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OMI glTF Working Group Meeting 5/12/2022 #83

robertlong started this conversation in **General**



robertlong on May 12, 2022 Maintainer

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OMI glTF Working Group Meeting 5/12/2022

This meeting will be on 5/12/2022 at 10:30 PM (UTC) / 2:30 PM (PST) in the [OMI Discord](#) within the #omi-weekly-meeting channel. During the meeting, we will be using the #omi-glTF-extensions channel to manage a speaker queue, post links, and for any sidebar discussions.

To be notified of this meeting and others, subscribe to the [OMI Meetings and Events Calendar](#) or add yourself to the @omi-glTF-subgroup role in the #roles channel of the OMI Discord.

Agenda:

- KHR_audio feedback
 - [KHR_audio](#) KhronosGroup/glTF#2137 (comment)
- OMI_collider
 - **@robertlong** slowly working on three-omi implementation
- Spoke Editor Components Library
 - **@robertlong** working on React / three.js etc. library for building 3D editors based on Mozilla Spoke
 - Work funded by Matrix.org
 - Can be used to build out glTF tooling needed within community
- Possible demo from **@madjin**?

To propose another item for the agenda, comment below (preferably before the meeting).

↑ 1

1 comment

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robertlong on May 12, 2022 Maintainer Author

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Notes

- KHR_audio
 - Add `autoplay` and `loop` back into the spec
 - Refactor spec to reflect the "audio graph" proposal [KHR_audio](#) KhronosGroup/glTF#2137 (comment)
- OMI_collider
 - three-omi implementation should set Rapier collision transform with world position when OMI_physics_body doesn't exist

- Tooling
 - Overall just need to improve tooling situation. Using Blender isn't as desirable for artists used to doing this type of work in-engine. However, Blender is also neutral-ground vs the various engines.
 - Possible to use Spoke as the base for a web editor which is missing.
 - We should also keep pressure on getting glTF authoring support into Unity, Unreal, Godot, etc.
- @madjin demoing interoperable space
 - Question of what interoperability demos can we do within this space?
 - Targeting Webaverse, VRChat, and PlayCanvas
 - What can we do beyond just base glTF interoperability? Behaviors, audio, physics?
 - How would we author this content? Unity -> VRChat, Unity -> Needle Tools -> Webaverse, Unity -> UnityGLTF or glTFast -> PlayCanvas

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0 replies

Category**General****Labels**

None yet

1 participant