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OMI glTF Working Group Meeting 7/14/2022 #95

robertlong started this conversation in **General**



robertlong on Jul 14, 2022 Maintainer

This meeting will be on 7/7/2022 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:

- [glTF extensions](#) Discuss support table
- glTF Transform Updates
- [KHR_audio](#) Feedback
- [OMI_collider](#)
 - Jenga demo asset
- OMI_id / [OMI_ref](#)
- End of the meeting show and tell period

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

↑ 1

2 comments

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robertlong on Jul 14, 2022 Maintainer Author

Jenga Demo

- Next steps are to get the final asset and implement the final OMI_collider extension in three-omi

↑ 1

0 replies



robertlong on Jul 14, 2022 Maintainer Author

OMI_ref

- Not really intended to be a human readable format itself but could be used to build one or tools
- Editors can spit out glTF with OMI_ref extension
- Human readable/writable format like JSX / R3F could be used to generate a scene graph which then could be passed through Three.js's GLTFExporter to generate the OMI_ref extension
- Unity / Godot can export prefabs as separate gltf files that are referenced via OMI_ref

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0 replies

Category**General****Labels**

None yet

1 participant