

 **omigroup** / **omigroup** Public[Code](#) [Issues](#) 12 [Pull requests](#) 2 **[Discussions](#)** [Projects](#) 1 ...

2025-01-15 Weekly Meeting 194 #511

indiebio started this conversation in **Weekly Meetings**



indiebio yesterday Maintainer

edited ▼

Weekly Meeting 194 is happening on Wednesday, 15 January 2025 from 9:00 AM PDT (17:00 UTC) - 10:00 AM PDT (18:00 UTC)

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

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

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

Agenda

- check in, shootin' the breeze (add agenda points or notes as comments).
- Demo's
- working group updates: glTF, MSF, media, Virtual Worlds Museum, composable metaverse, experiments
- VRConf discussion
- add fun finds in the comments

continue the OMI 2024 report and plans for 2025 - notes in [#508](#)

↑ 1

6 comments · 4 replies

Oldest

Newest

Top



indiebio yesterday Maintainer Author

Media update: added followers on BlueSky, some discussion already:

<https://bsky.app/profile/openmetaverse.bsky.social>

"I'm curious to hear people's perspective on how different platforms can lower the barrier for users to cross across experiences. Is there value to have an intermediate hub to point users to one platform or another for experiences?"

↑ 1

1 reply

**indiebio** yesterday

Maintainer

Author

Prelim media strategy call with mrmetaverse, Nathan, indiebio Friday 21:00 UTC. Anyone welcome. We'll meet in the meeting channel.

**indiebio** yesterday

Maintainer

Author

glTF sky spec inspires

↑ 1

2 replies

**indiebio** yesterday

Maintainer

Author

glTF did not provide a way to specify sky boxes, so aaron worked on getting it there, to specify sky boxes inside the glTF file. The two major engines - Unreal and Unity have zero overlap with their sky options.

**indiebio** yesterday

Maintainer

Author

edited ▼

jimmy: blockade labs do generative skyboxes. <https://skybox.blockadelabs.com/>

**indiebio** yesterday

Maintainer

Author

Fun find: <https://contours.axismaps.com/#11/37.8086/-25.4945> contour map tool

↑ 1

0 replies

**indiebio** yesterday

Maintainer

Author

VRConf thread: <https://discord.com/channels/887789163045335081/1316333057242038324>

↑ 1

1 reply

**indiebio** yesterday

Maintainer

Author

proposed date 28 January

proposed topic: legacy of the metaverse - see [#505](#)

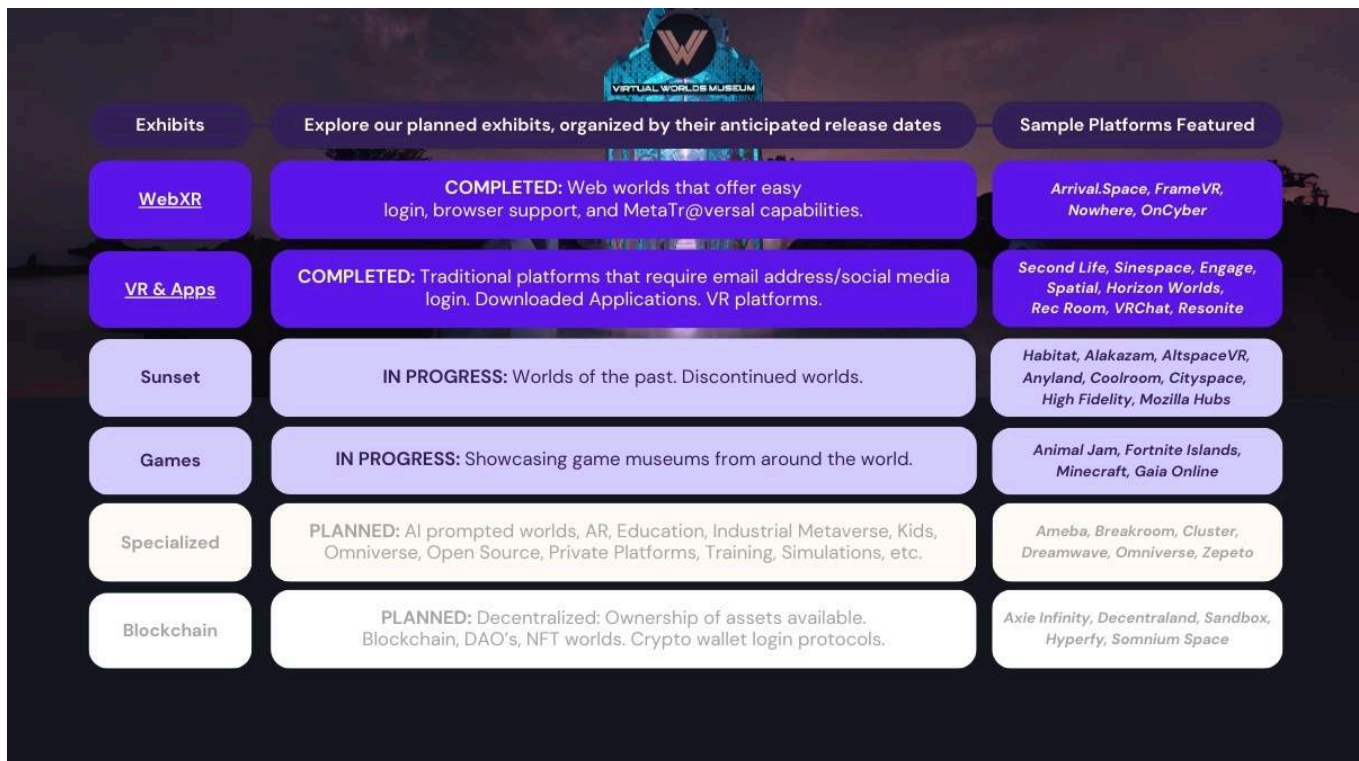
planning at next week's media meeting

**indiebio** yesterday

Maintainer

Author

Virtual Worlds Museum Horizon Worlds Quest exhibit is live: Horizon Worlds "VR & Apps" Exhibit - Virtual Worlds Museum <https://horizon.meta.com/world/478207822044529>



Exhibits	Explore our planned exhibits, organized by their anticipated release dates	Sample Platforms Featured
WebXR	COMPLETED: Web worlds that offer easy login, browser support, and MetaTr@versal capabilities.	<i>Arrival.Space, FrameVR, Nowhere, OnCyber</i>
VR & Apps	COMPLETED: Traditional platforms that require email address/social media login. Downloaded Applications. VR platforms.	<i>Second Life, Sinespace, Engage, Spatial, Horizon Worlds, Rec Room, VRChat, Resonite</i>
Sunset	IN PROGRESS: Worlds of the past. Discontinued worlds.	<i>Habitat, Alakazam, AltspaceVR, Anyland, Coolroom, Cityspace, High Fidelity, Mozilla Hubs</i>
Games	IN PROGRESS: Showcasing game museums from around the world.	<i>Animal Jam, Fortnite Islands, Minecraft, Gaia Online</i>
Specialized	PLANNED: AI prompted worlds, AR, Education, Industrial Metaverse, Kids, Omniverse, Open Source, Private Platforms, Training, Simulations, etc.	<i>Ameba, Breakroom, Cluster, Dreamwave, Omniverse, Zepeto</i>
Blockchain	PLANNED: Decentralized: Ownership of assets available. Blockchain, DAO's, NFT worlds. Crypto wallet login protocols.	<i>Axie Infinity, Decentraland, Sandbox, Hyperfy, Somnium Space</i>

↑ 1

0 replies

**indiebio** yesterday

Maintainer

Author

Solo looking for AI agents making digital twins - people or fictional characters, if anyone knows anyone working in this area.

↑ 1

0 replies

Category



Weekly Meetings

Labels

None yet

1 participant

