omigroup / **gltf-extensions**   Public

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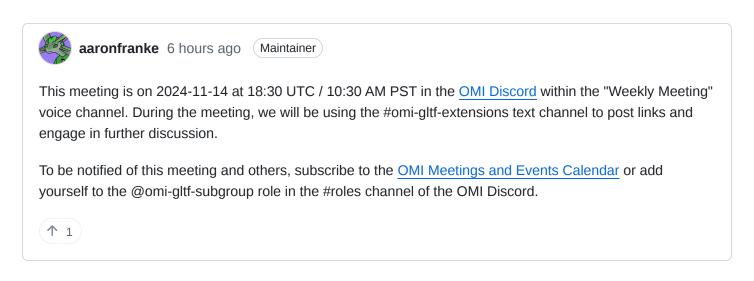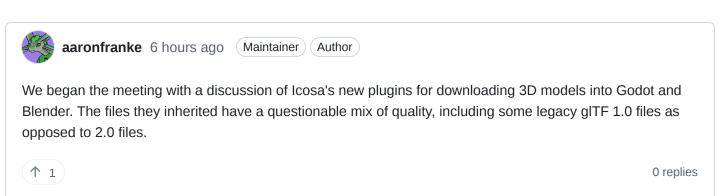
OMI glTF Working Group Meeting 2024-11-14 #237

aaronfranke started this conversation in **General**

aaronfranke 6 hours ago   (Maintainer)

This meeting is on 2024-11-14 at 18:30 UTC / 10:30 AM PST in the OMI Discord within the "Weekly Meeting" voice channel. During the meeting, we will be using the #omi-gltf-extensions text channel to post links and engage in further discussion.

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.

↑ 1

4 comments

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aaronfranke 6 hours ago   (Maintainer) (Author)

We began the meeting with a discussion of Icosa's new plugins for downloading 3D models into Godot and Blender. The files they inherited have a questionable mix of quality, including some legacy glTF 1.0 files as opposed to 2.0 files.

↑ 1   0 replies

aaronfranke 6 hours ago   (Maintainer) (Author)

We discussed the differences between glTF 1.0 and 2.0, and the mesh buffer details, while **@yankscally** demo'd the Icosa gallery.

↑ 1   0 replies

aaronfranke 5 hours ago   (Maintainer) (Author)

We discussed how to best facilitate communication between users and developers. Discord can be a black hole for information, users don't tend to come to RocketChat (too intimidating), developers don't come to Reddit (not specific enough). Forums would be great but unfortunately the world has migrated away from forums and we've lost something here.

↑ 1   0 replies

aaronfranke 4 hours ago   (Maintainer) (Author)

We discussed the different workflows of importing glTF files into game engines, including the different perspectives of Khronos and other glTF folk who want the glTF to be a read-only last-mile format, in contrast to users of game engines who want to modify things after import. Ultimately we need to support both use cases, because we want to allow as much as possible to be edited as close to the source as possible (ex: in Blender, and exported to glTF), but also not everything can be done that way.

↑ 1   0 replies

Category

💬 **General**

Labels

None yet

1 participant