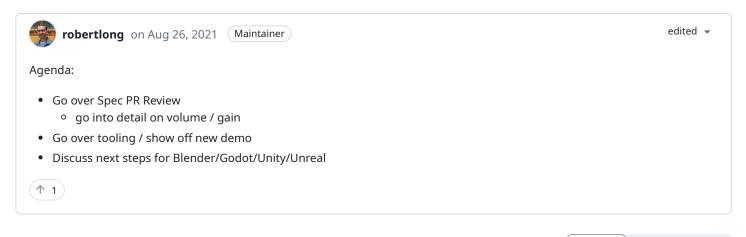


OMI glTF Subgroup Meeting 8/26/2021 #13

robertlong started this conversation in General



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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



0 replies

Category



Labels

None yet

1 participant

