

OMI glTF Working Group Meeting 7/13/2023 #180

lyuma started this conversation in **General**



lyuma last week Maintainer

This meeting is on 6/29/2023 at 9:30 PM (UTC) / 2:30 PM (PST) in the [OMI Discord](#) within the #omi-weekly-meeting channel. During the meeting, we will be using the #omi-gltf-extensions channel to manage a speaker queue, post links, and for any sidebar discussions.

To be notified of this meeting and others, subscribe to the [OMI Meetings and Events Calendar](#) or add yourself to the @omi-gltf-subgroup role in the #roles channel of the OMI Discord.

We have a bit of a problem due to DST, since the meeting time changes differently in different parts of the world

Agenda:

- Respond to MSFT_physics comments: [Disallow CollisionPrimitive non-uniform scale and animation relative to RigidBody](#) eoineoieoin/gltf_Physics#17

Backlog:

- OMI Vehicles Extensions Research
- OMI / MX Components Extension
- We discussed <https://openmv.org> (Open Metaverse Foundation) and how we can synergize with their efforts. Should we make a showcase of our projects to open up a broader discussion?
- jin - proposals how to make our specs and work more accessible to others. showcase gltf models
- Review pull requests <https://github.com/omigroup/gltf-extensions/pulls>
- [EXT_skin_humanoid](#)
- [OMI_link](#)
- [OMI_spawn_point](#)
- Review [MSFT_physics](#)
 - [gltf_Physics_Blender_Exporter](#)
 - [gltf_Physics_Godot_Importer](#)
- Licensing Extension <https://twitter.com/superhoge/status/1596757861882740736>
- [KHR_audio / Khronos feedback](#)
 - [gltf-sample-assets](#)
- [Third Room Extensions](#)
- [glXF](#)
- Show and tell
- Create next weeks agenda

To propose another item for the agenda, comment below (preferably before the meeting).

↑ 1

1 comment**Oldest**

Newest

Top

**lyuma**

last week

Maintainer

Author

We discussed the MSFT physics spec.

I wrote a draft response here:

<https://gist.github.com/lyuma/53827de274f0144537b33b71ec828155>

I decided to hold off on replying it, because I felt it would be good to do research into existing physics engines to assist us in making a reasonable proposal.

↑ 1

0 replies

Category**General****Labels**

None yet

1 participant