📖 **omigroup** / **gltf-extensions**   Public

‹› Code   ⊙ Issues 8   ⑂ Pull requests 4   💬 **Discussions**   ⊙ Actions   •••

glTF Working Group Meeting 11/11/2021 #33

humbletim started this conversation in **General**

🖼️ **humbletim** on Nov 11, 2021   Maintainer   edited ▾

Agenda

- Update on Implementation Status
  - Spec
    - Need to add markdown explainer
    - Publish blog post advertising the OMI_audio_emitter ecosystem
  - omi-gltf-samples-repo
    - should we set this up?
    - refs:
      - https://github.com/KhronosGroup/glTF-Sample-Models
      - jin's comments re: samples repo (discord message:
        https://discord.com/channels/770382203782692945/835369558541467668/907996893039177739)
  - three-omi https://github.com/omigroup/three-omi
  - Third Room ⑂ **Feat/Audio Emitter** matrix-org/thirdroom#17
  - Unity https://github.com/omigroup/glTFast-demo
    - VRChat
    - Altspace
  - Godot
- Next extensions
  - When is it appropriate to start working on these?
  - What resources would make this process easier?
    - File issues for various resources needed
  - What proposals would people like to see most?
- Introduction Kit for using OMI Audio Emitter
  - ultra simple first impression self-contained .gltf example? (for those wanting a quick glimpse at what integration would be up against)
  - links to resources for integrating
  - links to sample files to test integration with
  - ...

Parking Lot

- Neos
- Hubs (⑂ **OMI Audio Emitter** mozilla/hubs#4741
- Stereo Kit

↑ 1

3 comments · 2 replies

fire on Nov 11, 2021 (Collaborator)

1. Mike | Icosa worked on the json parser on Unity.

↑ 1

2 replies

fire on Nov 11, 2021 (Collaborator)

I have done some work on the MaterialX extension.

1. draft https://github.com/fire/glTF/blob/materialx/extensions/2.0/Vendor/OMI_texture_mtlx/README.md
2. https://github.com/fire/MaterialX/tree/gltf

mikeskydev on Nov 11, 2021   edited ▾

I have been comparing different JSON loaders inside Unity. **@atteneder** mentioned performance and size concerns for Newtonsoft.Json, which I have confirmed in testing.

I downloaded the NuGet package for System.Json, which is a platform extension package https://www.nuget.org/packages/System.Json. It has a similar parse speed based on my testing, but System.Json is a much smaller package compared to Newtonsoft.Json. System.Json doesn't need a struct passed to it, and you can query the parsed object for any arbitrary key: `data["node"]` or check if a node exists: `ContainsKey("node")`

UniVRM's parser, called UniJson, came in slightly faster than both. https://github.com/vrm-c/UniVRM/tree/master/Assets/UniGLTF/Runtime/UniJSON

See below for speed comparison on a fairly complex glTF.

```
[23:28:17] JsonUtility throughput: 2.917276E+07 bytes/sec (1983748 bytes in 0.068 seconds)
UnityEngine.Debug:Log (object)
[23:28:17] System.Json throughput: 1.055185E+07 bytes/sec (1983748 bytes in 0.188 seconds)
UnityEngine.Debug:Log (object)
[23:28:17] Newtonsoft.Json throughput: 1.060828E+07 bytes/sec (1983748 bytes in 0.187 seconds)
UnityEngine.Debug:Log (object)
[23:28:17] UniJSON throughput: 1.52596E+07 bytes/sec (1983748 bytes in 0.13 seconds)
UnityEngine.Debug:Log (object)
```

I also want to investigate new .NET 5 (.NET6?) replacement for System.Json, but I'm not sure how compatible the latter is with Unity due to it's .NET version.

👍 2

lyuma on Nov 11, 2021 (Maintainer)

Godot status:
Godot's proposed GLTF extension api (godotengine/godot-proposals#3305) has not been finalized / approved yet.
We could move forward with an importer more like the VRM importer. Question: does Godot 3.4 / 4.0 allow overriding the built-in GLTF import?

↑ 1

0 replies

mrmetaverse on Nov 11, 2021 (Maintainer)

Suggestions per our conversation: Maybe make an empty node with a audio emitter attached to it with a default sound. Maybe also make an example object, like a sword, and give it a metallic sound. Or a cat glb with a built in purr sound.

↑ 1   0 replies

Category

💬 **General**

Labels

None yet

5 participants