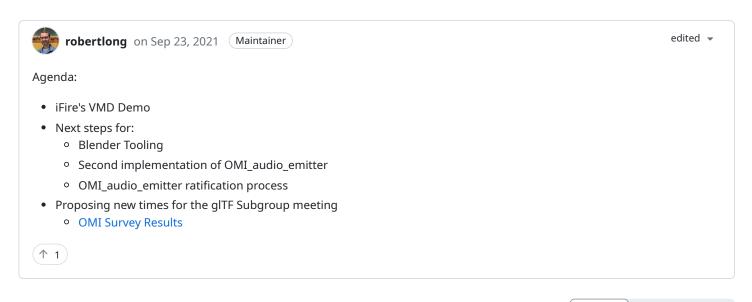


## OMI glTF Subgroup Meeting 9/23/2021 #16

robertlong started this conversation in General







• Self contained animation + audio asset for VMD use-case

robertlong on Sep 23, 2021 (Maintainer) (Author)

- o Should look into USDz for prior work
- Need for animation mixer / animation state graph extension
- Should ratification require? (We'll do a vote on these at the next meeting)
  - Validation
  - Authoring Tool
    - Import
    - Export
- Ensure that reference assets are valid
- Add OMI\_audio\_emitter extension to validator
- Check OMI\_audio\_emitter reference assets against validator to see if they work
- Add generator version to omi-gltf-transform tool
- Add version to reference assets when hand authored
- Use validator to add testing to Blender addon CI
- Message Mike about unblocking Unity implementation
- Unblock Godot implementation
  - Godot GLTF extension PR
- Add gITF Co-working calendly
- Send out new meeting time poll with the following time options:
  - o Tues 9:00 AM

edited -

- o Tues 2:00 PM
- o Thurs 9:00 AM
- o Thurs 2:00 PM
- Thurs 2:30 PM (No Change)
- o Fri 9:00 AM



0 replies

## Category



General

Labels

None yet

1 participant

