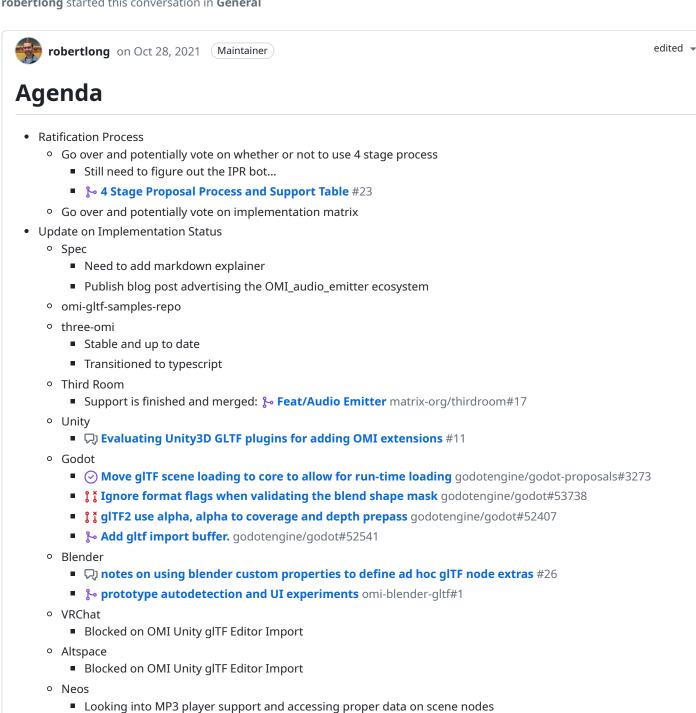


qITF Working Group Meeting 10/28/2021 #30

robertlong started this conversation in General



Up to date with the latest spec https://github.com/omigroup/gltf-extensions/discussions/30

Up to date with the latest spec

o gITF Validator

o gITF Transform Tool

■ PR submitted to Hubs repo (1) OMI Audio Emitter mozilla/hubs#4741

- o Stereo Kit
 - Waiting on an update from Nova



1 comment · 1 reply

Oldest Newest Top



robertlong on Oct 28, 2021 (Maintainer)

edited •

Notes

- Unity
 - Reach out to @atteneder to see what the status is for an import/export extension API in glTFast so we can use it.
 - In the meantime, perhaps we develop a hacked together solution based on parsing the JSON up front and adding extensions after the scene has been deserialized.
- Godot
 - o Still waiting on Godot 4.0 alpha
- Blender
 - o Basic implementation mostly finished
 - JSON being exported still need to work on bufferView/moving audio files
 - Planning on another hack day Tuesday evening
- Ratification Process
 - The IPR bot is fixed, you can leave comments on the PR here 🐎 4 Stage Proposal Process and Support Table #23
 - We made some changes to the language during this meeting and will be holding a vote at our next meeting on November 4th
 - We should add the existing resources we have for validation etc to the readme so that others can use it as a reference for writing new proposals.



1 reply



atteneder on Oct 29, 2021

@robertlong Thanks for reaching out!

Work on extension API has not started and presumably will not start before end of the year. However, I'm already sketching things out I'm open to inputs and requirements. If you have concrete examples of extensions you'd like to inject or want to get involved in the API design, let me know.

Technical detail: Once the JSON deserialzation in glTFast was replaced with a more flexible (but still performant) solution, a custom extension API will get feasible. For the new export feature glTFast already uses a custom JSON serialization, so we're closer to something there.

Category



General

Labels

None yet

2 participants

