

2025-07-02 Weekly Meeting 218 #540

indiebio started this conversation in **Weekly Meetings**



indiebio 3 days ago Maintainer

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Weekly Meeting 218 is happening on Wednesday, 2 July 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, add fun finds in the comments

Specific matters to discuss

- glTF: email to Khronos sent, setting up a call to explore working together in a closer capacity
- glTF: IDEA RFC: OMI glTF Extension Sprint: A 4-Week Pilot Program
[IDEA RFC: OMI glTF Extension Sprint: A 4-Week Pilot Program](#) gltf-extensions#250
- To discuss: framing our groups broader than glTF: "interoperability gaming subgroup"?

other:

- jimmy: jimmy: Thanks guys I will show the slidev project with gltf integrated at the next session
<https://github.com/toddeTV/talk-2025-06-04-frontend-nation>
- Definitely need a way to put hardworking members in a spotlight - member page, shining a light, but also (get someone to help with ...) coaching, building confidence...

- VA1VIST work on metaverse (Russian language):
presentation text in Russian (in very raw form)
https://drive.google.com/file/d/1A_mLfDQ0tTHZw775vsuqDuM34RoCMWfP/view?usp=sharing
presentation picture
<https://drive.google.com/file/d/1QMhGiGjO0iKHwQHAvKd0skisBGIAxYyb/view?usp=sharing>
- fun find, tongue in cheek metaphor: <https://indiebio.co.za/community-engagement-using-cats-as-metaphor/>
- metagaming, metaskills: <https://journals.sagepub.com/doi/full/10.1177/15554120231187758>

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glTF: IDEA RFC: OMI glTF Extension Sprint: A 4-Week Pilot Program

what's next:

Do a discovery kick off session - map out available resources - Friday casual meetup to start this.

Figure out the recording resources, where we will host the materials.

This is a grassroots focus. It's not intended for corporate use that is a lot more intense and has a lot more upfront momentum. This is about looking at the **accessible, open aspects that is relevant at local levels.**

To demonstrate the parallel feasibility.

Aimed at "handfuls of engineers" not entire departments.

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Conversation about how Khronos and OMI approach glTF.

Khronos sort of thinks of glTF as the jpg of 3D, but some members want the glTF to be, the html and the css and the jpg ... of 3D, so really advanced.

But we consider it that the final assembly still happens in the game engine. We want the glTF to be as easy to use as possible, to have more of the asset ready.

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What we want from the Khronos meeting: A symbiotic relationship, to help each other and work together.

- Our feedback on their extensions to be heard and accounted for.
- Cross-pollination, open invite to our weekly meetings, more casual space to provide feedback and discuss things from an open-source perspective.



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Liaison as compared to first-class principle? What are the pro's, cons and costs associated?

What do WE want, do we want voting rights? What do we mean by being heard?

Is being heard the same as having influence? Influence comes with commitment.

If this is only a transparency issue, then that's different. Does the feedback reach members within Khronos but then not reach the decision-makers? If that is then a lack of awareness issue.

What would the actual collaboration dynamic look like?

The way they build consensus, resolve disputes, vote on what, part of that culture... do we want to align with that?

Is Khronos actually interested in the feedback from open source organisations?



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If OMI is more abstract, and Khronos is more concrete, how do those interface?

What does OMI bring to the table, what is in it for Khronos?

We can ideate and recon wider use cases. "It takes a village ... "

We are more neutral

Consider things from different angles

Our focus on interop in particular - philosophically as well as technically.

Outreach, and space for collaboration - e.g. [omigroup/gltf-extensions#250](#)

Who are we?

1 - Open source

2 - Grassroots / bottom up / independent - has different dynamics. More open to entry-level.

3 - Experiment, "informal" research. Sandbox R&D, functional prototyping, community feedback loops.

4 - Focus on physics and audio - real world problems that we worked on has impacted the broader industry.



indiebio [7 hours ago](#)

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aaron: we may not need voting, per se, we do want to unpack the black box and understand why decisions are made, and get feedback on our comments.



indiebio [7 hours ago](#)

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humbletim: have more input in the ideation phase to make sure wider applications are also considered (beyond e.g. corporate or single focus applications)

need to be clear about NDAs - what the status is.

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jin is working on multi-github analysis

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1 reply

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Passionate about documenting open source better, market better - using AI for that to free up bandwidth. So this is metaverse related but riding on the AI wave.

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jimmy: <https://www.worldlabs.ai/about>

The founder Fei Fei Li spoke about metaverse recently

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RE "interoperability gaming subgroup"

conversation originated in a Friday chat about how to innovate a sense of engagement. The focus was on glTF extensions, which is a niche (extensions) in a niche (glTF). Broadening the conversation about WHY we have a glTF extensions group and what we are trying to do, touched on the interoperable vehicle assets. That then broadened into a potential name for the group as the "interoperability gaming subgroup".

Thinking about the emphasis of the name interoperability in OMI, it used to be quite explicitly based on the interop of specs, or assets, but the "brand" should be broader than that to have space for the others here, I am interested in the social side, e.g. the different player types, and the interop of the virtual/digital with the physical. jin is interested in interop of documentation, keyframe is interested in the interop of culture and the temporal aspects of the museum... knev is interested in the interop of protocols through IPSME...

So then, ultimately it would be useful to state this on the website. What do we mean with interoperability as a whole, as a philosophy. Then we can have a member page, with links to their stuff and whatnot, but the reason they have a member page WITH US, is to show what aspect of interoperability they are working on.

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One challenge of interoperability is that it is a bit broad and philosophical, it's often not a specific project, but a bridge across or between projects, so can be hard to pin down or put in a box or a category. So a single definition may not work well, hence the member pages can illustrate the types of things we care about in a personalised way.



indiebio [yesterday](#) Maintainer Author

Do we need to rename the glTF-extensions channel to "interoperability gaming subgroup"? The github repo certainly should stay as is. What I am thinking about is to have a landing place for new members, who may not even know what glTF is yet, but then on the other hand having the channel name too broad is also not good. So I am tending to not rename any channels, just use this as a brand strategy. Comments?



indiebio [7 hours ago](#) Maintainer Author

aaron: uses this phrase when pitching to people "open standards for interoperable 3D assets"



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why are we here? What do we want from glTF development?

Yank: Primarily video games: glTF development is a powerful way to get into this. Video games seem to be the first place for new developments, innovation.

Alexandra: How can we make glTF more broadly understandable as a concept? It's a core technical part of OMI so getting more people involved technically will be valuable.

indiebio: interested in the people side, how to grow the wider community



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keyframe:

We just published our list of Blockchain virtual worlds: <https://www.virtualworlds.museum/exhibits-1-6/blockchain>

Here's our Keyframe Newsletter with museum info: <https://keyframe-entertainment.com/keyframe-blog-june-2025>

We've started builds in Viverse, Engage XR, and RP1 soon.

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Labels

None yet

1 participant

