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# 2024-10-16 Weekly Meeting 182 #496

indiebio started this conversation in **Weekly Meetings**

 **indiebio** yesterday Maintainer

Weekly Meeting 182 is happening on Wednesday, 23 October 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 in the omi-weekly-meeting channel of the [OMI Discord](#).  
We regularly use the # omi-meeting-chat channel for text chat.

## Agenda

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check in, shootin' the breeze (add agenda points or notes or fun finds as comments)

working group updates


 1

5 comments

**Oldest**

Newest

Top

 **indiebio** yesterday Maintainer Author

glTF subgroup works from a sort of a "what if" that gets investigated, which is opposite to the top-down assumptions that more corporates use.

The 4 stages of the current approach in glTF is a bit top-down which doesn't work for small groups and bottom-up. but fast-track is not a quality, effective route.

so using a approach of finding common ground is a way to tap into the core thinking that's going into these even before the finalization passes and make that available both to invite others to come in and provide peer review, but also to make sure that the hard work and the legacy of having deep dive, and you know documented these things is at the surface, so that you know, whatever future directions it takes.

↑ 1

0 replies

**indiebio** yesterday

Maintainer

Author

Aaron and sub7 talks about how Godot, glTF, Blender and Bless work in terms of where is good for content creation

↑ 1

0 replies

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Maintainer

Author

Baz announcement:

calling out to the community for help with:

feedback on first version of our open-source multiplayer template for Mirror and VRIF:

<https://github.com/nuonical/vrif-mirror-integration>

Best demo of it running is our game Levity Race. (with [@indiebio](#) / community's blessing ofc) going to schedule a Twitter space where everyone can demo the multiplayer / locomotion physics together 🎤

Lookin for a gut check / second set of eyes on standalone optimization 🙏. Anyone here experienced with this and willing to chat?

GitHub

[GitHub - nuonical/vrif-mirror-integration: A sample project combini...](#)

A sample project combining VR Interaction Framework with the Mirror Networking Library - nuonical/vrif-mirror-integration

jin — Today at 16:33

<https://github.com/M3-org/CharacterStudio/pulls>

GitHub

[Pull requests · M3-org/CharacterStudio](#)

Open source web based custom VRM avatar creation platform - Pull requests · M3-org/CharacterStudio

[Pull requests · M3-org/CharacterStudio](#)

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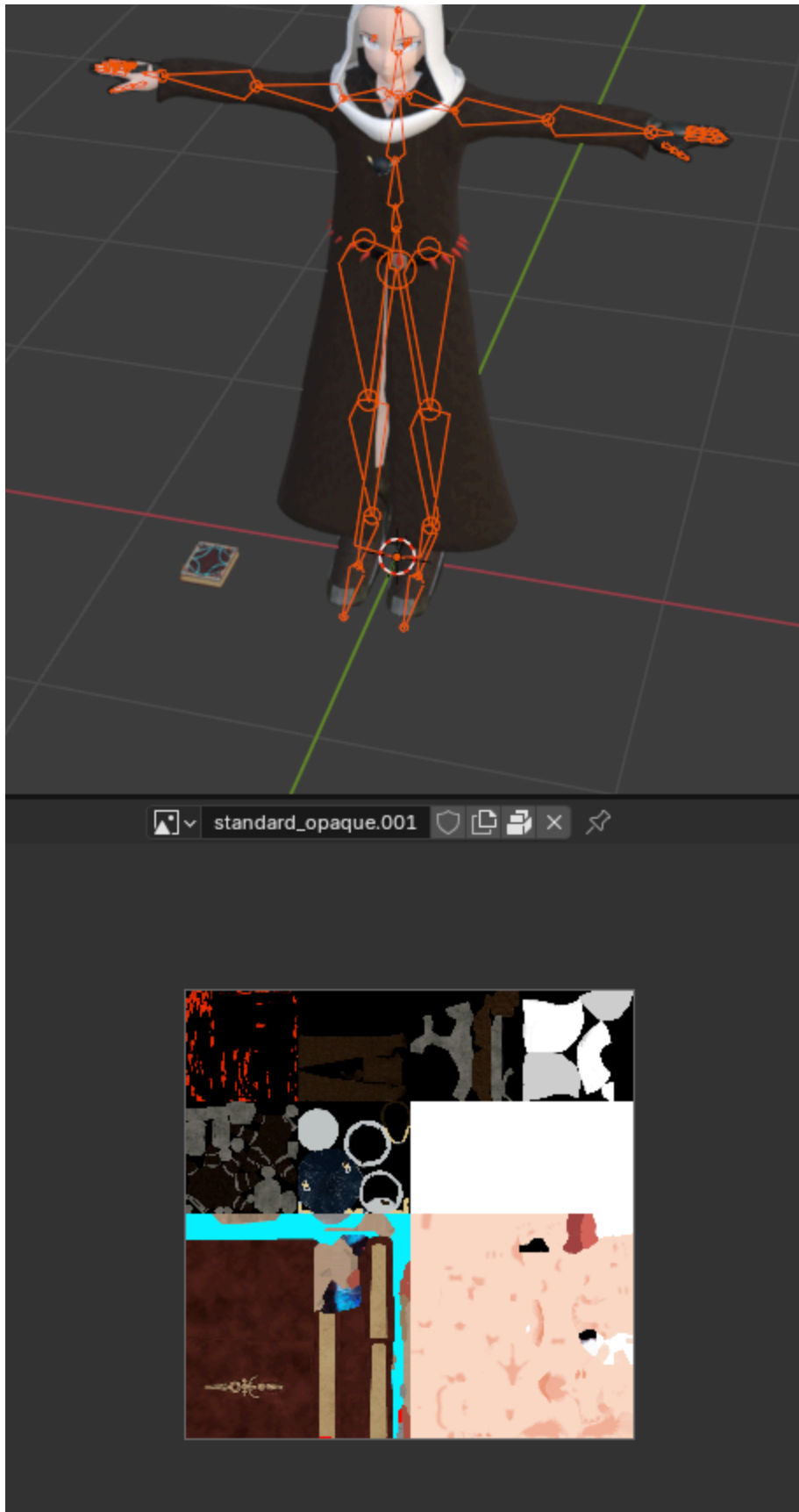
jin update:

<https://github.com/M3-org/CharacterStudio/pulls>

[Pull requests · M3-org/CharacterStudio](#)

Open source web based custom VRM avatar creation platform - Pull requests · M3-org/CharacterStudio

Pull requests · M3-org/CharacterStudio



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0 replies



**indiebio** yesterday

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Author

Keyframe demo WIP now live <https://www.youtube.com/watch?v=UnDg13WwnIM&t=2s>

↑ 1

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Category



Weekly Meetings

Labels

None yet

1 participant

