

2025-04-16 Weekly Meeting 207 #528

indiebio started this conversation in **Weekly Meetings**



indiebio yesterday Maintainer

Weekly Meeting 207 is happening on Wednesday, 16 April 2025 from 9:00 AM PDT (17:00 UTC) - 10:00 AM PDT (18:00 UTC)

You can add it to your calendar [here](#).

We'll be meeting in the omi-weekly-meeting channel of the [OMI Discord](#).

We regularly use the # omi-meeting-chat channel for text chat.

Agenda

check in, shootin' the breeze (add agenda points or notes as comments).

- Demo's
- working group updates: glTF, MSF, media, Virtual Worlds Museum, composable metaverse, experiments, brand strategy, new one?
- add fun finds in the comments

Specific matters to discuss

Following conversation in media meeting: "When I come in for calls, I still don't understand "who are all these people and what do they do"? This is a problem for all newcomers to OMI."

what can we do about this? Can we make a "Who am I" board, like business cards?

↑ 1

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Author

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Sounds like a directory?

This is a community that is about supporting individuals, on a case by case basis. So that is the spirit of the group, have to honour that.

So it's about discoverability, facilitating making those connections.

Learn from how Vavist's group works, or the VWM team: <https://www.virtualworlds.museum/team> - this is very forward facing, would something like this work for OMI? We are more individualistic...

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2 replies

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The value is the individual connections. OMI as a connector.

The background is about, if we want to do more casual chats, then we need more people to spread the workload.

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What if we say tiers of memberships.

Tiers being about what people GIVE help, and what people can GET help for.

e.g. to call yourself a member you have to give an event a year.

Can we try it out? What is the minimum amount of structure to make this work?

- Discord role
- Host an event a year
- maybe not a financial requirement e.g. membership fees because money gets weird.

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Virtual Worlds Museum:

Meeting with Roblox, and VRChat for their versions of their museums.

AltspaceVR - Currently in Development

There is an altSpace re-vival / alternative in the works.

The platform is called BasisVR - an open source platform. <https://basisvr.org/>

Unity basis, has passthrough (so AR implementations possible)

[https://www.reddit.com/r/virtualreality/comments/1jya9un/altspacevr_currently_in_development/?share_id=OhrVfRhmwZQDtBm-](https://www.reddit.com/r/virtualreality/comments/1jya9un/altspacevr_currently_in_development/?share_id=OhrVfRhmwZQDtBm-ht8cB&utm_content=1&utm_medium=ios_app&utm_name=ioscss&utm_source=share&utm_term=3&rdt=44542)

[ht8cB&utm_content=1&utm_medium=ios_app&utm_name=ioscss&utm_source=share&utm_term=3&rdt=445](https://www.reddit.com/r/virtualreality/comments/1jya9un/altspacevr_currently_in_development/?share_id=OhrVfRhmwZQDtBm-ht8cB&utm_content=1&utm_medium=ios_app&utm_name=ioscss&utm_source=share&utm_term=3&rdt=44542)

[42](https://www.reddit.com/r/virtualreality/comments/1jya9un/altspacevr_currently_in_development/?share_id=OhrVfRhmwZQDtBm-ht8cB&utm_content=1&utm_medium=ios_app&utm_name=ioscss&utm_source=share&utm_term=3&rdt=44542)

Wolf Territories - stem of SecondLife,

<https://wolfterritoriesgrid.com/about-wolf-territories-grid/>

<https://altspacevr.xyz/>

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0 replies



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New hot thing is Gaussian splatting - Solo working on more interactivity. Working on a new POC.

↑ 1

1 reply



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via Keyframe:

<https://arrival.space/>

<https://radiancefields.com/platforms/arrival-space>



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glTF: work on audio emitter, got feedback.

mentioned again the asset with audio that was created in Unity, then loaded into Godot and it worked!

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1 reply



indiebio yesterday

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edited ▼

How does one showcase the under the hood stuff? Content creators to create content. - but chicken and egg situation because often still in development. - need casual conversations that is shared / recorded. Links back to the requirements for membership - share stuff! :)

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fun find: Maximus <https://www.linkedin.com/events/7311723497997684736/theater/>

LiveStream on LinkedIn talking hosted by VR/AR Association talking about the intersection of academia, private, government on XR

Some note highlights

- A key use case for DoD is using AR/XR/VR tech to support training especially with high-risk / high-cost training (ex. pilot training, vehicle exercises, etc)
- A few things holding back XR scaling includes: security, lack of interoperability standards, enterprise market (regular software?) gets more investment, and technology is "just not there yet"
- US is behind other countries in terms of government support of XR
- XR Association produces info graphics and guidance to XR developers and a significant effort on legislation <https://xra.org/subscribe/>
- How is the DoD approaching Ai? A: Major focus on data to help drive more personalized training and recommendations to guide individuals and teams to grow.
- Business leaders need more focus on outcome-based pitches vs. how cool a tech is ... a shift is needed from examples like "here's how cool the tech is" to "how can this tech increase product delivery by 10%"
- Panel speaker mentioned how they are pushing for as much as things to be plug-and-play to support deploying the technology
- Panel also discussed technology will go beyond what we have now of devices with the evolution of the internet moving from async data/web pages to being real-time + 3-dimensional (throwing aside spatial computing buzzword)
- Security of devices is a major concern for DoD (ex. there's tons and tons of sensor and connectivity chips to be assessed)
- Data to drive decisions has been mentioned a few times during the panels
- Interoperability was hit upon a few times and alignment with the business/executive side of businesses was emphasized as well
- From the audience suggestion of an organization to review: <https://thinkspaceit.com/about/>

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Category

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Labels

None yet

1 participant

