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# glTF Working Group Meeting 11/18/2021 #36



robertlong started this conversation in **General**



**robertlong** on Nov 18, 2021 Maintainer

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## Agenda

- OMI\_audio\_emitter extension
  - Markdown Explainer
    - Schedule time for work session
  - Blender Addon
    - Schedule time for work session
  - Blog Post
    - Coming up soonish
    - Decide who is writing the blog post
  - Unity
    - Status update
  - Godot
    - Status update
  - Sample Models / Repo
    - Figure out what sample models we're going to publish
- Khronos Liaison Update
- Next Extensions
  - MaterialX
    - [https://github.com/fire/glTF/blob/materialx/extensions/2.0/Vendor/OMI\\_texture\\_mtlx/README.md](https://github.com/fire/glTF/blob/materialx/extensions/2.0/Vendor/OMI_texture_mtlx/README.md)
  - Visibility / Disabled
    -  [KHR\\_nodes\\_disable extension](#) KhronosGroup/glTF#1760
  - Physics
    -  [Add PANDA3D\\_physics\\_collision\\_shapes](#) KhronosGroup/glTF#1829
  - Animation Clip
    - [https://github.com/KhronosGroup/glTF/blob/bfa4ea48fdad9c91a20340abc85882652dabeb1a/extensions/2.0/Khronos/KHR\\_animation\\_clip/README.md](https://github.com/KhronosGroup/glTF/blob/bfa4ea48fdad9c91a20340abc85882652dabeb1a/extensions/2.0/Khronos/KHR_animation_clip/README.md)

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**robertlong** on Nov 18, 2021 Maintainer Author

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## Notes

- Combined work session for explainer and blender addon on Tuesday 5:30PM PDT

- **@mikeskydev** working on implementing glTF Extensions API using UnijSON inside glTFast as a stopgap solution to get the OMI\_audio\_emitter extension out
- Godot editor-time import/export now possible in Godot 3.4. Extension API hasn't been implemented yet. Figuring out how extension API will be implemented in 3.5 or 4.0.
- Sample Models
  - More basic sample models with various test cases:
    - Single global emitter
    - Single positional emitter at origin
    - Single animated positional emitter
    - Combined global and animated positional emitter
    - glTF and GLB versions
    - Cleaned up Hubs Outdoor Festival Scene (glb only)
- MaterialX Extension
  - Clear use-cases
  - Extend material rather than texture
  - Dynamically animating properties would be difficult, but runtime baking of the referenced materialX material to a glTF PBR material is definitely achievable
    - Reference implementation of WASM / Native Library / CLI would be a good goal
    - WASM could be used for Three.js
    - Native Library needed for other engines
- KHR\_nodes\_disable
  - Possibly ask for a change to:
    - Change language to indicate that it only disables visibility
    - Remove visible and recursive properties and always make invisible and recursive

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0 replies

**Category****General****Labels**

None yet

**1 participant**