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## OMI glTF Working Group Meeting 3/31/2022 #76

**robertlong** started this conversation in **General**



**robertlong** on Mar 31, 2022 Maintainer

### OMI glTF Working Group Meeting 3/31/2022

This meeting will be on 3/31/2022 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:

- OMI\_audio\_emitter
  - Vote on KHR\_audio proposal [KHR\\_audio](#) #73
- Collider extension check-in
  - [Add OMI\\_collider](#) #63
- 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 Mar 31, 2022 Maintainer Author

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### Notes

- KHR\_audio proposal passed
- Next steps for OMI\_collider are to get basic implementations working and gather feedback
- [MAXAR\\_collision\\_geometry](#) KhronosGroup/glTF#2087
- Possible collaboration opportunity with OnCyber
- M3 Avatar Interop Hack session on Tuesday at 1PM EST where we'll be going over the Webaverse implementation of Avatars and learning more about animation retargeting in the wild

↑ 1

0 replies

Category



General

Labels

None yet

1 participant

