

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

OMI glTF Subgroup Weekly Meeting 10/07/2021 #17

robertlong started this conversation in **General**



robertlong on Sep 30, 2021 Maintainer

Agenda

- Ratification Process
 - Go over and potentially vote on whether or not to use 4 stage process
 - Go over and potentially vote on implementation matrix
- Update on Implementation Status
 - ThreeJS
 - Unity
 - Godot
 - Blender
 - Neos
 - Altspace
 - glTF Validator
 - glTF Transform Tool
 - Stereo Kit

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1 comment

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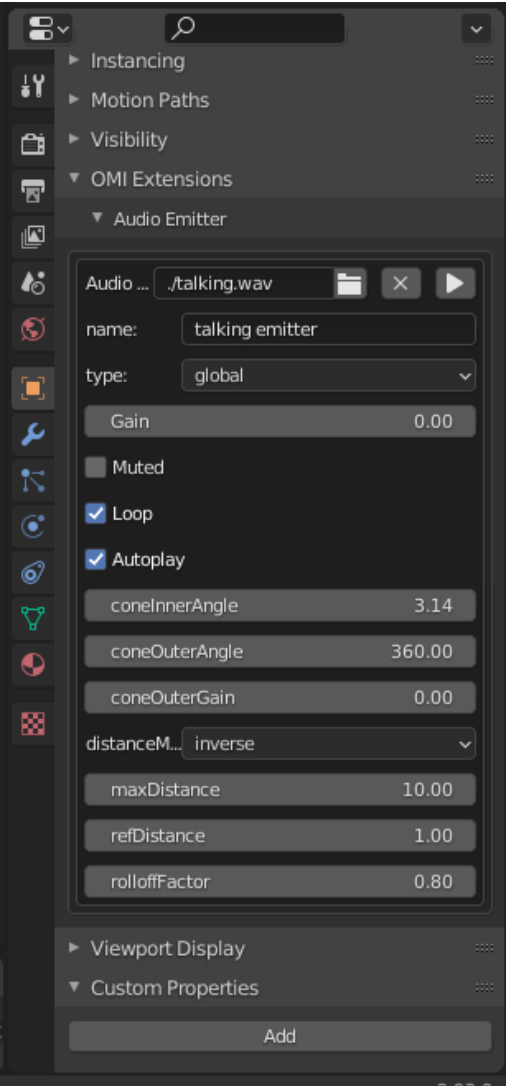
robertlong on Oct 7, 2021 Maintainer Author

edited ▼

Notes

We went over the Blender addon and found that there is a branch already started for an [import plugin API](#).

We also looked into using the Speaker object in Blender for exposing the OMI_audio_emitter extension:



Godot:

- glTF Extension API in unstable release!
- Next step is to work on reading/writing OMI_audio_emitter via GDScript

↑ 1

0 replies

Category

General

Labels

None yet

1 participant

