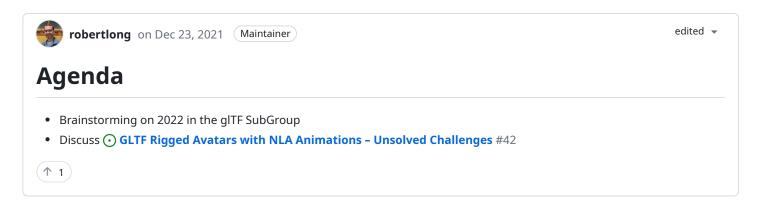


glTF Working Group Meeting 2021-12-23 #43

robertlong started this conversation in General



2 comments

Newest

Top

edited -

Oldest



- Ratify OMI_audio_emitter extension
- VRM/glTF workflow retargeting animations etc.
- · More extensions!
 - ∘ Suggest new ones here 🔾 OMI glTF Extensions Brainstorm #7

GLTF Animations as an Asset

robertlong on Dec 23, 2021 (Maintainer) (Author

- @EvieMarie outlined workflows after the last meeting: GLTF Rigged Avatars with NLA Animations Unsolved Challenges #42
- Created Applying Animations Stored in a Separate GLTF #44
- @madjin's notes here: https://hackmd.io/@XR/mocap-interop
- Need for a Blender 3.0 .blend file template skeleton
- Four potential projects to collaborate with for web:
 - - https://github.com/webaverse/app/blob/master/avatars/avatars.js
 - https://github.com/webaverse/sword/blob/f6777403e2f883f985234ff5a8d1dd28a06f2e01/.metaversefile#L16
 - - https://github.com/sketchpunklabs/ossos
 - o JanusXR
 - https://github.com/jbaicoianu/janusweb/blob/master/scripts/janusghost.js#L139

- https://github.com/jbaicoianu/janusweb/blob/5ff6926a3e12fc08a787f028ee1b03fb913007cb/scripts/janusplayer.js
- o XREngine
 - https://github.com/XRFoundation/XREngine/blob/dev/packages/engine/src/avatar/SkeletonUtils.ts

Note

No meeting next week! See you all in 2022 👋 🕳





0 replies



madjin on Dec 23, 2021 Collaborator

How Webaverse does animation interop:

the sword defines the animations to use:

the animation blend comes from the avatar system and webaverse retargets it onto the VRM



0 replies

Category



General

Labels

None yet

2 participants



