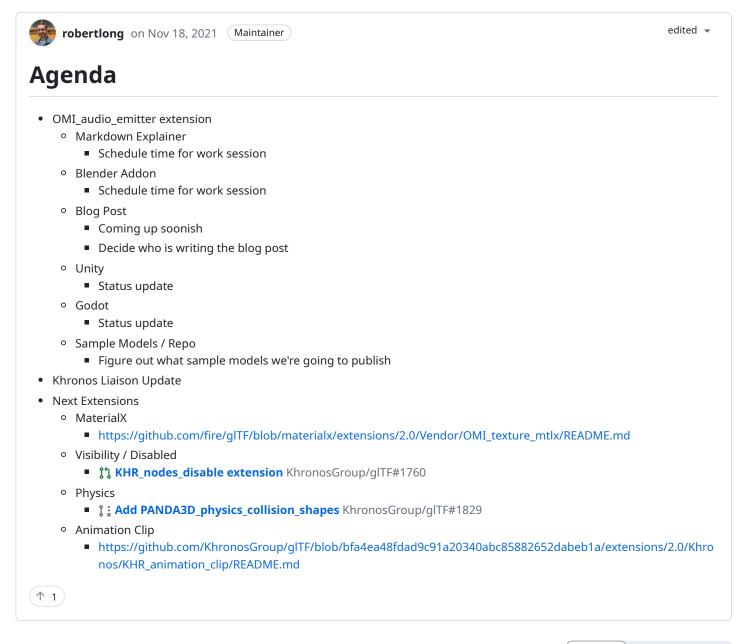


glTF Working Group Meeting 11/18/2021 #36

robertlong started this conversation in General







Newest

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Notes

• Combined work session for explainer and blender addon on Tuesday 5:30PM PDT

robertlong on Nov 18, 2021 (Maintainer) (Author)

- @mikeskydev working on implementing glTF Extensions API using UniJSON inside glTFast as a stopgap solution to get the OMI_audio_emitter extension out
- Godot editor-time import/export now possible in Godot 3.4. Extension API hasn't been implemented yet. Figuring out how extension API will be implemented in 3.5 or 4.0.
- Sample Models
 - More basic sample models with various test cases:
 - Single global emitter
 - Single positional emitter at origin
 - Single animated positional emitter
 - Combined global and animated positional emitter
 - glTF and GLB versions
 - Cleaned up Hubs Outdoor Festival Scene (glb only)
- MaterialX Extension
 - Clear use-cases
 - Extend material rather than texture
 - Dynamically animating properties would be difficult, but runtime baking of the referenced materialX material to a gITF
 PBR material is definitely achievable
 - Reference implementation of WASM / Native Library / CLI would be a good goal
 - WASM could be used for Three.js
 - Native Library needed for other engines
- KHR nodes disable
 - o Possibly ask for a change to:
 - Change language to indicate that it only disables visibility
 - Remove visible and recursive properties and always make invisible and recursive



0 replies

Category



General

Labels

None yet

1 participant

