

## 07/26/23 Weekly Meeting 117 Notes/Agenda #408

indiebio started this conversation in General



indiebio 3 weeks ago

Weekly Meeting 117 is happening on Wednesday, July 26, 2023 from 9:00 AM PST (16:00 UTC) - 10:00 AM PST (17:00 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

notes from last week: #407

champions three weeks ago: #404

new readme: https://github.com/omigroup/

MSF POG status

we are approved and finished with the application.

now its time to nominate to the board (I believe, can we confirm?)

Open Collective Update

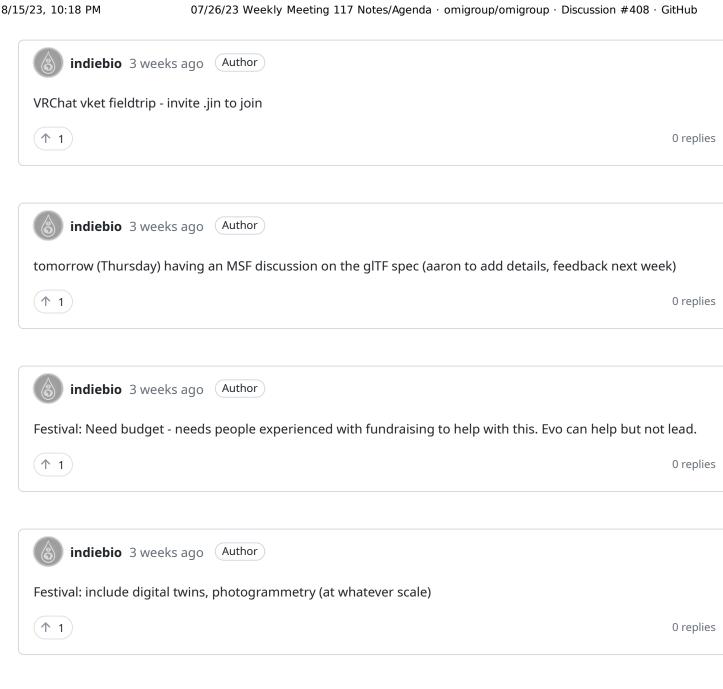
- Funding ideas how can we help people fund their ideas? see OMI DIscord Experiments Funding thread for discussion
- Metaverse Festival October 2024 see HackMD draft information for page on OMI website to start spreading the word

## **UPDATES**



**13 comments** · 3 replies

Oldest Newest Top





Festival: licensing is whatever, we prefer e.g. CC, MIT, but proprietary licensing is going to run into share-ability issues, and that's a lesson in itself

( **1** 1 0 replies



indiebio 3 weeks ago (Author)

Festival: Kiosks are possible to balance fundraising and community needs. Avatarjoy has done this before.



0 replies



indiebio 3 weeks ago (Author)



Epic MegaGrant (?) can be an avenue for funding. Athena & Doug conversation about open source starter materials. Needs to be clear with the community what the licence is, what is open, what will be used.



0 replies



indiebio 3 weeks ago (Author)



Note Burning Man ten principles. This is a community event not a commercial event.



0 replies



indiebio 3 weeks ago (Author)



For fundraising having visual things to show really help - this is also why the monthly events building the thing in the open can be effective



2 replies



indiebio 3 weeks ago (Author)



Need video of as many of the 3D meetings, demo etc to share the better.



indiebio 3 weeks ago (Author)



The other element to bring together is the **storytelling** of what we have been doing so far. See e.g. XRSocial chat too, open to do collaborative crawls



indiebio 3 weeks ago (Author)



Monthly builds - get the entire community to participate in community creator days. Sortof like the Burning Man monthly build events.



indiebio 3 weeks ago (Author)

If assets are loaded into Sketchfab it is very easy to share - jin (also fundraising pitch for Epic)



indiebio 3 weeks ago (Author)

Festival does not need to be in one world at all, can use several platforms. Figuring how to run the parade across platforms might be hard. How does the float move between them?? Do we have different events at different times?

There's a big compute cost, so we would need a partner for that.



0 replies

1 reply



indiebio 3 weeks ago (Author)



Mozilla guy to speak to about infrastructures.



0 replies



indiebio 3 weeks ago (Author)



Idea: Library / blockbuster immersive space with the "wizard" idea to build the float step by step - so a curated list of videos/guides things.



0 replies

## Category



General

Labels

None yet

1 participant

