📖 **omigroup** / **gltf-extensions**   `Public`

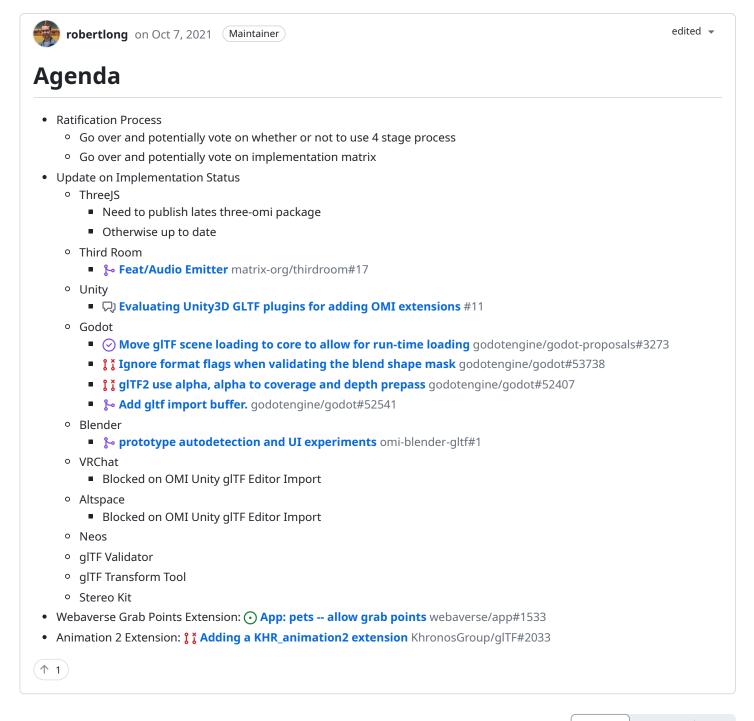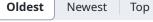`<>` Code   ⊙ Issues `8`   ⁉ Pull requests `4`   💬 **Discussions**   ▷ Actions   •••

gITF Working Group Meeting 10/14/2021 #25

robertlong started this conversation in **General**

👤 **robertlong** on Oct 7, 2021   `Maintainer`   `edited` ⌄

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
    - Need to publish lates three-omi package
    - Otherwise up to date
  - Third Room
    - ⅃ **Feat/Audio Emitter** matrix-org/thirdroom#17
  - Unity
    - 💬 **Evaluating Unity3D GLTF plugins for adding OMI extensions** #11
  - Godot
    - ⊘ **Move gITF scene loading to core to allow for run-time loading** godotengine/godot-proposals#3273
    - ⁉ **Ignore format flags when validating the blend shape mask** godotengine/godot#53738
    - ⁉ **gITF2 use alpha, alpha to coverage and depth prepass** godotengine/godot#52407
    - ⅃ **Add gltf import buffer.** godotengine/godot#52541
  - Blender
    - ⅃ **prototype autodetection and UI experiments** omi-blender-gltf#1
  - VRChat
    - Blocked on OMI Unity gITF Editor Import
  - Altspace
    - Blocked on OMI Unity gITF Editor Import
  - Neos
  - gITF Validator
  - gITF Transform Tool
  - Stereo Kit
- Webaverse Grab Points Extension: ⊙ **App: pets -- allow grab points** webaverse/app#1533
- Animation 2 Extension: ⁉ **Adding a KHR_animation2 extension** KhronosGroup/gITF#2033

⬆ 1

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1 comment

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👤 **robertlong** on Oct 14, 2021   `Maintainer` `Author`   `edited` ⌄

Notes

- Three.js
  - need to republish three-omi
  - Probably want to switch to typescript so we can generate typescript definitions
- Third Room
  - Audio Emitter support is nearly done, waiting on three-omi to be republished
- Unity
  - Looking into how we might fast track an OMI glTF Fast set of extensions in an external library
- Blender
  - Release 0.1 with current property panel structure and export only
  - Possibly add a more feature-rich custom properties panel for additional data types that go into extras
- Neos
  - Looking into MP3 player support and accessing proper data on scene nodes
- Hubs
  - Should be pretty simple to add support via `three-omi`
  - Need to register the extension here: https://github.com/mozilla/hubs/blob/master/src/components/gltf-model-plus.js#L616

↑ 1   0 replies

Category

💬 **General**

Labels

None yet

1 participant