📖 **omigroup** / **gltf-extensions**   Public

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OMI glTF Subgroup Meeting 9/23/2021 #16

robertlong started this conversation in **General**

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robertlong on Sep 23, 2021   Maintainer   edited ▾

Agenda:

- iFire's VMD Demo
- Next steps for:
  - Blender Tooling
  - Second implementation of OMI_audio_emitter
  - OMI_audio_emitter ratification process
- Proposing new times for the glTF Subgroup meeting
  - OMI Survey Results

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robertlong on Sep 23, 2021   Maintainer Author   edited ▾

Notes:

- Self contained animation + audio asset for VMD use-case
  - Should look into USDz for prior work
- Need for animation mixer / animation state graph extension
- Should ratification require? (We'll do a vote on these at the next meeting)
  - Validation
  - Authoring Tool
    - Import
    - Export
- Ensure that reference assets are valid
- Add OMI_audio_emitter extension to validator
- Check OMI_audio_emitter reference assets against validator to see if they work
- Add generator version to omi-gltf-transform tool
- Add version to reference assets when hand authored
- Use validator to add testing to Blender addon CI
- Message Mike about unblocking Unity implementation
- Unblock Godot implementation
  - Godot GLTF extension PR
- Add glTF Co-working calendly
- Send out new meeting time poll with the following time options:
  - Tues 9:00 AM

- Tues 2:00 PM
- Thurs 9:00 AM
- Thurs 2:00 PM
- Thurs 2:30 PM (No Change)
- Fri 9:00 AM

↑ 1   0 replies

Category

💬 **General**

Labels

None yet

1 participant