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02/02/22 Weekly Meeting 41 Agenda #177

antpb started this conversation in **Weekly Meetings**



antpb on Jan 31, 2022 Maintainer

edited by mrmetaverse ▾

Weekly Meeting 41 is happening on Wednesday Feb 2nd, 2022 from 9:00 AM PDT - 10:00 AM PDT (17:00 UTC)

You can add it to your calendar [here](#).

We'll be meeting again in the omi-weekly-meeting channel of the [AngelIXR/OMI Discord](#).

Who we are and why we're here:

The Open Metaverse Interoperability Group (OMI) is focused on bridging virtual worlds by designing and promoting protocols for identity, social graphs, inventory, and more. Our members include businesses and individuals working towards this common goal.

If you're an observer or here for the first time, this is a meeting where people who work on the OMI group initiatives discuss updates and contribution opportunities for current projects and goals. This is your chance to jump in and help!

We welcome you to introduce yourself in #omi-meeting-chat as we dive into the agenda items. There will be an open floor in the last 15 minutes of the meeting (agenda permitting) where we can discuss any items you feel are relevant to the current or near future OMI goals.

Agenda

- Volunteer to take notes? Volunteer to record?
- Welcome newcomers

Announcements and Updates

- Election is Today (scroll to bottom): [👉 Call for Nominations for 2/2/22 Election #174](#)
- Proposed Change to Voting Rule : [👉 Proposed change voting rule to include attendance of working groups #175](#)
- Proposed minimum requirements for a working group to operate: [👉 Proposed minimum requirements for a working group to operate #176](#)
- Updated Working agreement template: [👉 Team working agreement/playbook Template #68](#)

- Omi-chan working group kicked off Saturday: <https://github.com/omigroup/omi-chan>
- gLTF group updates
- WASM group updates
- backlog refinement kicked off last week (that's it no additional updates needed)
- Open Floor!

Please leave any additional agenda items below in the comments. Thanks!



10 comments · 5 replies

Oldest

Newest

Top



mrmetaverse on Feb 1, 2022 Maintainer

edited ▼

Wow! Check out this snapshot of some OMI-Chan avatar designs from the new [OMI-Chan working group](#)!



0 replies



mrmetaverse on Feb 2, 2022 Maintainer

edited ▼

Today we can vote to extend the existing terms by 90 days and commit to continuing to discover our new structure, or we can have the election as scheduled and commit to a new structure within 90 days. I defer to the group to make this decision with two votes if needed:

Vote 1: Vote to extend existing chairs by 90 days

Vote 2 (if vote 1 fails): Have the election as usual.

I don't see any nominations so I assume the group wants the same chairs but we are all committed to dividing our responsibilities and creating new roles. I know I'm not alone when I say I want to do the right thing and find the best structure for all rather than just going through the motions.

I will be on mountain today and may have shoddy service. I am honored to have served and to have a group like you to meet with, and would be honored to continue serving as chair. But, I will be committed to finding the right structure in the next 90 days, and I am tracking this effort with [this milestone: Future Structure of OMI*](#)



0 replies



mrmetaverse on Feb 2, 2022 Maintainer

We are tracking the new structure effort with [this milestone](#)

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Future Structure of OMI

Due by February 28, 202225% complete

This is part of a larger conversation around how we want to structure OMI to best manage our work. When we first set out to create the Open Metaverse Interoperability group, we acknowledged that no system is perfect, nor permanent. We believed in collaboration, and iteration, intentionally shaping our culture as we become more diverse. We acknowledged tha...
[Show more](#)

3 Open1 Closed

Define new roles for dividing known responsibilities

Consistently deliver valueCultivate Resiliency

Maintain sustainable innovationmeta

#166 opened 20 days ago by mrmetaverse

Call for Nominations for 2/2/22 Election

meta

#174 opened 7 days ago by mrmetaverse

Proposed change voting rule to include attendance of working groups


Consistently deliver valuemeta

#175 opened 5 days ago by mrmetaverse


Tip! You can use `shift+j` or `shift+k` to move items with your keyboard.

↑ 1

0 replies

 **mrmetaverse** on Feb 2, 2022 Maintainer

VOTE 1: Extend existing chairs for 90 days and commit to discovering new structure



mrmetaverse (Jesse, co-chair)

Today at 5:22 PM

VOTE 1: Extend existing chairs by 90 days (no re-election)


👍12

👎1

AB5

↑ 1

0 replies

 **mrmetaverse** on Feb 2, 2022 Maintainer

https://github.com/omigroup/omigroup/discussions/177

3/6

Vote 2: Vote to change voting to rules to accommodate attendance of working groups - PASSED

**mrmetaverse (Jesse, co-chair)** Today at 5:32 PM

VOTE 2: Vote to change voting to rules to accommodate attendance of working groups



14



1



3

↑ 1

2 replies

**mrmetaverse** on Feb 2, 2022

Maintainer

TO DO: Create pull request

**robertlong** on Feb 8, 2022

Maintainer

Done [#179](#)

1

**mrmetaverse** on Feb 2, 2022

Maintainer

We discussed minimum requirements for a working group, and the provision of templates for things like readme's and working agreements. The group will continue to discuss async and pick up the convo next week. What do we want the minimum reqs to be?

Robert also suggested making these issues PR's instead of issues.

↑ 1

0 replies

**mrmetaverse** on Feb 2, 2022

Maintainer

OMI-Chan kicked off this past weekend. We discussed their work and reviewed their readme and working agreement as exemplars of a good kickoff.

↑ 1

0 replies

**mrmetaverse** on Feb 2, 2022

Maintainer

gLTF group has great updates. One including that two members of the group attended a Khronos group today to share our work and process.

↑ 1

1 reply



mrmetaverse on Feb 2, 2022 Maintainer

Mauve also has made some significant contributions to the gLTF group including colliders, and other extensions.



mrmetaverse on Feb 2, 2022 Maintainer

WASM Group:

- had a good discussion last meeting
- working on coordinating around a minimum viable piece of estate transferred between a runtime and WebAssembly context
- reviewed what webassembly is, we are trying to explore a way various runtimes can be scriptable using a format called WebAssembly.
- This takes a game engine like Unity or Godot and embeds a runtime that can interpret a format that would be common across all of these runtimes to create some portable script or business logic that can be usable by any game engine and some sliver of the metaverse can exist.
- MVProject is some boolean state that can set collide to false in some object in the game universe.
- group is going off into their corners and experimenting to implement tiny demos

↑ 1

2 replies



mrmetaverse on Feb 2, 2022 Maintainer

Proposed async WASM jam to experiment together: [omigroup/omi-scripting-group#19](#)



mrmetaverse on Feb 2, 2022 Maintainer

Proposed announcing on twitter and maybe syndicating with a twitter spaces. Timeline to review samples is about 2 weeks from yesterday.



mrmetaverse on Feb 2, 2022 Maintainer

Rick shared his notes from today as well:

OMI Meeting Notes - Feb 2nd

Meeting #41

<https://github.com/omigroup/omigroup/discussions/177>

Requests

Provide/submit any media related to OMI's work to the group's Airtable to help develop OMI's social media and youtube presence - Avatar Images!

<https://airtable.com/shzZAsV1MA5QJctYx>

How to understand OMI Github Strategy

Strategy Defined here:

https://hackmd.io/mSxKUS3NQw2QO8_aU5IhHQ

Starting Roll Call

omi-weekly-meeting

antpb

LIVE

Allar

AOrtiz

cdara

evo (ask me anythi...

Here_comes_the_g...

humbletim

iFire [he, him]

jin

KEYFRAME

Koolala

kotwys

Lyuma

Mal Burns

mrmataverse (Jesse, co-...

mtv969

Rick W - ZRO

Robert

Introductions

n/a

Future of OMI

Election Day!

First vote is to simply extend the existing chair roles

This passed

The structure of OMI is going to be a priority endeavor for the chairs over the next 90 days

They would like to schedule a deep dive meeting on roles

Deep Dive suggested timeframe is between March 24th and April 14th

Second vote is to adjust voting rules to allow those who participate in working groups to vote even if they don't regularly attend the Wednesday meetings

This passed

Bare minimum working group requirements

There is a template available for working group agreements

<https://github.com/omigroup/omigroup/issues/176>

Events

Hackathon Planning Discussion

<https://github.com/omigroup/omigroup/issues/173>

Fireside chats

Interviews

Working Groups

OMI-Chan group

OMI-Chan is a virtual mascot for the OMI group as well as a avatar asset for showing of the standards being developed. We are showing the technology with these and opening up ways to introduce new people to OMI's concepts in visual mediums in the future. We have a working group agreement to present our work every week here for accountability. The OMI-Chan initial process has been made, and calling out for participation

They are calling for participation

Concepts for character design

GitHub at - <https://github.com/omigroup/omi-chan>

Team Norms

Team Norms are explicit agreements on how we'll behave together and what we'll do if an agreement is broken. It's everyone's responsibility to set and uphold these agreements, but it's truly the Team Leader's role to ensure the team lives by these norms

1. Team Ground Rules

(Incomplete, needs to be looked over and refined)

Mention to others when working on content related to this group

All assets contributed to the group must be remisable (looking for a set of CC licenses that are approved)

Log all assets and tools used including attribution

2. When we meet / Ceremonies

This group meets weekly on Saturday at 20:00 - 21:00 UTC beginning 01/02/22

Reconvene: TBD

3. Keeping Ourselves Accountable

Progress update every week at OMI meetings

We will announce goals when created to the whole of OMI

We will publish updates in progress on webpage and hear-to for avatar creation/animation

GLTF Working Group

Maure

Met with Kronos

Working on an Audio Emitter extension and Kronos is interested in collaborating

Audio Emitter example - <https://x3d.io/7p-667>

Maure is working on a collider extension

If you are interested in gltf and standardizing objects between worlds, come check us out!

Thursdays at 2:30 PM PST

WASM

This is a WIC3 group - Open license for others to use

Coordinating around a minimum viable state transferred between a runtime and a web assembly context

Transfer a boolean state

WASM is a convenient build target to create a common runtime that is usable in any engine, from any engine

Implementing tiny demos and reviewing them in 2 weeks - Feb 15th

Group experiment

<https://github.com/omigroup/omi-wasm-group/discussions/19>

Scope and User Story discussion Feb 8th

Tiny Demo day - Feb 15th

Tuesdays at 8AM PST

Website

Echoparadigm, Shadow, and antpb working hard on website

No updates

Every other Tuesday - 23:00 UTC

↑ 1

0 replies

Category

#

Weekly Meetings

Labels

Consistently deliver ...

3 participants

