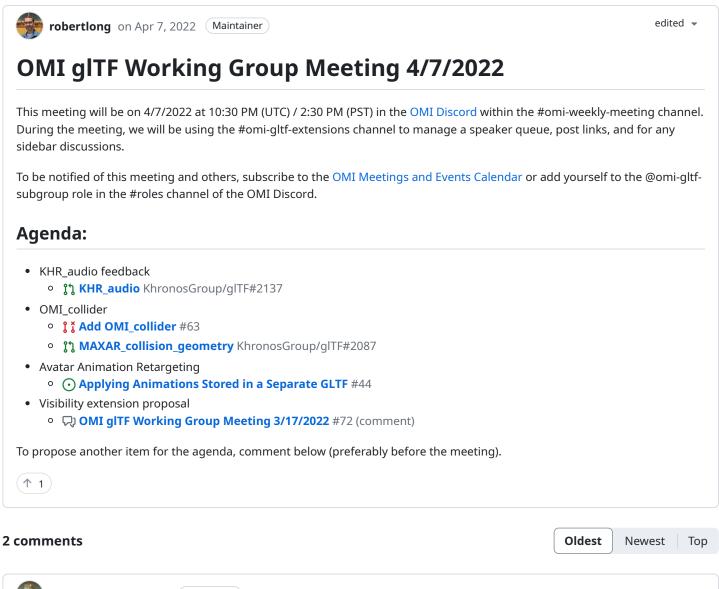
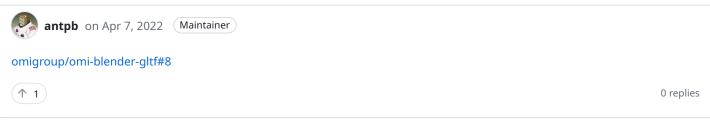


OMI gITF Working Group Meeting 4/7/2022 #77

robertlong started this conversation in General







Notes

- KHR audio
 - Animation driven audio playback
 - Random function for changing more generalized properties, not just clip randomization
 - Multiple audio emitters on a single node handled by multiple child nodes or a future audio mixer extension where an audio source is a mixer that combines multiple audio sources
 - o Update existing examples / implementations (three-omi)
 - @antpb to look into updating three-omi
 - @robertlong to update gltf-validator and omi-gltf-transform
 - • Absolute paths being saved in packaged glb omi-blender-gltf#8
 - Need to change the output path to only include filename + extension @antpb to look into the after three-omi
- OMI collider
 - Need to specify what multiple mesh.primitives means for a collider? Meshes are referenced by both hulls and trimesh collision shapes. Perhaps this is analogous to compound primitive colliders?
 - MAXAR_collision_geometry only allows for mesh referenced colliders. Need to sync up with them to see if we can unify our extensions. Theirs is likely a subset of ours



0 replies

Category



General

Labels

None yet

2 participants



