

Characters, Motion and Interactivity Interest Group, Charter

Approved 03.02.2026

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 Member Organizations, 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. Characters, Motion and Interactivity 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: The Characters, Motion and Interactivity Interest Group will consolidate learnings and requirements for the formation of Working Groups, and provide a set of recommendations around:

- a. A defined scope for the creation of distinct working groups and/or prioritized user stories for existing working groups that may then develop interoperability standards for USD or implementations to enable runtime behaviours, etc..
The scope will include clear goals and aim to provide a clear and appropriately narrow focus to each working group.
The Interest Group will collect learnings and requirements to help define Working Group scopes on subjects like:
 - i. Digital character motion and posing (whether virtual or physical) driven by user input, behavioural systems, simulations, pre-defined temporal values or as derived or retargeted from another character.
 - ii. Deformation of a character's geometry as driven or derived by its pose.
 - iii. Rig nodes and their role in character motion and interactivity, but not implementation details of rigging workflows
 - iv. How motion and interactivity converge and diverge across domains like digital humans and robotics
 - v. Capabilities for different systems driving characters like control rigs, entity component systems, physics simulations, agents, reactive systems and node based graphs like Blueprints.

- vi. Capabilities for inputs driving the systems such as temporal values, user interaction or events external to the system like readouts from physical sensors.
- vii. The integration of real-time event systems and physical sensors, considering their impact on character motion and interactivity standards.
- b. Interoperability requirements for exchange of serialized scenes and portable evaluations working in a predictable, performant, dependable, easily-understood manner across domains like
 - i. Soft Body characters like offline and real-time virtual avatars, and props that they may use
 - ii. Rigid Body and physical characters such as robots or other real-world autonomous mobile products, and the props that they may use.
 - iii. Serialization of data that may be used by user interfaces or systems to define regions of interest on a character.
- c. Subjects that may be pertinent to existing working groups, and proposals to those working groups to investigate those topics.
- d. Documentation on workflows to develop efficient character pipelines while making use of USD.
- e. Develop experimental schemas to support exploratory work, with the understanding that these will not be normative deliverables.
- f. Requirements will be agnostic to hardware specifics.

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.”

Additionally the following are also out of scope:

- a. Implementation or documenting implementation details of algorithms that define the systems described above.
- b. Implementations of user interfaces, beyond serialization of data that may be used by a user interface.

The Interest Group will timebox initial meetings to determine appropriate subdivisions into sub-Interest Groups or Working Groups, with a progress review scheduled for mid-to-late March 2027. If adequate progress is not demonstrated, the charter will be reconsidered.

1. **Effective Date of Charter:** March 2, 2026
2. **Date of Charter Review/Expiration (one year after effective date):** March 2, 2027
3. **Planned Output:**

- a. A document defining the scope of what topics span multiple domains, and which topics are domain-specific to, e.g., Robotics, that may break out into sub-IGs
- b. Mapping the current landscape of related efforts and ensuring coordination with ongoing initiatives, including those led by Pixar, Autodesk, Nvidia, SideFX, and other relevant organizations.
- c. A set of recommendations for work to continue within Working Groups.
- d. A set of recommendations for the formation of Working Groups with associated scoping and requirements.
- e. Meeting Notes and Progress Reports

4. Connected AOUSD Working Groups (existing or future): Based on identified priorities, this group may provide recommendations to the existing working groups like the Geometry Working Group and Materials Working Group, as well as future working groups that will have recommendations defined by this interest group. This interest group covers the aspects that are common to interactivity, characters, and robotics, and sub-IGs may cover topics that are domain-specific and report back to the parent interest group.

5. 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.

6. 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.

7. 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.

8. **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.