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Compilation of initiatives related to "3D asset interoperability" #517

indiebio started this conversation in **General**



indiebio last week Maintainer

edited ▼

From a conversation on Discord and summarised in a community meeting on 5 February 2025 ([#515](#)) we are toying with three areas to focus on in the first half of 2025:

- 3D asset interoperability
- Protocol interoperability
- Social interoperability
(what should we focus on next?)

The group asked for a bsky (social platform) starter pack, which is a list of initiatives and people to follow. This page is where we can add what we find for the first category as a work in progress. Please add any resources in the comments.

↑ 1

2 comments

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indiebio 2 days ago Maintainer Author

from Bsky: Jonathan Stone
[@sheriffstone.bsky.social](#)

For 3D asset interop, I'll highlight the

[@materialx.bsky.social](#)

and

[@openusd.bsky.social](#)

accounts, and I believe the Academy Software Foundation plans to start its own BlueSky account soon.

↑ 1

0 replies



indiebio 2 days ago

Maintainer

Author

  [evo at Realitycraft](#)    [@amoration.bsky.social](#)

[3d](#)

On portals -=

[@robinmoulder.bsky.social](#)

On art -=

[@julianaloh.bsky.social](#)

On inventory & portability =

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On social & museums =

[@vworldsmuseum.bsky.social](#)

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Category



General

Labels

None yet

1 participant

