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# OMI glTF Working Group Meeting 12/22/2022 #129

robertlong started this conversation in **General**



**robertlong** on Dec 22, 2022 Maintainer

edited ▾

This meeting will be on 12/22/2022 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:

- Review pull requests <https://github.com/omigroup/glTF-extensions/pulls>
- [OMI\\_link](#)
- [OMI\\_spawn\\_point](#)
- [OMI\\_collider](#)
  - [OMI\\_collider](#) #127
  - [MSFT\\_physics](#)
  - Continue discussion from last week: [OMI glTF Working Group Meeting 12/15/2022 #128](#) (comment)
  - [Replace isKinematic with a string enum for the body type](#) eoineoineoin/glTF\_Physics#4
  - [Remove the centerOfMass property](#) eoineoineoin/glTF\_Physics#5
  - [Remove the isHollow parameter from collider shapes](#) eoineoineoin/glTF\_Physics#6
  - [Define explicit units for all relevant properties](#) eoineoineoin/glTF\_Physics#7
- Licensing Extension <https://twitter.com/superhoge/status/1596757861882740736>
- [KHR\\_audio / Khronos feedback](#)
  - [glTF-sample-assets](#)
- [EXT\\_skin\\_humanoid](#)
- [glXF](#)
- Show and tell
- Create next weeks agenda

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

↑ 1

2 comments

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**robertlong** on Dec 22, 2022 Maintainer Author

## OMI\_spawn\_point

- Next steps (team/group property) <https://github.com/omigroup/glTF-extensions/pulls#issuecomment-1363409250>

↑ 1

0 replies



robertlong on Dec 22, 2022

Maintainer

Author

## OMI\_collider

- General agreement on adding cylinder shape now. Still might need some changes to the language on implementation.
- In agreement on adding precomputed hull shapes. Need to specify maximum number of verts (255 is max in Unity)
- Still in disagreement on how mesh.primitives should be treated in hulls / trimeshes
  - Solution 1: Each collider supports exactly one hull / trimesh shape that has one primitive
    - Argument For: Simpler implementation in Godot. If you want multiple hull / trimesh shapes add more nodes/colliders in the same way we support other compound colliders.
  - Solution 2: Each collider support one or more hull / trimesh shapes (one per primitive)
    - Argument For: Less nodes which can be expensive depending on the GLTF Loader implementation. Ex. Unity/Three.js create GameObject/Object3D's per shape. Hulls are usually used on dynamic objects so updating those extra transforms is extra work. Also, meshes already support multiple primitives in glTF so why not support them for multiple hulls/trimeshes

↑ 1

0 replies

### Category



General

### Labels

None yet

### 1 participant

