

2025-02-26 Weekly Meeting 200 #521

indiebio started this conversation in **Weekly Meetings**



indiebio 2 days ago Maintainer

edited ▼

Weekly Meeting **200!** is happening on Wednesday, 26 February 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, brand strategy, new one?
- add fun finds in the comments

Specific matters to discuss

- Go like Aaron's post! (it's free to like, just need to create account) <https://devtalk.blender.org/t/state-of-interoperability-between-godot-and-blender/38559/26>
- wiki: <https://github.com/omigroup/omigroup/wiki>
and working group discusses on the forum:
<https://discord.com/channels/887789163045335081/1342068686198145074>
- we have a forum :)

↑ 1

11 comments · 2 replies

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Top

**indiebio** 2 days ago

Maintainer

Author

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Next social event:

Join us on 4 March 2025 17:00 UTC for a @rp1browser

demo. Link to follow (@Sean-RP1 if there is a link or mods needed, please tell me)

<https://discord.gg/usNsqr9a?event=1343996933764808905>



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**indiebio** yesterday

Maintainer

Author

glTF: as mentioned: Go like Aaron's post! (it's free to like, just need to create account)

<https://devtalk.blender.org/t/state-of-interoperability-between-godot-and-blender/38559/26>

also sky extension continuing.

Meetings are on Thursdays 17:00 UTC

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**indiebio** yesterday

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Author

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wiki conversation:

Please make a guide how it will work on github. We'll have a freestyling meeting Friday evening 21:00 UTC to work on this, all welcome.

Also: how to make wikis more collaborative

maximus — [#1](#) for me would be able to edit/suggest updates without needing an account - for our one add the Discord forum link, and email?

↑ 1

0 replies



indiebio yesterday

Maintainer

Author

Media: ongoing work at compiling log and a digest in the Discord channels to get a weekly newsletter out (AI assisted)

↑ 1

0 replies



indiebio yesterday

Maintainer

Author

jin: clank tank episode 1 live: <https://www.youtube.com/watch?v=R-oObQtsksw>

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0 replies



indiebio yesterday

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virtual worlds museum kickstarter ongoing: <https://www.kickstarter.com/projects/1474914332/virtual-worlds-museum?ref=4be31u&token=17cdb561>

<https://www.virtualworlds.museum/exhibits>

hubs still ongoing; just finised one in **Multiverse**

creating an exhibit in Roblox, hoping to apply to their fund

working on sunset worlds

collab ongoing with metatraversal

own wiki: <https://www.virtualworlds.museum/virtual-worlds-wiki>

also creating own virtual world

↑ 1

0 replies



indiebio yesterday

Maintainer

Author

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maximus feels identity is important, wants to focus on that.

e.g. self-sovereignty, one account definition.

DID, how to port across worlds

how you look like but also what your preferences are, sound settings...

are there non DID alternatives? GPG keyrings??

iFire: we had some older work on a DID based identity system <https://github.com/V-Sekai/nexus-protocol>

how to secure it

how to interoperate with other options

aaron: being able to port avatars with us

also crypto related things.

jin wants to compartmentalize their identities

but i like vrm

msf just had a web panel about it this morning

<https://x.com/AversionReality/status/1893772808586686480>

indiebio: see also FOAF, identity based on reputation, see past OMF conversations

this is also important to pablo - numinia

<https://app.ethos.network/>

new forum post?

↑ 1

1 reply



indiebio yesterday

Maintainer

Author

spin off conversation:

what do you think of a baseline where a user can point to a data store that has information that they want the target platform to have? So maybe not full-blown identity but instead a data store that's "shared" with the target platform?

That's a good discussion to have! I don't have an all-inclusive list like this ready to go, though. Also, a good amount of this data could be embedded within the VRM glTF data itself, so it's possible that the identity communication could be accomplished by transmitting a single file, instead of making a new format and new protocol.



indiebio yesterday

Maintainer

Author

DevStarlight - welcome! works with Pablo, Numinia
Working on infrastructure, hyperfy, substrata,
Here the links next week or so we will have the documentation:
terraform -> <https://github.com/numengames/numinia-terraform>
kubernetes -> <https://github.com/numengames/numinia-k8s>

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**indiebio** yesterday

Maintainer

Author

Fund potential:

https://developers.meta.com/horizon/blog/empowering-horizon-creators-with-a-new-50m-fund-and-advanced-tools-for-mobile-and-mr-worlds?utm_source=email&utm_medium=m4d-adhoc&utm_campaign=organic&utm_content=CTA-Meta-Horizon-Creator-Fund&utm_offering=VR%2FMR&utm_type=Blog-Article&utm_funnel=Excite

m3 has funds to build on hyperfy: <https://github.com/hyperfy-xyz/hyperfy>

↑ 1

1 reply

**indiebio** yesterday

Maintainer

Author

We work to make the metaverse grid work. Walled gardens are still part of that grid. It's an ecosystem (grid is sortof like the internet)

**indiebio** yesterday

Maintainer

Author

Events happening: <https://gdconf.com/>

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**indiebio** yesterday

Maintainer

Author

<https://opensource.org/osd>

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0 replies



Weekly Meetings

Labels

None yet

1 participant

