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OMI glTF Subgroup Meeting 9/9/2021 #15

robertlong started this conversation in **General**



robertlong on Sep 9, 2021 Maintainer

Agenda

- [OMI_audio_emitter](#) spec change recap
- [OMI_audio_emitter](#) explainer
- [omi-blender-gltf](#) Next steps
- Godot / Unity implementation next steps

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robertlong on Sep 9, 2021 Maintainer Author

edited ▼

Notes

We didn't have quorum to discuss the explainer so instead we identified the blockers for Blender export and the Godot implementation.

Our current focus is on Blender OMI_audio_emitter export. **@humbletim** and **@fire** are going to hack on the remaining work for the addon. **@fire** and I are going to schedule some time to hack on the Godot implementation after the demo night. Our tentative time frame for that hack session is September 18th-21st.

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0 replies

Category



General

Labels

None yet

1 participant

