

 [omigrou](#) / [glTF-extensions](#) Public[Code](#) [Issues 8](#) [Pull requests 4](#) [Discussions](#) [Actions](#) ...

glTF Working Group Meeting 2022-1-6 #47

antpb started this conversation in **General**



antpb on Jan 6, 2022 Maintainer

edited by robertlong ▾

Agenda

- Discuss Explainer doc: [Finalize Explainer docs #46](#)
- Godot Doc
- Blender Addon Updates
- Collider extension
- Animation retargeting for VRM workflow

↑ 1

7 comments

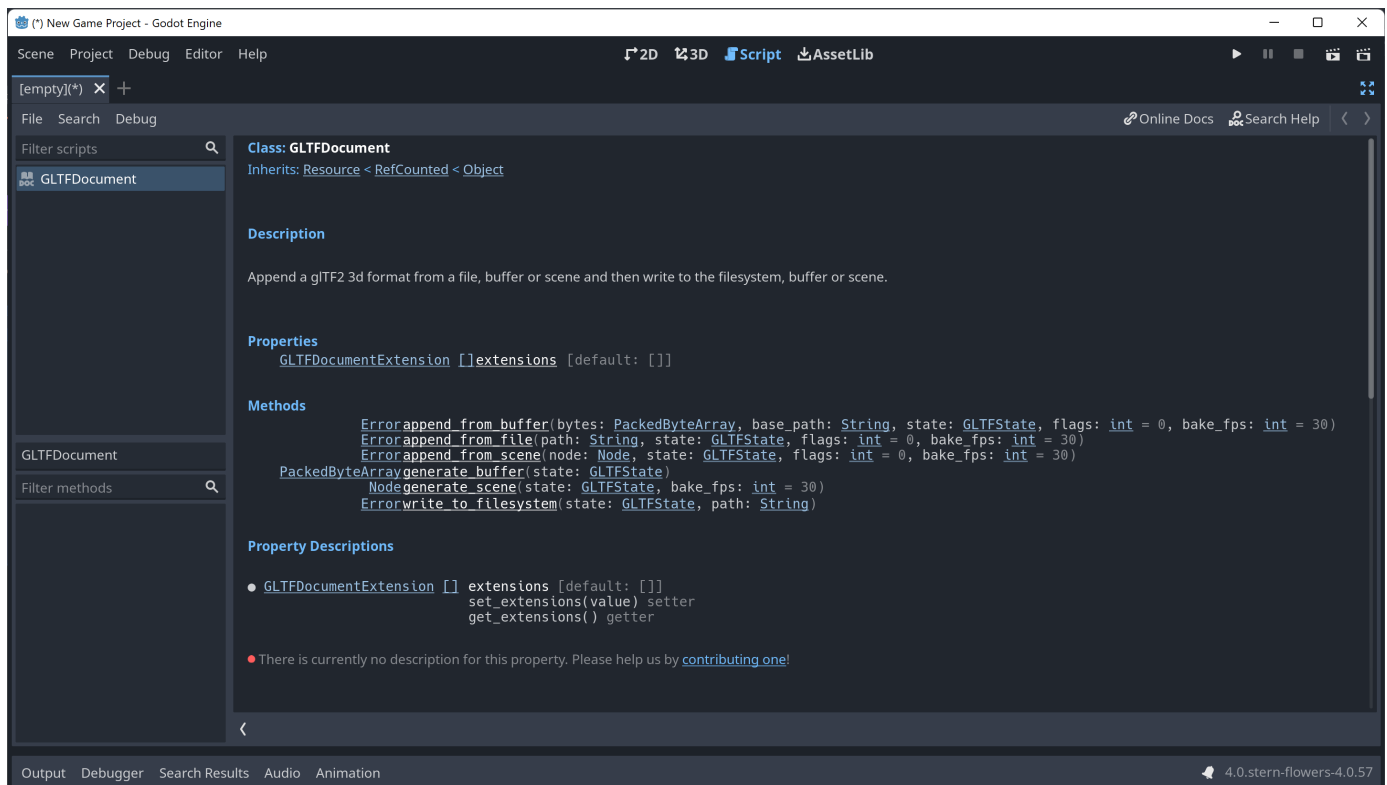
[Oldest](#) [Newest](#) [Top](#)

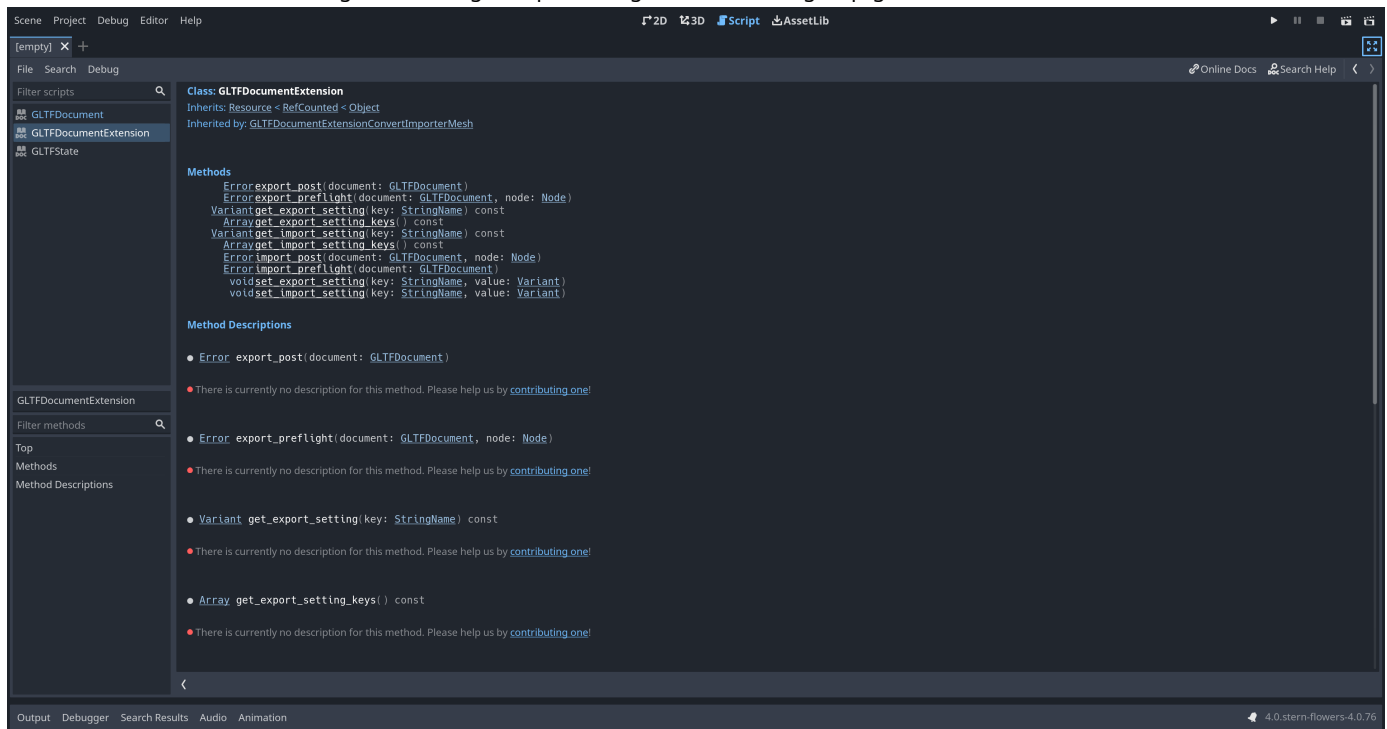


fire on Jan 6, 2022 Collaborator

edited ▾

Work for glTF2 buffers and extensions is now merged in Godot Engine as of [godotengine/godot@393a44b](#)





Existing and pending work for glTF2 extensions [godotengine/godot-proposals#3305](https://github.com/godotengine/godot-proposals/pull/3305):

```
virtual Dictionary get_import_settings() { return import_settings; }
virtual Dictionary get_export_settings() { return export_settings; }
virtual void set_import_settings(Dictionary p_settings) { import_settings = p_settings; }
virtual void set_export_settings(Dictionary p_settings) { export_settings = p_settings; }
virtual Error import_preflight(Ref<GLTFDocument> p_document, Dictionary p_export_settings) { return OK; }
virtual Error import_post(Ref<GLTFDocument> p_document, Node *p_node, Dictionary p_export_settings) { return OK; }
}
virtual Error export_preflight(Ref<GLTFDocument> p_document, Node *p_node, Dictionary p_import_settings) {
return OK; }
virtual Error export_post(Ref<GLTFDocument> p_document, Dictionary p_import_settings) { return OK; }
// Error import_animation(gltf2_animation, Ref<Animation>, Node *, Dictionary p_export_settings) { return OK; }
// Error import_animation_channel(gltf2_animation_channel, channels, Node *, bake_bone, bake_channel,
bake_range_start, import_bake_range_end, action_name, Dictionary p_export_settings) {}
// Error import_animation_channel_target(gltf2_animation_channel_target, channels, Node *, bake_bone,
bake_channel, Dictionary p_export_settings) {}
// Error import_animation_sampler(gltf2_sampler, Node *, channels, bake_bone, bake_channel, bake_range_start,
bake_range_end, action_name, Dictionary p_export_settings) {}
// Error import_asset(gltf2_asset, p_export_settings) {}
// Error import_camera(gltf2_camera, Camera3D *, p_export_settings) {}
// Error import_gltf(gltf2_plan, p_export_settings) {}
// Error import_image(gltf2_image, p_export_settings) {}
// Error import_joint(gltf2_node, Skeleton3D *, BoneId, p_export_settings) {}
// Error import_material(gltf2_material, Ref<Material>, p_export_settings) {}
// Error import_material_pbr_metallic_roughness(gltf2_material, Ref<BaseMaterial3D>, orm_texture,
p_export_settings) {}
// Error import_material_unlit(gltf2_material, Ref<Material>, p_export_settings) {}
// Error import_mesh(gltf2_mesh, Ref<ArrayMesh>, vertex_groups, modifiers, skip_filter, material_names,
p_export_settings) {}
// Error import_sampler(self, gltf2_sampler, Ref<Material>, p_export_settings) {}
// Error import_node(gltf2_node, Node *, p_export_settings) {}
// Error import_scene(gltf2_scene, Node *, p_export_settings) {}
// Error import_skin(gltf2_skin, Ref<Skin>, p_export_settings) {}
// Error import_texture(gltf2_texture, p_export_settings) {}
// Error import_texture_info(gltf2_texture_info, p_export_settings) {}
// Error import_merge_animation_extensions(gltf2_animation_source, get_gltf2_animation_destination,
p_export_settings)
```

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0 replies

**antpb** on Jan 6, 2022

Maintainer

Author

Note: Field trip to Third Room soon!

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0 replies

**antpb** on Jan 6, 2022

Maintainer

Author

3DWebWorldz.com to help in validation of audio emitter extension. thank you! **@antpb** to assist in implementation

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0 replies

**RangerMauve** on Jan 6, 2022

https://docs.godotengine.org/en/stable/getting_started/workflow/assets/importing_scenes.html#import-hints

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0 replies

**RangerMauve** on Jan 6, 2022

I'm gonna lead putting together a proposal for the collision discussion. Going to schedule a co-working sesh for early next week with anyone that's interested.

I think to start, collecting links to prior art and outlining what we want to support for the first version would be helpful.

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0 replies

**pathorn** on Jan 6, 2022

re: Colliders:

Godot supports generating navmesh? collisions?


Static body vs dynamic / rigid body. Example of rigid body: basketball? (spawn in an object?)

To handle meshes used only for collision and not in the world, we should have a separate extension property to link to a collider mesh.

We also want to handle primitives, such as box, sphere or capsule. Which primitives should be supported?
meet next week to start drafting

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0 replies

**fire** on Jan 7, 2022 Collaboratoredited ▾

Wanted to record the idea that we learned from vrm that the format should degrade in non extended standard gltf. VRM didn't use standard gltf handedness and forward vector.

↑ 10 replies

Category

 **General**

Labels

None yet

4 participants

