

OMI glTF Working Group Meeting 5/4/2023 #158

robertlong started this conversation in **General**



robertlong on Apr 27 Maintainer

edited ▾

This meeting is on 5/4/2023 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:

- [Vote to move OMI_physics_body to Stage 2](#)
- [OMI_physics_joints](#)
- [omi-godot repo](#)
- [OMI_personality](#)
- [KHR_audio comment](#)
- OMI_seat tooling for Unity
- OMI Vehicles Extensions Research
- OMI / MX Components Extension
- [OMI GLTF Validator Fork](#)

Backlog:

- 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



robertlong on May 4

Maintainer

Author

Action Item:

- Update glTF Validator to publish to gh-pages so that we have a live OMI-specific version of the glTF validator to test our assets with

↑ 1

0 replies

Category



General

Labels

None yet

1 participant

