☐ **omigroup** / **gltf-extensions** [Public]

‹› Code   ⊙ Issues [8]   � Pull requests [4]   💬 **Discussions**   ▷ Actions   ...

gITF Working Group Meeting 2021-12-23 #43

robertlong started this conversation in **General**

☐ **robertlong** on Dec 23, 2021   [Maintainer]   edited ▾

Agenda

- Brainstorming on 2022 in the gITF SubGroup
- Discuss ⊙ **GLTF Rigged Avatars with NLA Animations – Unsolved Challenges** #42

↑ 1

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2 comments   [**Oldest** | Newest | Top]

☐ **robertlong** on Dec 23, 2021   [Maintainer] [Author]   edited ▾

Goals for 2022

- Ratify OMI_audio_emitter extension
- VRM/gITF workflow retargeting animations etc.
- More extensions!
  - Suggest new ones here 💬 **OMI gITF Extensions Brainstorm** #7

GLTF Animations as an Asset

- **@EvieMarie** outlined workflows after the last meeting: ⊙ **GLTF Rigged Avatars with NLA Animations – Unsolved Challenges** #42

- Created ⊙ **Applying Animations Stored in a Separate GLTF** #44

- **@madjin**'s notes here: https://hackmd.io/@XR/mocap-interop

- Need for a Blender 3.0 .blend file template skeleton

- Four potential projects to collaborate with for web:

  - Webaverse
    - https://github.com/webaverse/app/blob/master/avatars/avatars.js
    - https://github.com/webaverse/sword/blob/f6777403e2f883f985234ff5a8d1dd28a06f2e01/.metaversefile#L16
  - Ossos
    - https://github.com/sketchpunklabs/ossos
  - JanusXR
    - https://github.com/jbaicoianu/janusweb/blob/master/scripts/janusghost.js#L139

- https://github.com/jbaicoianu/janusweb/blob/5ff6926a3e12fc08a787f028ee1b03fb913007cb/scripts/janusplayer.js
  - XREngine
    - https://github.com/XRFoundation/XREngine/blob/dev/packages/engine/src/avatar/SkeletonUtils.ts

Note

No meeting next week! See you all in 2022 👋 🥳

↑ 1   0 replies

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madjin on Dec 23, 2021   Collaborator

How Webaverse does animation interop:

the sword defines the animations to use:
https://github.com/webaverse/sword/blob/f6777403e2f883f985234ff5a8d1dd28a06f2e01/.metaversefile#L16
the animation blend comes from the avatar system
and webaverse retargets it onto the VRM

↑ 1   0 replies

Category

💬 **General**

Labels

None yet

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2 participants