omigroup / **omigroup**   Public

<> Code   ⊙ Issues 11   ⁑ Pull requests 2   💬 Discussions   ⊞ Projects 1   ···

2024-10-09 Weekly Meeting 180 #494

indiebio started this conversation in **Weekly Meetings**

indiebio yesterday   Maintainer   edited ⌄

Weekly Meeting 180 is happening on Wednesday, 10 October 2024 from 9:00 AM PDT (17:00 UTC) - 10:00 AM PDT (18:00 UTC)

You can add it to your calendar here.

We'll be meeting in the omi-weekly-meeting channel of the OMI Discord.
We regularly use the # omi-meeting-chat channel for text chat.

Agenda

check in, shootin' the breeze (add agenda points or notes or fun finds as comments)

glTF had a conversation about documentation, community engagement. Can we have a conversation about low friction ways to help, from broader community?
context: many professionals in other field want to jump on the digitalisation bandwagon. Documentation could be a way to contribrute while learning. I find it very intimidating, however. How do we know what documentation should look like? When is it good? Can AI help, e.g. with transcribing recordings of people talking about documentation? - beginners/non-experts can help with quality control, but don't need to carry the full burden.

Media team: conversations about archiving recordings, also to enable auto-translations
Hubs Spaces meet not happening yet.

OpenBrush blog up: https://omigroup.org/openbrush-where-its-been-and-where-its-going/

VAV1ST founder of Russian metaverse group

↑ 1

11 comments · 7 replies   Oldest   Newest   Top

indiebio yesterday   (Maintainer) (Author)

Keyframe: new avatar platform from ready Player Me: https://playerzero.me/

↑ 1   0 replies

---

indiebio yesterday   (Maintainer) (Author)

jimmy: this is the hubs working roadmap from dev team:
https://docs.google.com/document/d/1xRSHEgf4jE4SRsx2Z5BX_uXKbJ7KuCW3v0ntugA76io/edit?tab=t.0#heading=h.y5llc2g36m1n

↑ 1   2 replies

indiebio yesterday   (Maintainer) (Author)   edited ▾

Spaces will be scheduled. Their meetups happen in hubs, important to link back to Discord.
iffn and jimmy cranking up the archiving of the recordings and transcripts

indiebio yesterday   (Maintainer) (Author)   edited ▾

iffn: template idea for video recordings, thumbnail, and either as background to audio only, or as introduction to other videos.

indiebio yesterday   (Maintainer) (Author)

solo: Meta Lifestyle app accellerator for Quest
https://developers.facebook.com/m/meta-quest-lifestyle-app-accelerator/

↑ 1   1 reply

indiebio yesterday   (Maintainer) (Author)

solo's entry:
If folks are interested in what I put together for Meta: https://vimeo.com/1017786852?share=copy

indiebio yesterday   (Maintainer) (Author)

keyframe gave update on https://www.virtualworlds.museum/ - also recorded, should get a video out on youtube later

↑ 1   1 reply

indiebio yesterday   (Maintainer) (Author)

jin: quite mission aligned with openvoxels

https://mirror.xyz/openvoxels.eth/ww-kG0X3yU4Yh4d_erUjus7rm61IbTxgqj7_636q5DE

OUR MISSION

EXPLORE - PRESERVE - INSPIRE

The Virtual Worlds Museum enriches knowledge and ignites interest in immersive worlds by:

- Preserving the history of virtual worlds through research;
- Clarifying terminologies through interactive Exhibits; and
- Creating programs that explore the vastness of immersive ecosystems

indiebio yesterday   (Maintainer) (Author)

documentation: want to hear from people who struggle, to find out what the barriers are.

↑ 1   0 replies

indiebio yesterday   (Maintainer) (Author)

glTF update: lot of conversation with Nova, about Stardust, good conversations happening in
https://discord.com/channels/887789163045335081/887789163045335087

↑ 1   0 replies

indiebio yesterday   (Maintainer) (Author)

jin: MSF progress slow and steady, some avatar presentations, lengthy conversation after that.

↑ 1   1 reply

indiebio yesterday   (Maintainer) (Author)

jin demo, and some links:
https://create.roblox.com/docs/art/accessories/layered-clothing
https://github.com/M3-org/CharacterStudio

indiebio yesterday   (Maintainer) (Author)

indie: project reworked (again) to focus on the interoperability of special interest groups - this includes and
extends the type of things we look at in OMI, but also includes data, process, ideologies or values...

also inspired by webinar by Brian Nosek on open research processes https://www.youtube.com/watch?
v=cZCvR37dzzA&list=PLChfyH8TVDGmadoly93RhdDlRx5dN9mqc&index=3

↑ 1   0 replies

indiebio yesterday   (Maintainer) (Author)

meticulac: making a game jam as coding and game design practice: https://itch.io/jam/hawktoberhorrors2024

↑ 1   0 replies
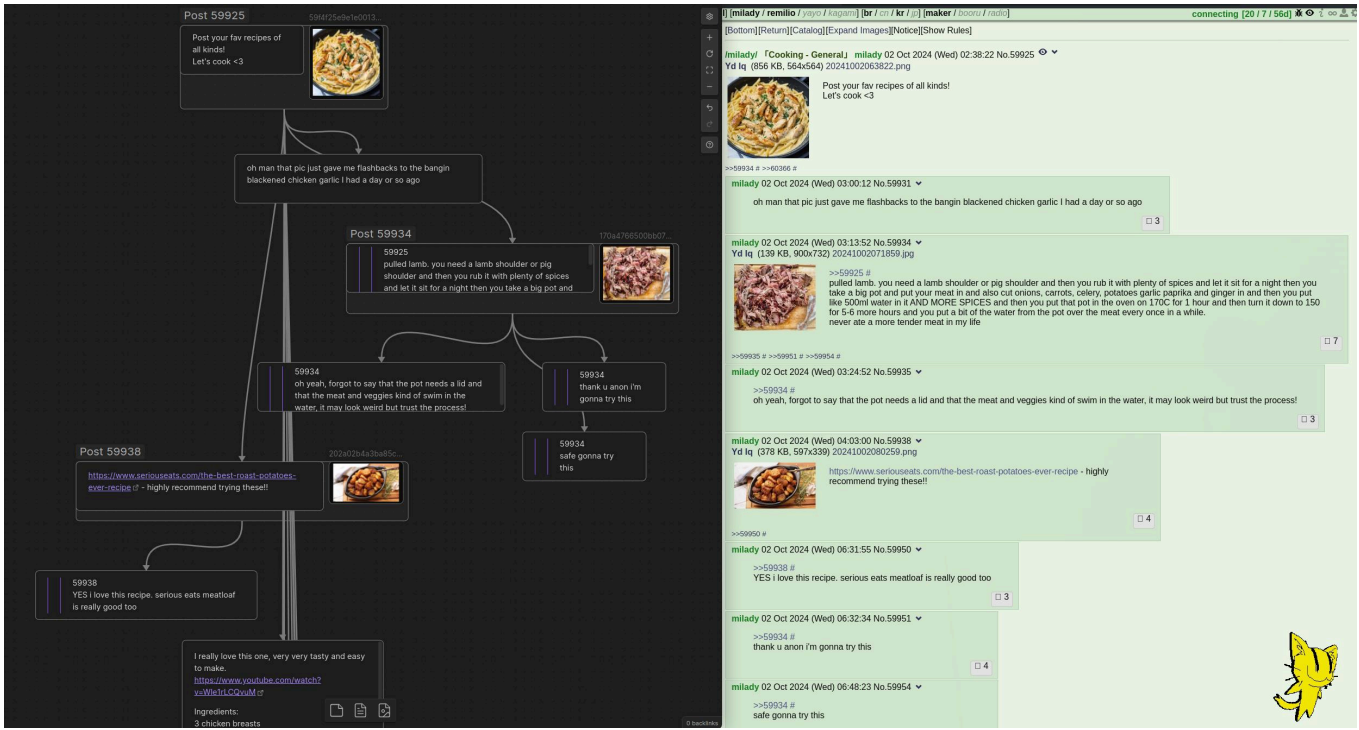
indiebio yesterday   Maintainer   Author

jin: lil side project: working on a thread visualizer for imageboards / github discussions next, interoping with obsidian canvas (using json canvas) and planning to make blender/gltf pipeline next

↑ 1   1 reply

indiebio yesterday   Maintainer   Author

jimmy: https://tweeview.ml/
https://treeverse.app/
they might not work anymore after the API got axed

indiebio yesterday   Maintainer   Author

meticulac: https://perchance.org/ is a platform for random generators that's mainly for list/template-based random generators, but also has some AI model plugins now.

↑ 1   1 reply

indiebio yesterday (Maintainer) (Author)

jin: interesting, i hacked on a similar concept by using my exported twitter data for creating a character, used ollama (pr pending) https://github.com/lalalune/tweets2character

Category

\# **Weekly Meetings**

Labels

None yet

1 participant