

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

glTF Working Group Meeting 2021-12-16 #41

robertlong started this conversation in **General**



robertlong on Dec 16, 2021 Maintainer

Agenda

- Welcome newcomers.
- Khronos Liaison Update.
- OMI_audio_emitter updates
- Schedule working sessions for explainer and blender Addon

↑ 1

1 comment

Oldest | Newest | Top



robertlong on Dec 16, 2021 Maintainer Author

edited ▼

Notes

- Discussion on Avatar rigging / animation retargeting workflow for VRM
 - <https://www.donmccurdy.com/2017/11/06/creating-animated-gltf-characters-with-mixamo-and-blender/>
 - <https://github.com/sketchpunklabs/ossos>
 - <https://github.com/pixiv/three-vrm>
 - <https://glitch.com/edit/#!/three-vrm-1-sandbox-mixamo>
 - Voids in glTF <-> VRM
 - VRM explicitly excludes animations
 - Animation retargeting
 - Possible standards
 - Animation retargeting
 - Props driven avatar animations (ex. potion glTF can animate avatar to drink potion)
 - Action items:
 - Evie to create an issue to kick off this retargeting extension proposal and **@fire** and Lyuma to help add comments
- **@fire** is now an individual contributor to the Khronos 3D Formats group, representing Godot and OMI
- Open glTF Repository
 - There's a need for an open repository for hosting common glTF content. A CDN for metaverse assets with proper CORS headers set for public usage.
 - Possible partners
 - Icosa Gallery <https://beta.icosa.gallery/>
 - Internet Archive https://archive.org/details/archiveteam_googlepol
 - US Library of Congress <https://www.loc.gov/preservation/digital/formats/fdd/fdd000500.shtml>

↑

1

0 replies

Category



General

Labels

None yet

1 participant

