2024-07-17 Weekly Meeting 168 Notes/Agenda #478

indiebio started this conversation in **Weekly Meetings**

indiebio 2 days ago Maintainer edited

Previous two weeks were informal chit-chats, not documented or recorded, but they did happen! :)
Agenda:

LinuxFoundation feedback

fun finds from jin's MSF work

Ready Player One white paper discussion - event in a few hours
https://lu.ma/rufzdqx4 RP1 doing a virtual event today
also host a space

meticulac idea: For anyone looking to promote their virtual world system, I've been wondering if it'd make sense to look for people who run smaller Twitch channels that might be interested in playtesting on stream. I don't run a stream myself, but I figure it could work out pretty well:
For the streamer, having a dev team watcing you try out their work not only means a few more viewers, but also more active chatters since they're likely asking questions about it. And for the virtual world developer, you not only get a bit of an audeince from other people watching the stream, but live feedback with video that can help root out any problems they run into.
It'd be pretty important to try and avoid getting your whole metaverse game banned from Twitch for content reasons like Second Life was, but VRChat has managed to remain in the clear for a while, so it's not insurmountable.

↑ 1

5 comments · 4 replies

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indiebio 2 days ago Maintainer Author

Linux Foundation feedback:
Regarding OMF, as you know, the project was halted due to a lack of membership funds. To restart OMF, we would require five premier members to join. Until that happens, OMF will remain an unfunded, archived project.

However, I have some good news for you regarding the other projects you mentioned that you wanted to potentially host under OMF. We have several options for hosting projects under the LF, including community projects and community projects with funding. Here you can find more information on those options; we always welcome new projects and I'm happy to put you in contact with someone if you want to explore that further.

I know you were very much interested in getting OMF back on its feet, but I hope having other options for those additional projects is a good compromise.

Please let me know if you have any questions and as always please don't hesitate to reach out.

↑ 1 1 reply

indiebio 2 days ago Maintainer Author

I don't know the $ value of premium membership, but I imagine it will be a LOT, looking at who the existing ones are https://www.linuxfoundation.org/about/members So I think this is a way of them to say, it's not going to happen. But the projects is promising.

indiebio 2 days ago Maintainer Author

Ready Player One white paper discussion - event in a few hours: https://lu.ma/rufzdqx4 RP1 doing a virtual event today
Whitepaper link: https://www.rp1.com/whitepaper
Kim Nevelsteen comment: https://x.com/knev_phd/status/1812741831320338922
also host a space for discussion - expect next Thursday at the usual meeting time.

↑ 1 1 reply

indiebio 2 days ago Maintainer Author edited

Some conversation about the whitepaper:
RP1 seems to focus on the development of scalebility.
Scale is imminent problem for metaverse development yet to be resolved. When users open a web browser, they all access the same website simultaneously, but how users access a single activity simultaneously in metaverse.

Haven't we already solved this problem through sharding? MMO video games have been using that technique for years. Even static web sites aren't "the same website", but regionally specific, served from a local edge.

https://lu.ma/rufzdqx4 see for yourself / talk to team, starts 90 mins from now via any webxr compatible browser
AWE Virtual Afterparty · Luma
The show goes on!
Connect, network, and follow-up with other industry experts in RP1's prototype metaverse browser. Open to all AWE attendees, and XR industry…
AWE Virtual Afterparty · Luma

I am not familiar with method sharding. MMO games are networked but not metaverse enabled so a new way of scale must be created for metaverse. RP1 so far is testing out a paradigm network architecture to run on the web which is low cost, and big number of users are able to access all virtual worlds on the web without running a native app of the sort. They had their first demo involves 4000 users on a single server to virtually travel one kilometer distance recently.

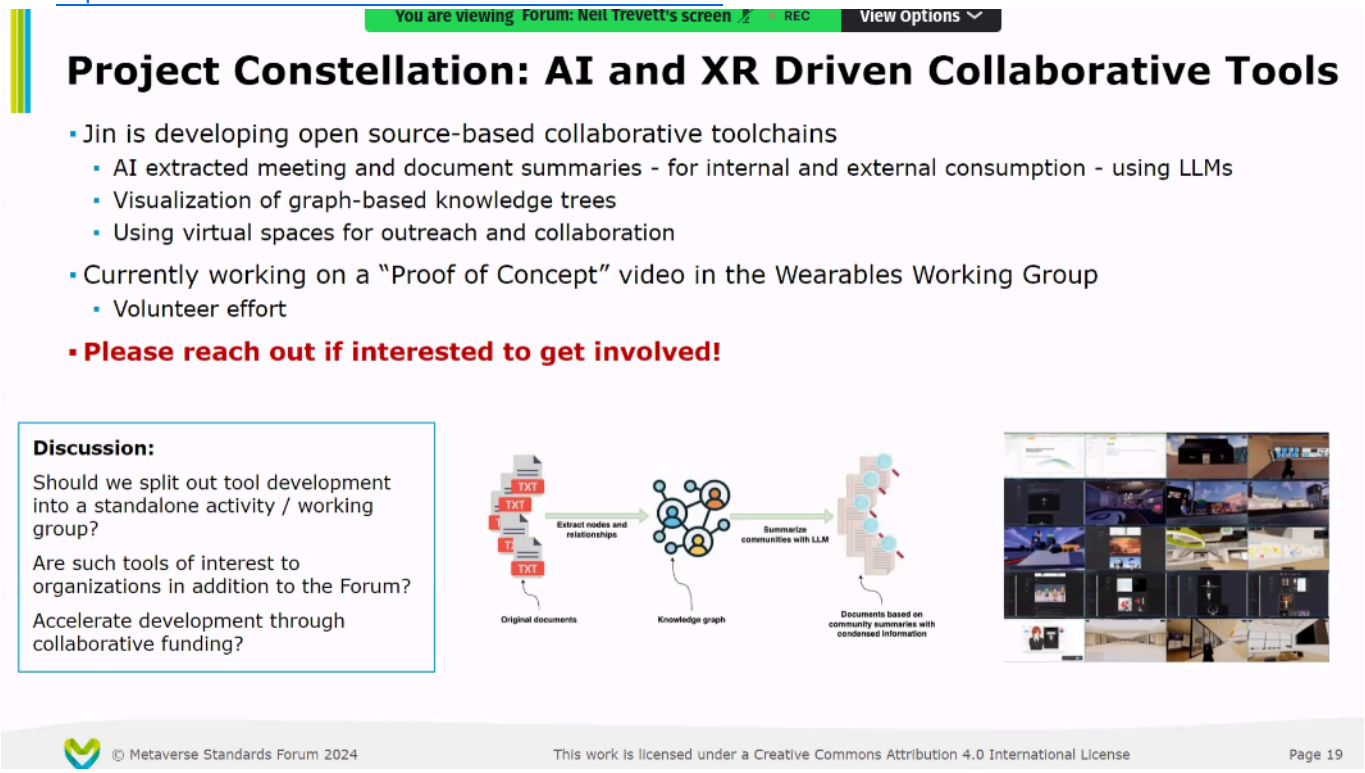
fair criticism re: high level, non-specifics, questionable claims

4k users is possible today on a single server. Show me 4M users in an instance and I'll pay attention

as a nerd, not much that interests me

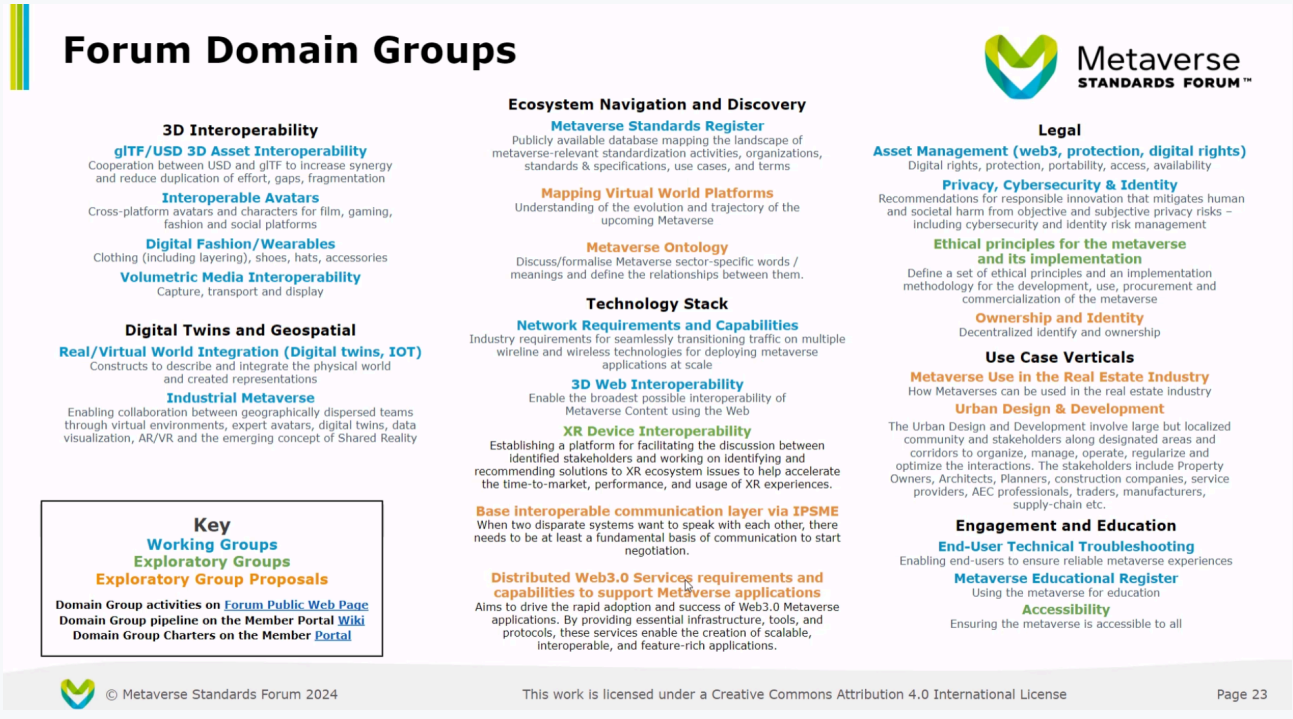
indiebio 2 days ago Maintainer Author

jin progress - attended MSF meeting, shared some insights,
also https://twitter.com/kolibril13/status/1809922563109257620



1 reply

indiebio 2 days ago Maintainer Author



indiebio yesterday Maintainer Author

Aaron did another gravity spec demo, as a test for the media team to work up as content.
Meticulac shared related bit: https://icospheric.itch.io/planet-painter

↑ 1 0 replies

indiebio yesterday Maintainer Author

Welcome to ElectronicFreezer, a hard-core VRChat player and into layering stuff. Will demo their project next week

↑ 1 1 reply

indiebio yesterday Maintainer Author

heavily inspired by aardvark project :)

Category

Weekly Meetings

Labels

None yet

1 participant