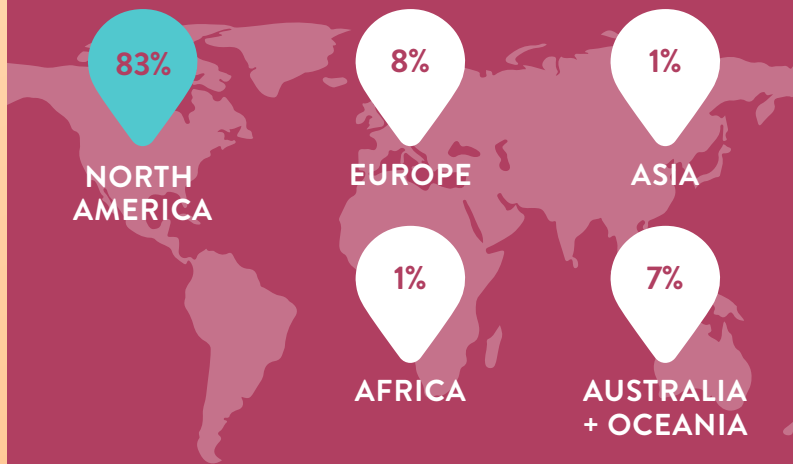
**79%**

MEMBERS

**21%**

NON-MEMBERS

## GEOGRAPHIC REPRESENTATION

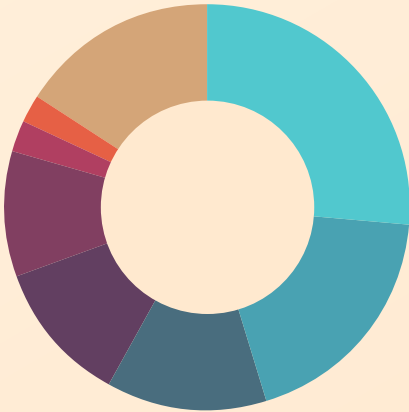


MOST REPRESENTED COUNTRIES

**USA, CANADA,  
UNITED KINGDOM**

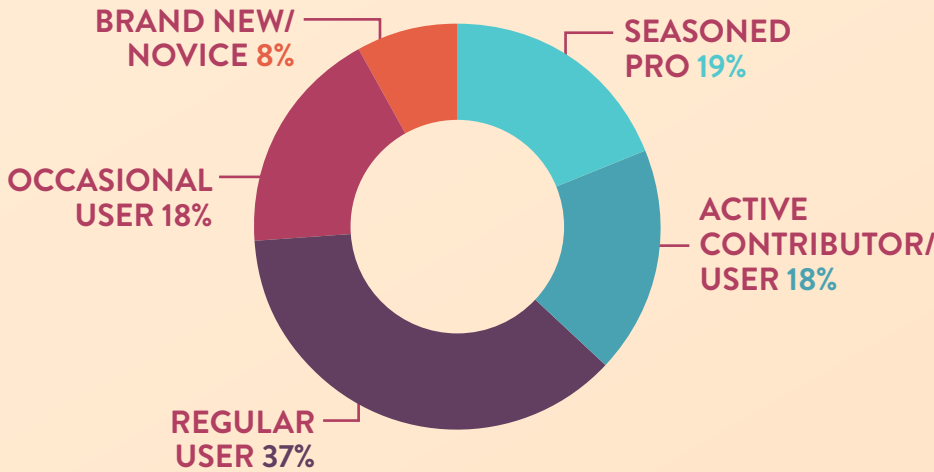
# DEMOGRAPHIC DATA

## JOB FUNCTION



- SOFTWARE ENGINEER/ DEVELOPER 26.5%
- CTO/TECHNICAL LEADER 18.80%
- R&D 12.82%
- TECHNICAL DIRECTOR 11.54%
- BUSINESS MANAGER 9.83%
- PRODUCT MANAGER 2.56%
- OPEN SOURCE MANAGER 2.14%
- OTHER 15.81%

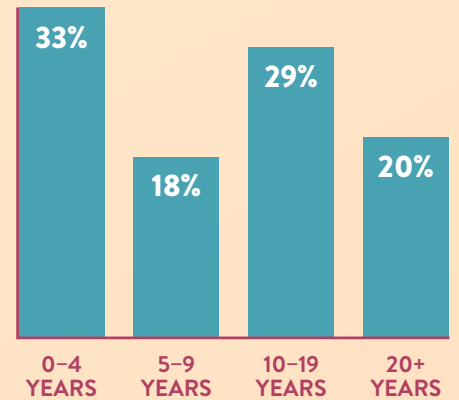
## OPEN SOURCE EXPERIENCE



### COMPANIES REPRESENTED INCLUDED

- ACADEMY OF MOTION PICTURE ARTS AND SCIENCES
- ADOBE
- AWS
- AMD
- APPLE
- AUTODESK
- BLENDER FOUNDATION
- DNEG
- DREAMWORKS ANIMATION
- EPIC GAMES
- EYELINE STUDIOS
- FOUNDRY
- FRAMESTORE
- INDUSTRIAL LIGHT & MAGIC
- INTEL CORPORATION
- LAIKA
- MIRIS
- MOVIELABS
- NETFLIX
- NVIDIA
- SAMSUNG
- SIDEFX SOFTWARE
- SKYDANCE ANIMATION
- SONY PICTURES IMAGEWORKS
- VISUAL EFFECTS SOCIETY
- WALT DISNEY ANIMATION STUDIOS
- WĒTĀ FX

### YEARS OF OPEN SOURCE EXPERIENCE



## TOP 3 INDUSTRIES

- ANIMATION 22%
- SOFTWARE 21%
- VISUAL EFFECTS (VFX) 21%