🖿 **omigroup** / **gltf-extensions**   Public

‹› Code   ⊙ Issues 8   ⧗ Pull requests 4   💬 **Discussions**   ▷ Actions   ···

gITF Working Group Meeting 10/28/2021 #30

robertlong started this conversation in **General**

robertlong on Oct 28, 2021   Maintainer   edited ▾

Agenda

- Ratification Process
  - Go over and potentially vote on whether or not to use 4 stage process
    - Still need to figure out the IPR bot...
    - ⅄ **4 Stage Proposal Process and Support Table** #23
  - Go over and potentially vote on implementation matrix
- Update on Implementation Status
  - Spec
    - Need to add markdown explainer
    - Publish blog post advertising the OMI_audio_emitter ecosystem
  - omi-gltf-samples-repo
  - three-omi
    - Stable and up to date
    - Transitioned to typescript
  - Third Room
    - Support is finished and merged: ⅄ **Feat/Audio Emitter** matrix-org/thirdroom#17
  - Unity
    - 💬 **Evaluating Unity3D GLTF plugins for adding OMI extensions** #11
  - Godot
    - ⊘ **Move gITF scene loading to core to allow for run-time loading** godotengine/godot-proposals#3273
    - ⅄ **Ignore format flags when validating the blend shape mask** godotengine/godot#53738
    - ⅄ **gITF2 use alpha, alpha to coverage and depth prepass** godotengine/godot#52407
    - ⅄ **Add gltf import buffer.** godotengine/godot#52541
  - Blender
    - 💬 **notes on using blender custom properties to define ad hoc gITF node extras** #26
    - ⅄ **prototype autodetection and UI experiments** omi-blender-gltf#1
  - VRChat
    - Blocked on OMI Unity gITF Editor Import
  - Altspace
    - Blocked on OMI Unity gITF Editor Import
  - Neos
    - Looking into MP3 player support and accessing proper data on scene nodes
  - Hubs
    - PR submitted to Hubs repo ⧗ **OMI Audio Emitter** mozilla/hubs#4741
  - gITF Validator
    - Up to date with the latest spec
  - gITF Transform Tool
    - Up to date with the latest spec

- Stereo Kit
  - Waiting on an update from Nova

↑ 1

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robertlong on Oct 28, 2021   Maintainer   Author   edited ▾

Notes

- Unity
  - Reach out to **@atteneder** to see what the status is for an import/export extension API in glTFast so we can use it.
  - In the meantime, perhaps we develop a hacked together solution based on parsing the JSON up front and adding extensions after the scene has been deserialized.
- Godot
  - Still waiting on Godot 4.0 alpha
- Blender
  - Basic implementation mostly finished
  - JSON being exported still need to work on bufferView/moving audio files
  - Planning on another hack day Tuesday evening
- Ratification Process
  - The IPR bot is fixed, you can leave comments on the PR here ⎇ **4 Stage Proposal Process and Support Table** #23
  - We made some changes to the language during this meeting and will be holding a vote at our next meeting on November 4th
  - We should add the existing resources we have for validation etc to the readme so that others can use it as a reference for writing new proposals.

↑ 1   1 reply

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atteneder on Oct 29, 2021

@robertlong Thanks for reaching out!

Work on extension API has not started and presumably will not start before end of the year. However, I'm already sketching things out I'm open to inputs and requirements. If you have concrete examples of extensions you'd like to inject or want to get involved in the API design, let me know.

Technical detail: Once the JSON deserialzation in glTFast was replaced with a more flexible (but still performant) solution, a custom extension API will get feasible. For the new export feature glTFast already uses a custom JSON serialization, so we're closer to something there.

Category

💬 **General**

Labels

None yet

2 participants