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# glTF Working Group Meeting 10/21/2021 #28

robertlong started this conversation in **General**



robertlong on Oct 21, 2021

Maintainer

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## Agenda

- Ratification Process
  - Go over and potentially vote on whether or not to use 4 stage process
    - [4 Stage Proposal Process and Support Table #23](#)
  - Go over and potentially vote on implementation matrix
- Update on Implementation Status
  - Spec
    - Need to add markdown explainer
    - Need to add sample models to this repository?
    - Publish blog post advertising the OMI\_audio\_emitter ecosystem
  - three-omi
    - Stable and up to date
    - Transitioned to typescript
  - Third Room
    - Support is finished and merged: [Feat/Audio Emitter matrix-org/thirdroom#17](#)
  - Unity
    - [Evaluating Unity3D GLTF plugins for adding OMI extensions #11](#)
  - Godot
    - [Move glTF scene loading to core to allow for run-time loading godotengine/godot-proposals#3273](#)
    - [Ignore format flags when validating the blend shape mask godotengine/godot#53738](#)
    - [glTF2 use alpha, alpha to coverage and depth prepass godotengine/godot#52407](#)
    - [Add gltf import buffer. godotengine/godot#52541](#)
  - Blender
    - [notes on using blender custom properties to define ad hoc glTF node extras #26](#)
    - [prototype autodetection and UI experiments omi-blender-gltf#1](#)
  - VRChat
    - Blocked on OMI Unity glTF Editor Import
  - Altspace
    - Blocked on OMI Unity glTF Editor Import
  - Neos
    - Looking into MP3 player support and accessing proper data on scene nodes
  - Hubs
    - PR submitted to Hubs repo [OMI Audio Emitter mozilla/hubs#4741](#)
  - glTF Validator
    - Up to date with the latest spec
  - glTF Transform Tool
    - Up to date with the latest spec
  - Stereo Kit

- Waiting on an update from Nova

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## 1 comment

Oldest

Newest

Top



**robertlong** on Oct 21, 2021

Maintainer

Author

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Notes:

- Create our own glTF-Sample-Models repository
- Don't use git LFS for this
- Waiting on Godot 4.0 support for glTF Runtime/Editor API

↑ 1

0 replies

### Category



General

### Labels

None yet

### 1 participant

