

 [omigroup](#) / [glTF-extensions](#) Public[Code](#) [Issues 8](#) [Pull requests 4](#) [Discussions](#) [Actions](#) ...

OMI glTF Working Group Meeting 4/14/2022 #78

[robertlong](#) started this conversation in **General**



[robertlong](#) on Apr 14, 2022 Maintainer

OMI glTF Working Group Meeting 4/14/2022

This meeting will be on 4/14/2022 at 10:30 PM (UTC) / 2:30 PM (PST) in the [OMI Discord](#) within the #omi-weekly-meeting channel. During the meeting, we will be using the #omi-glTF-extensions channel to manage a speaker queue, post links, and for any sidebar discussions.

To be notified of this meeting and others, subscribe to the [OMI Meetings and Events Calendar](#) or add yourself to the @omi-glTF-subgroup role in the #roles channel of the OMI Discord.

Agenda:

- KHR_audio feedback
 - [KHR_audio](#) KhronosGroup/glTF#2137
- OMI_collider
 - [@antpb](#) has a demo!
 - [Add OMI_collider](#) #63
 - [MAXAR_collision_geometry](#) KhronosGroup/glTF#2087
- Avatar Animation Retargeting
 - [Applying Animations Stored in a Separate GLTF](#) #44
- Visibility extension proposal
 - [OMI glTF Working Group Meeting 3/17/2022](#) #72 (comment)

To propose another item for the agenda, comment below (preferably before the meeting).

↑ 1

1 comment

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[robertlong](#) on Apr 14, 2022 Maintainer Author

edited ▼

KHR_audio


- Ask Khronos when we should be using the KHR prefix when in development.
- Update OMI_audio_emitter to match KHR_audio spec + the new multiple sources proposal
- Audio looping start/end not easily achievable in Godot or Unity.
- Animation triggered audio not advisable because you will observe gaps in playback
- Need to figure out `inputs` vs `outputs` and how this graph is defined. Maybe there's an array of `nodes` rather than separate objects for each type and nodes using an unsupported type are ignored. Nodes can have extensions which define

new node types.

↑ 1

0 replies

Category

 **General**

Labels

None yet

1 participant

