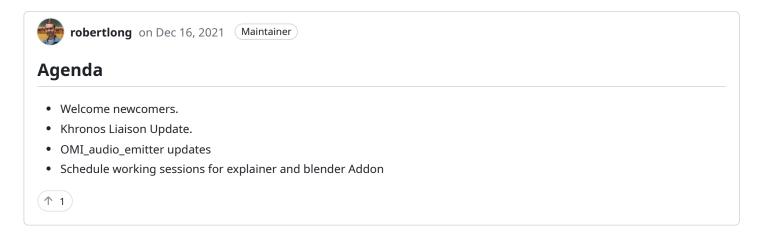


gITF Working Group Meeting 2021-12-16 #41

robertlong started this conversation in General



1 comment

robertlong on Dec 16, 2021 (Maintainer) (Author) edited •

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Notes

- Discussion on Avatar rigging / animation retargeting workflow for VRM
 - https://www.donmccurdy.com/2017/11/06/creating-animated-gltf-characters-with-mixamo-and-blender/
 - https://github.com/sketchpunklabs/ossos
 - https://github.com/pixiv/three-vrm
 - https://glitch.com/edit/#!/three-vrm-1-sandbox-mixamo
 - Voids in glTF <-> VRM
 - VRM explicitly excludes animations
 - Animation retargeting
 - o Possible standards
 - Animation retargeting
 - Props driven avatar animations (ex. potion gITF can animate avatar to drink potion)
 - o Action items:
 - Evie to create an issue to kick off this retargeting extension proposal and @fire and Lyuma to help add comments
- @fire is now an individual contributor to the Khronos 3D Formats group, representing Godot and OMI
- Open gITF Repository
 - There's a need for an open repository for hosting common gITF content. A CDN for metaverse assets with proper CORS headers set for public usage.
 - Possible partners
 - Icosa Gallery https://beta.icosa.gallery/
 - Internet Archive https://archive.org/details/archiveteam_googlepol
 - US Library of Congress https://www.loc.gov/preservation/digital/formats/fdd/fdd000500.shtml



0 replies

Category



General

Labels

None yet

1 participant

