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2024-01-24 Weekly Meeting 143 Notes/Agenda #439

mrmetaverse started this conversation in **Weekly Meetings**

mrmetaverse on Jan 24   (Maintainer)   edited ▾

Weekly Meeting 143 is happening on Wednesday, 24 January, 2024 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 again in the omi-weekly-meeting channel of the AngellXR/OMI Discord.
We regularly use the # omi-meeting-chat channel for text chat.

Agenda

- working group check ins
- demos and discussion

Admin:

- backlog party: we looked at the existing, and discussed our next backlog refinement session for 2.6.24. We want the updated tix in before then.
- New discord is created, but lets make sure we want this to be the path forward before announcing.
- get indiebio have edit access/ listed as chair on W3C - need to update

Recent Topics

What are our focus groups? These are organically formed, based on interest from our members.
They need their own meetings, and whatever they need (e.g. not all need github repos)
e..g:

- glTF - discord channel, github
- virtual worlds - jin
- standards - MSF group
- integration - Kim and Roderick's stuff
- mapping open metaverse components - wiki - meticulac (hoping to partner with OMF)
- physical world links - indiebio
- community, publicity team being a trumpet for our members
- the people side - online participation, identity, user experiences
- admin - backlog tasks, finances

↑ 1

4 comments · 5 replies

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mrmetaverse on Jan 24   Maintainer   Author

Apple headset orders
Maybe as users experience XR through their OS this may inspire the bigs to use open standards

↑ 1   3 replies

mrmetaverse on Jan 24   Maintainer   Author

weird that you can't say VR or AR. Plus, they are completely avoiding the term Metaverse.
they seem to be leaning in hard on volumetric apps within VisionOS.

mrmetaverse on Jan 24   Maintainer   Author

some of my past blogs about the subject
1 2 3

mrmetaverse on Jan 24   Maintainer   Author

Apple Vision Pro pre-orders hit 180,000 units

mrmetaverse on Jan 24   Maintainer   Author

backlog party

12:00pm	OMI Champion Meeting	
Tuesday, February 6		
2:05pm	**OMI Backlog Refinement**	
When	Tue, February 6, 2:05pm – 2:45pm	
Where	meet in OMI Weekly Meeting Channel on OMI	AngellXR Discord ([map](#))	
Description	We will meet monthly to ensure that our Holistic backlog stays in sync with the other repos backlogs. We want to ensure that we have a holistic understanding of key in-flight responsibilities, blockers, and priorities.	
	This is also a good time to make suggestions for new ways of managing the backlogs, and to add tickets that you would like to see reviewed in future meetings. Want to help with the kanban boards? Reach out to Jesse Alton (mrmetaverse) on Discord.	
	• Holistic Backlog: https://github.com/orgs/omigroup/projects/2#card-75916543 • OMI General tasks: https://github.com/omigroup/omigroup/projects/1 • OMI Github Strategy hackmd doc: https://hackmd.io/@mrmetaverse/omi-github-process	
	note: this event is subject to change based on availability and interest.	
	More info about all Open Metaverse working groups: https://github.com/omigroup/omigroup more details» copy to my calendar	

↑ 1   0 replies

mrmetaverse on Jan 24   Maintainer   Author

glTF working group updates

Friday they met with members of Khronos Group to discuss physics, etc.
Felt cyclical in nature, small turnout. Would benefit from more voices participating.

lets solution

- What is one way to bat signal when these discussions are coming up to get more of our community to show up?
- What is one way to call in more diverse participation from people who may or may not even know about OMI?

One way to help is to join the glTF working group.
If you are interested in getting pinged, you can adopt the gltf subgroup role and it will ping you 1 hour before each meeting.

↑ 1   2 replies

mrmetaverse on Jan 24   Maintainer   Author

39 people seem to have the OMI gltf subgroup with the role, but only 3 to 4 show up.

mrmetaverse on Jan 24   Maintainer   Author

You can always reach out to the active members through discord, or github. You don't have to show up with ideas, and you can participate in many ways.

mrmetaverse on Jan 24   Maintainer   Author

Wow! Another implementation. "kayh is implementing OMI physics into bevy"

gltf_kun

gltf_kun is a library I created for working with glTF files, and will be very important going into the future as the glTF format is used for all 3D models within UNAVI. More specifically UNAVI uses the .vrm format for avatars, and the .glxf format for scene composition, both of which are built on top of glTF.

This library aims to make working with glTF easier by creating a graph-based representation of the format. This graph can be created from or exported to any given format, including IO with Bevy. Arbitrary extensions are also supported, which can be used to store additional information in the glTF file. Some extensions are provided by the library, such as OMI_physics.

https://twitter.com/kayh_online/status/1749548491808841889

↑ 1   0 replies

Category

▦ **Weekly Meetings**

Labels

None yet

1 participant