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Code Issues 38 Pull requests Discussions Projects 2 ...

01/18/23 Weekly Meeting #91 Agenda #331

mrmetaverse started this conversation in **General**



mrmetaverse on Jan 18 Maintainer

Weekly Meeting 91 is happening on Wednesday, January 18, 2022 from 9:00 AM PST(17:00 UTC) - 10:00 AM PST (18:00 UTC)

You can add it to your calendar [here](#).

We'll be meeting again in the omi-weekly-meeting channel of the [AngellXR/OMI Discord](#).

We regularly use the # omi-meeting-chat channel for text chat.

Who we are and why we're here:

The Open Metaverse Interoperability Group (OMI) is focused on bridging virtual worlds by designing and promoting protocols for identity, social graphs, inventory, and more. Our members include businesses and individuals working towards this common goal.

If you're an observer or here for the first time, this is a meeting where people who work on the OMI group initiatives discuss updates and contribution opportunities for current projects and goals. This is your chance to jump in and help!

We welcome you to introduce yourself in #omi-meeting-chat as we dive into the agenda items. There will be an open floor in the last 15 minutes of the meeting (agenda permitting) where we can discuss any items you feel are relevant to the current or near future OMI goals.

Agenda

- Volunteer to take notes? Volunteer to record?
- Welcome newcomers

Working Group Updates:

- [MSF delegates](#) (setting up the repo)
- [UX Research](#)
- [Scripting group](#)
- [glTF Extensions Group](#)
 - Progress on OMI_ref and authoring extensions

- Media Group
- M3 avatar interop
- OMI Website update
- any others?

Discussions:

- OMC planning will resume "in a few weeks"
- New proposed extension related to avatar personality: [💡 OMI_personality proposal gltf-extensions#133](#)
- This is a time to build. What can we build?
 - Adding OMI to the Metaverse Street Jin demoed
- Let's build right now.

Next week:

Future demo themes:

- OMI-audio-emitter exploration and demo
- OMI-collider exploration and demo
- IPSME and Me
- Generative and AI tooling
- Any other suggestions?

↑ 1

1

17 comments · 6 replies

Oldest

Newest

Top



mrmetaverse on Jan 18

Maintainer

Author

I launched my new show! And a little bonus vlog.

↑ 1

0 replies



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Author

Demo signups

↑ 1

2 replies



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Ethereal Engine has a new update



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my new show



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What do we do for meeting # 100?

↑ 1

0 replies



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Actively searching for these leads:

- bookkeeping and accounting
- video editing and content refinement
- backlog maintainers, (product owners, scrum masters, etc.)
- exploring bounty programs

↑ 1

0 replies



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Author

Looking for work?

Ethereal Engine is hiring!

↑ 1

1 reply



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Author

gLTF extensions

- new proposal for personality injection: [💡 OMI_personality proposal](#) gltf-extensions#133



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UX Research

- working on research plan
- initially going to interview new people in the space, but we decided it may be better to talk to people building different Worlds and exploring worlds.
- we want to gather a bunch of resources and ideas about what is out there, like M3's massive directory of tools, etc.
- want to see how we can improve these tools or new opportunities

[↑ 1](#)

1 reply



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next meeting is TBD, based on interest/availability



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Media

- we want to boost your content!
- if you have an announcement or blog, we can repost on our site like this:
<https://omigroup.org/category/blog/>
- We are mostly twitter masto, but should consider getting deeper on other channels like LinkedIn (we don't even have an org on LI..)
- We want to boost your video content as well
- Evo and Jesse to sync

[↑ 1](#)

1 reply



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Author

FEELING LAZY? SUBMIT HERE:

<https://discordapp.com/channels/770382203782692945/1065315768155250749>



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Author

Avatar Interop (m3)

- Jin will be leading the MSF Avatar Wearables domain exploratory group for the next 6 months while JackB goes on sabbatical
- Been thinking about how we can combine some of our efforts between our groups since we're aligned in many ways, and it would reduce duplication of efforts / fragmentation / confusion. IMO M3 would be great at helping with planning virtual events and field trips, we can collab with OMI on media.
- Met with **@jennnital** yesterday to do some planning <https://hackmd.io/@XR/msf-wearables-2023>
- Next steps: Making a github repo, plan next meetup on next Tuesday

↑ 1

0 replies



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SHOUTOUT FOR COLLAB OP AT MSF:

- 3d asset interop at msf
- can we get someone from our gLTF extensions group to attend and help make that an even more secure relationship.

↑ 1

0 replies



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Website

- looking to update our website this quarter
- add more media and 3d experiments
- implement the neighborhood idea
- can we get a proposed extensions tracker?

↑ 1

1 reply



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Author

include

 antpb Today at 12:33 PM

nothing additional. 😊

yeah that's on me to build out a 3D space

we can use the 3OV plugin I build. its free and
open source and runs on the site



 jin Today at 12:33 PM



 antpb Today at 12:34 PM

i have a pending task of adding a space that
demos all of the extensions that i have
implemented in 3OV



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Maintainer

Author

Golf tonight in puttclub, if you have a popular nft avatar, please consider bringing it to the event tonight.

↑ 1

0 replies



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Author

our 3D Space

- example of vibe: <https://hyperfy.io/sundownisle>
- pretty sky, calm env, social hangout space
- a place people want to be
- multiplayer
- leverage open objects, and celebrate artists work
 - a mix of physical and digital
- anything that helps people understand our context and history



- an initial resting point, welcome hub



- the delay of OMC gives us time to really set up this/these space(s).
 - getting them connected back here as a home-base
- any space we demo, let's start setting up events and working group meetings, and explorations in these spaces. (FIELD TRIPS)

↑ 1

0 replies



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Maintainer

Author

edited ▾

Congrats Evo!



Tweet

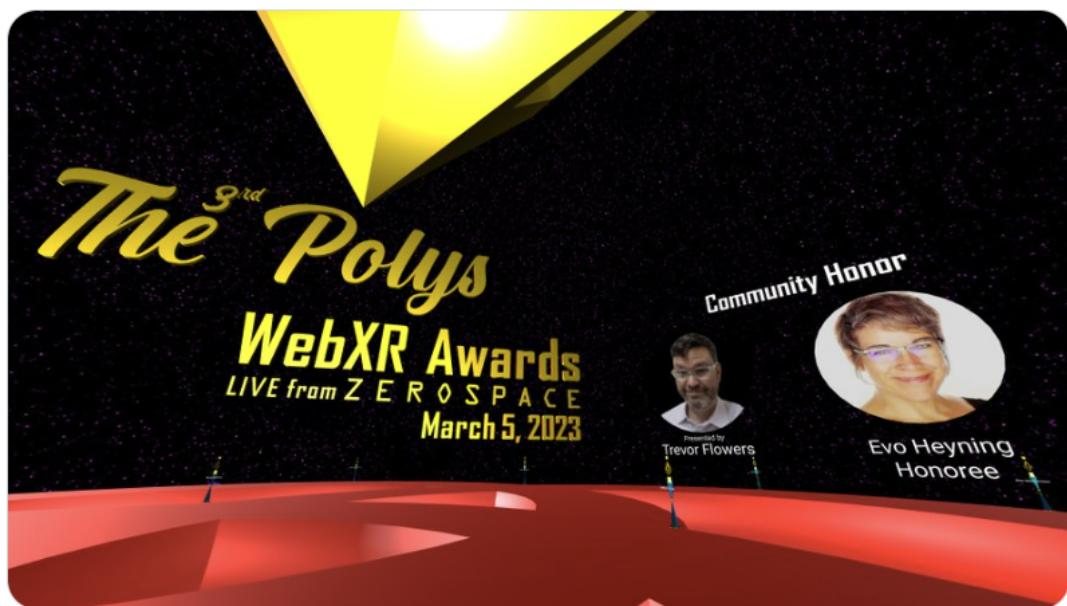


The Polys - WebXR Awards

@webxrawards

...

Re

https://twitter.com/hashtag/ThePolysZeroSpace?src=hashtag_click

1

0 replies

edited ▾



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Maintainer

Author

Congrats to Matrix and ThirdRoom!

matrix

Matrix ✅
@matrixdotorg

...

Indescribably exciting to have just been the first ever(!) person to enter Matrix in VR, thanks to [@thirdroomio](#)'s first cut of WebXR support. Add in freeform scripting via our WebSG API and built-in direct-manipulation scene editor, and the possibilities will be infinite!! 😱



...

↑ 1

0 replies



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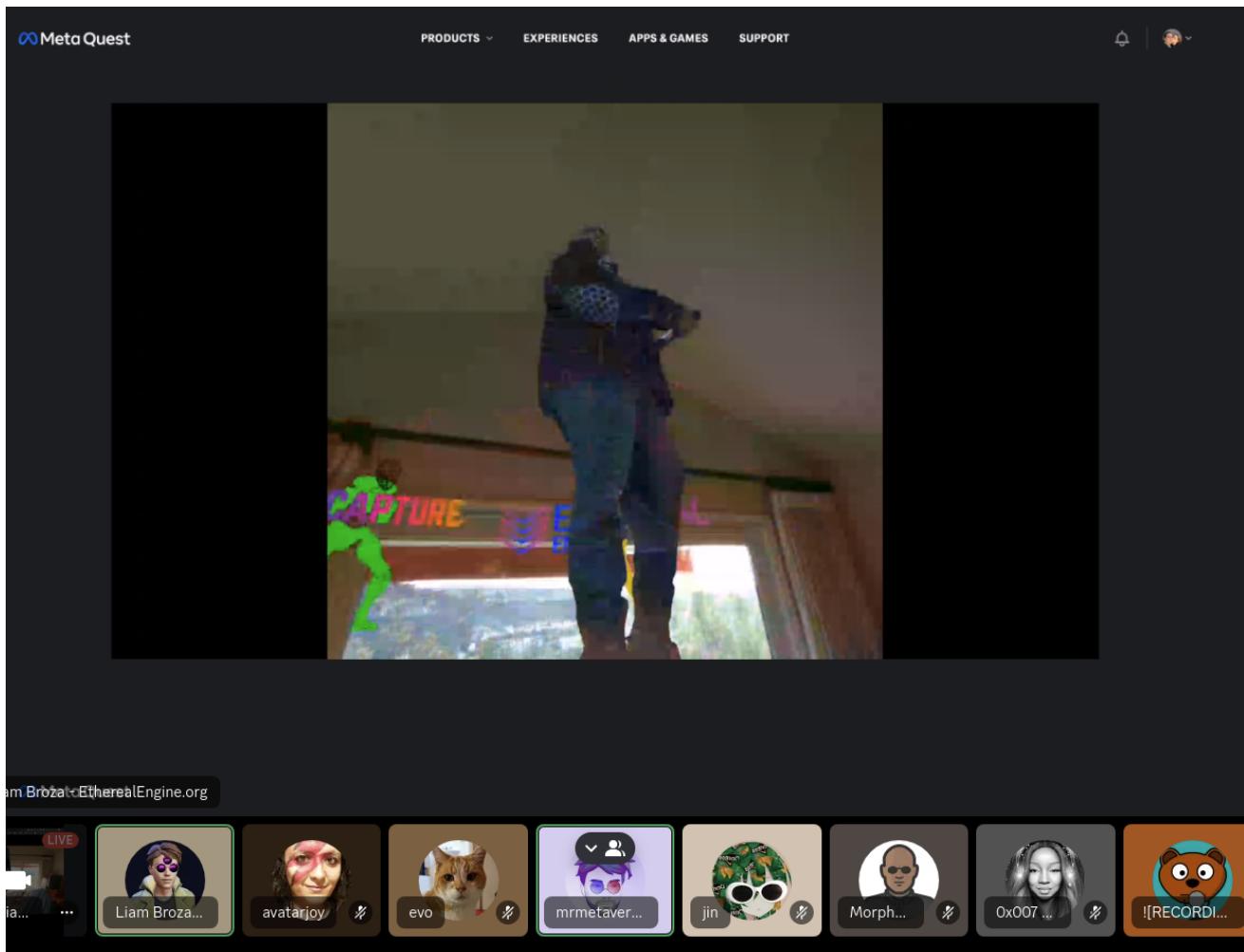
Maintainer

Author

edited ▾

Ethereal Engine Demo

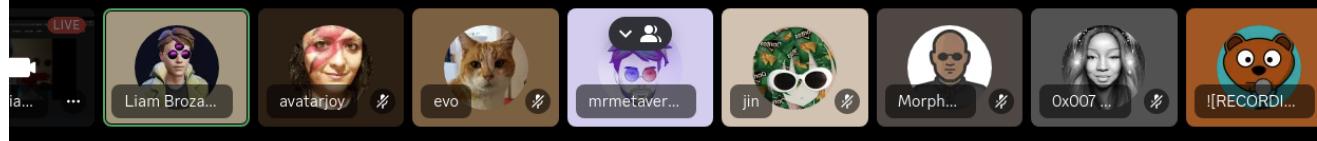
- new avatar rigging capabilities
- based on some innovations in the motion capture community



- metahuman, maya, mixamo, and more supported. Testing more VRMs now too. These all work in their webxr golf game too!

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am Broza...EtherealEngine.org



- can currently support 10 of these high-quality avatars in a single instance, working on doubling that through optimization. Haven't hit our upper limit yet on PCVR.
- known challenges: physics objects, interactions, etc. May need to be built differently.

[↑ 1](#)

0 replies



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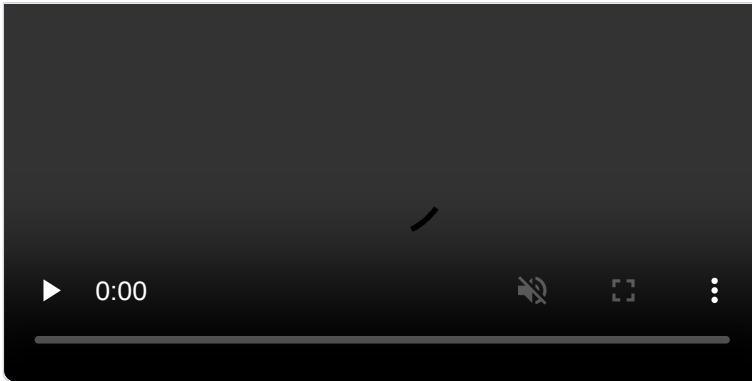
Maintainer

Author

edited ▾

Metaverse Interop Show (do Doo dooo)

[intro_and_song.mp4](#) ▾



Like and subscribe here: 👉 <https://youtu.be/iLYClvPSMw4>

↑ 2

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Author

Video summary

<https://www.youtube.com/watch?v=KRF6zdmfJHc>

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Category



General

Labels

None yet

1 participant

