

 [omigroup](#) / [glTF-extensions](#) Public[Code](#) [Issues 8](#) [Pull requests 4](#) [Discussions](#) [Actions](#) ...

## OMI glTF Working Group Meeting 6/30/2022 #92

**fire** started this conversation in **General**



**fire** on Jun 29, 2022 Collaborator

This meeting will be on 6/30/2022 at 10:30 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.

### Agenda:

- [glTF extensions](#) Discuss support table
- [KHR\\_audio](#) Feedback
- [OMI\\_collider](#)
- [OMI\\_id](#) / [OMI\\_ref](#)
- End of the meeting show and tell period

To propose another item for the agenda, comment below (preferably before the meeting).

↑ 1

2 comments

[Oldest](#) [Newest](#) [Top](#)



**robertlong** on Jun 30, 2022 Maintainer

edited ▼

### Notes:

- Feedback on VRM 1.0 Beta Spec
  - Might be useful to add additional phoneme blendshapes. Most notably "ん" or "nn" which is present in MMD <https://www.deviantart.com/xoriru/art/MMD-Facial-Expressions-Chart-341504917>
  - The changelog shows VRMC\_materials\_hdr\_emissiveMultiplier as a supported extension, but it should likely be swapped out for KHR\_materials\_emissive\_strength [https://github.com/KhronosGroup/glTF/blob/main/extensions/2.0/Khronos/KHR\\_materials\\_emissive\\_strength/README.md](https://github.com/KhronosGroup/glTF/blob/main/extensions/2.0/Khronos/KHR_materials_emissive_strength/README.md)
- [KHR\\_audio](#)
  - @antpb to add audio.schema.json and fix glTF root schema
- [OMI\\_collider](#)
  - Initial working implementation in Third Room and UnityGLTF export
  - glTF-transform plugin needed for that workflow
  - Hulls can probably be auto generated in all engines, they probably shouldn't include the hull data in the glTF file

↑ 1

0 replies

**madjin** on Jun 30, 2022

Collaborator

**VRM discussion** some feedback from [avaer](#) who wrote the best VRM implementation on the web:<https://github.com/webaverse/app>

Summarized:

There's a few places where this spec is written poorly (as in could not be implemented unless you copied existing code). Not really clear what the data types are here [https://github.com/vrm-c/vrm-specification/blob/master/specification/VRMC\\_vrm-1.0-beta/lookAt.md](https://github.com/vrm-c/vrm-specification/blob/master/specification/VRMC_vrm-1.0-beta/lookAt.md). The spec leaves out details, like it seems to assume you are using unity with some person's existing code since it doesn't fully tell you the data formats. For this to be a good spec there needs to be all of the JSON fields, their types, and allowed values, clearly specified not just "in the unity component it works like this".

↑ 1

0 replies

**Category****General****Labels**

None yet

**3 participants**