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OMI glTF Subgroup Meeting 8/26/2021 #13

robertlong started this conversation in **General**



robertlong on Aug 26, 2021 Maintainer

edited ▾

Agenda:

- Go over Spec PR Review
 - go into detail on volume / gain
- Go over tooling / show off new demo
- Discuss next steps for Blender/Godot/Unity/Unreal

↑ 1

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robertlong on Aug 26, 2021 Maintainer Author

My update:

- Sent out a tweet asking for Unreal/Unity audio devs
- Updated spec with latest PR feedback. Left some more comments [🔗 OMI_audio_emitter #1](#)
- Updated omi-glTF-transform to use glTF-transform with my PR applied <https://github.com/omigroup/omi-glTF-transform>
- Updated three-omi with the latest assets, fix for looping audio, and the Mozilla Hubs Outdoor Festival example <https://github.com/omigroup/three-omi>

Live demo here: <https://omigroup.github.io/three-omi/examples/index.html?example=outdoor-festival>

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0 replies

Category



General

Labels

None yet

1 participant

