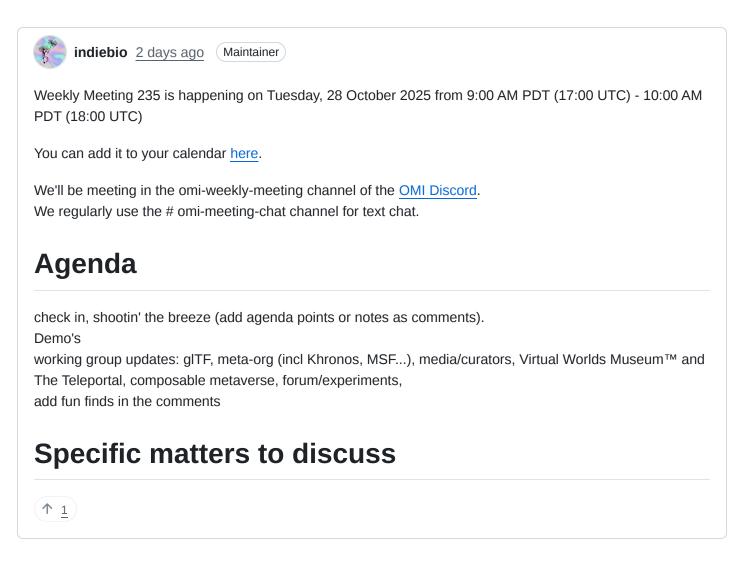


2025-10-28 Weekly Meeting 235 #562

indiebio started this conversation in Weekly Meetings



4 comments · 4 replies

Oldest Newest Top



indiebio 2 days ago Maintainer Author

keyframe: https://keyframe-entertainment.com/keyframe-blog-october-2025/

I got a cool event happening on the 10th and I'm speaking at Immersive X on the 11th.

Reminder: https://immersive-x.de/

11 to 13 November



0 replies



indiebio 2 days ago Maintainer Author

Solo working on the 3D ... 4D Gaussian splat.

Create 4D splats from low input - 4 cameras rather than 100s

Gaussian splats feel like they are a complete seachange to how to create meshes. A big improvement, but a completely different pipeline to polygons.

It uses existing CPU infrastructure to render, so really performant for what you get out of it.

Modern compression has been keeping up well too. results can be in the tens of MB range (so nice and low, comparatively speaking)



3 replies



indiebio 2 days ago Maintainer Author

this is also an example of machine learning models, using algorythms to train what to do.



indiebio 2 days ago (Maintainer) (Author)

zodiepupper talking about rinn noise reduction (?)



indiebio 2 days ago (Maintainer) (Author)

also OPUS having an infill algorithm



indiebio 2 days ago (Maintainer) (Author

gITF: meeting notes:

#561

and curator meeting is converting these and others to blog posts



1 reply



indiebio 2 days ago (Maintainer) (Author)

curator facilitator model thoughts ... https://citizenos.com/platform/



indiebio 2 days ago

Maintainer Author

zodiepupper explained how they use Blender to edit videos. It seems a really cool in-between video editor and full game engine.

Astral commented that the Blender Foundation is focused on the full 3D pipeline https://www.blender.org/about/foundation/



0 replies

Category



Weekly Meetings

Labels

None yet

1 participant

