

 [omigroup](#) / [glTF-extensions](#) Public[Code](#) [Issues](#) 11 [Pull requests](#) 2 [Discussions](#) [Actions](#) ...

# OMI glTF Working Group Meeting 7/20/2023 #181

[madjin](#) started this conversation in **General**



[madjin](#) last month Maintainer

edited ▾

This meeting is on 7/20/2023 at 9:30 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:

- Discuss ways to promote OMI glTF-extensions group work better
- Talk about vket / booths

## Backlog:

- OMI Vehicles Extensions Research
- OMI / MX Components Extension
- We discussed <https://openmv.org> (Open Metaverse Foundation) and how we can synergize with their efforts. Should we make a showcase of our projects to open up a broader discussion?
- jin - proposals how to make our specs and work more accessible to others. showcase glTF models
- Review pull requests <https://github.com/omigroup/glTF-extensions/pulls>
- [EXT\\_skin\\_humanoid](#)
- [OMI\\_link](#)
- [OMI\\_spawn\\_point](#)
- Review [MSFT\\_physics](#)
  - [glTF\\_Physics\\_Blender\\_Exporter](#)
  - [glTF\\_Physics\\_Godot\\_Importer](#)
- Licensing Extension <https://twitter.com/superhoge/status/1596757861882740736>
- [KHR\\_audio / Khronos feedback](#)
  - [glTF-sample-assets](#)
- [Third Room Extensions](#)
- [glXF](#)
- Show and tell
- Create next weeks agenda

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

↑ 1

2 comments

[Oldest](#) [Newest](#) [Top](#)



**madjin** last month Maintainer Author

Godot HLOD proposal during import:

[godotengine/godot-proposals#7339](https://github.com/godotengine/godot-proposals#7339)

Lyuma proposed to use MSFT\_lod to encode HLODs

[https://github.com/KhronosGroup/glTF/blob/main/extensions/2.0/Khronos/KHR\\_mesh\\_quantization/README.md](https://github.com/KhronosGroup/glTF/blob/main/extensions/2.0/Khronos/KHR_mesh_quantization/README.md)

this is what the meshopt extension became

[https://github.com/KhronosGroup/glTF/tree/main/extensions/2.0/Khronos/KHR\\_texture\\_basisu](https://github.com/KhronosGroup/glTF/tree/main/extensions/2.0/Khronos/KHR_texture_basisu)

this is the one that adds support for image/kt2

↑ 1

0 replies



**madjin** last month Maintainer Author

## Blog post

WIP blog post here: <https://hackmd.io/7SCVWInARwGXIUEdR5sHxg>

Scratch notes: [https://hackmd.io/rs\\_BMZBISOaSHelJH4x3CQ](https://hackmd.io/rs_BMZBISOaSHelJH4x3CQ)

↑ 1

0 replies

### Category



General

### Labels

None yet

### 1 participant

