🖥 **omigroup** / **gltf-extensions**　　Public

`<>` Code　⊙ Issues 8　⅛ Pull requests 4　💬 **Discussions**　⊙ Actions　　　　　**...**
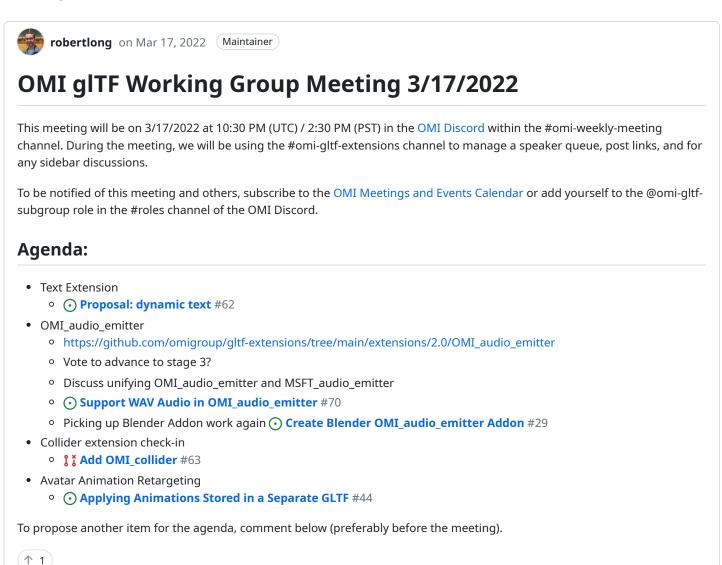
OMI glTF Working Group Meeting 3/17/2022 #72

robertlong started this conversation in **General**

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robertlong on Mar 17, 2022　　Maintainer

OMI glTF Working Group Meeting 3/17/2022

This meeting will be on 3/17/2022 at 10:30 PM (UTC) / 2:30 PM (PST) in the OMI Discord within the #omi-weekly-meeting channel. During the meeting, we will be using the #omi-gltf-extensions channel to manage a speaker queue, post links, and for any sidebar discussions.

To be notified of this meeting and others, subscribe to the OMI Meetings and Events Calendar or add yourself to the @omi-gltf-subgroup role in the #roles channel of the OMI Discord.

Agenda:

- Text Extension
  - ⊙ **Proposal: dynamic text** #62
- OMI_audio_emitter
  - https://github.com/omigroup/gltf-extensions/tree/main/extensions/2.0/OMI_audio_emitter
  - Vote to advance to stage 3?
  - Discuss unifying OMI_audio_emitter and MSFT_audio_emitter
  - ⊙ **Support WAV Audio in OMI_audio_emitter** #70
  - Picking up Blender Addon work again ⊙ **Create Blender OMI_audio_emitter Addon** #29
- Collider extension check-in
  - ⅛ **Add OMI_collider** #63
- Avatar Animation Retargeting
  - ⊙ **Applying Animations Stored in a Separate GLTF** #44

To propose another item for the agenda, comment below (preferably before the meeting).

↑ 1

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1 comment · 3 replies　　　　　　　　　　| **Oldest** | Newest | Top |

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robertlong on Mar 17, 2022　　Maintainer　Author　　　　　　　edited ▾
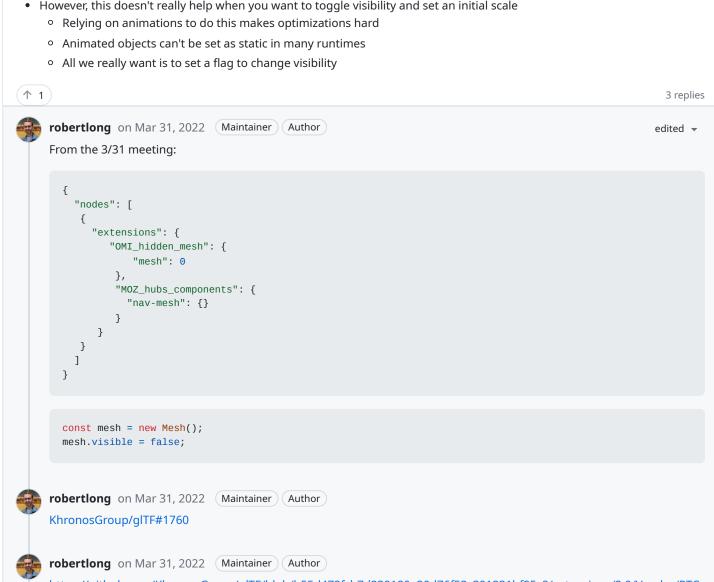
Notes:

- Due to timezone confusion, we started an hour later than usual. We will be keeping the time at 2:30 PM PDT / 9:30 PM UTC next week.

Visibility Extension Proposal

- glTF has the ability to control visibility via setting scale to 0,0,0. Runtimes can optimize this away.
  - https://www.khronos.org/registry/glTF/specs/2.0/glTF-2.0.html#transformations
- However, this doesn't really help when you want to toggle visibility and set an initial scale
  - Relying on animations to do this makes optimizations hard
  - Animated objects can't be set as static in many runtimes
  - All we really want is to set a flag to change visibility

↑ 1   3 replies

robertlong　on Mar 31, 2022　（Maintainer）（Author）   edited ▾

From the 3/31 meeting:

```
{
  "nodes": [
    {
      "extensions": {
        "OMI_hidden_mesh": {
            "mesh": 0
        },
        "MOZ_hubs_components": {
          "nav-mesh": {}
        }
      }
    }
  ]
}
```

```
const mesh = new Mesh();
mesh.visible = false;
```

robertlong　on Mar 31, 2022　（Maintainer）（Author）

KhronosGroup/glTF#1760

robertlong　on Mar 31, 2022　（Maintainer）（Author）

https://github.com/KhronosGroup/glTF/blob/b55d472fcb7d239180a20d76f53c391231bf85c8/extensions/2.0/Vendor/PTC_onshape_metadata/README.md

Category

💬　**General**

Labels

None yet

1 participant