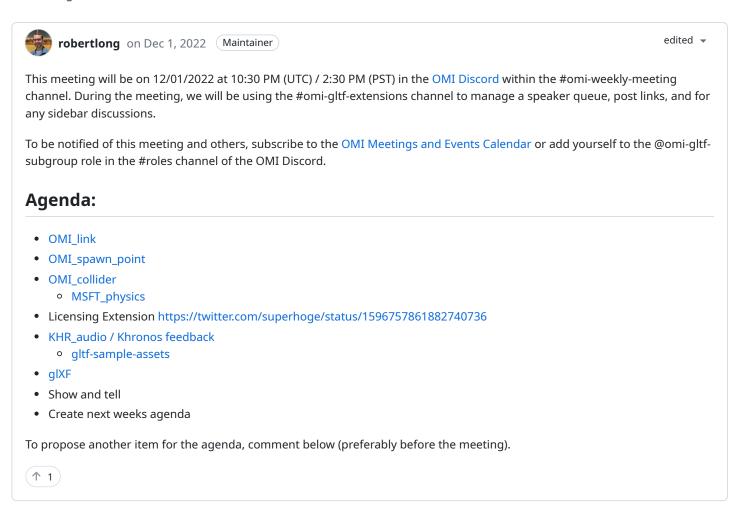
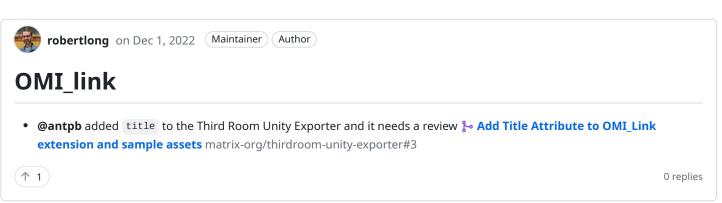


## OMI glTF Working Group Meeting 12/01/2022 #121

robertlong started this conversation in General









## Licensing

• We would recommend using the XMP extension for storing licensing data



0 replies

edited -





- How should isHollow be treated in physics engines which don't support this?
- How should we deal with reserved collision mask bits?
  - "isTrigger": true VS "trigger": { ...colliderProps }
- We should discuss joints in detail next week: https://github.com/eoineoin/gITF\_Physics#joints



0 replies

## Category



General

Labels

None yet

1 participant

