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## 09/27/23 Weekly Meeting 126 Notes/Agenda #419

 Closed indiebio started this conversation in **Weekly Meetings****indiebio** yesterday

edited ▾


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

We'll be meeting again in the omi-weekly-meeting channel of the [AngellXR/OMI Discord](#).  
We regularly use the # omi-meeting-chat channel for text chat.

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 the  omi-weekly-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:

1. Metatraversal: <https://discord.com/channels/770382203782692945/851927319173791806/1154294930563399721>
2. 30 September (this weekend) - progress and more planning: <https://omi-physics.uwu.ai/>;  
<https://discord.com/channels/770382203782692945/1149030210503716944>
3. Venue for demo day etc? opinions on Stardust XR? Relevant? -> Hyperfy. Stardust is a different thing, good to discuss in a demo day :)
4. election??
5. help needed for Open Collective - mr Metaverse
6. Common (?) access to e.g. calendar, website updates...

 1**7 comments** · 13 replies**Oldest**

Newest

Top

**mrmrmetaverse** yesterdayMaintainer

# It's an exciting time to join OMI!

- we are in a creative phase
- we are building together
- we are celebrating fresh voices and perspectives

↑ 1    👍 1

6 replies

⋮  
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**indiebio** yesterday    Author

It's also about implementers and contributors. It's still hard to do so much work with so few people. The vision will endure, as the cycle goes up and down people go in and out. It's also about managing expectations. There's a pet theory that of every 100 people who express some interest, 10 will follow up and maybe 1 out of 100 will have staying power.



**mrmetaverse** yesterday    Maintainer

One observation shared is that many don't feel they are worthy or the right people to be talking about standards. They get excited about the idea of being able to make assets in blender and load into and across multiple game engines yet still feel "what do you want us to do about it" "what is our input worth, don't you need to discuss this with Khronos"



**mrmetaverse** yesterday    Maintainer

Others don't want to "muddy the water". Aaron shared that an ocean of muddy water is better than the water all drying up.

I think this drives a CTA for agency. We may need more visible agency to reinforce that we can make a difference and we do have seat(s) at the table(s).



**indiebio** yesterday    Author

On gTF:

This is a BabylonJS session they had last week discussing GLTF extensions for animation and what they are doing in that engine .....

[https://youtu.be/2q0xGIJp06o?si=mSLcj5Tdjcjqpj\\_&t=2672](https://youtu.be/2q0xGIJp06o?si=mSLcj5Tdjcjqpj_&t=2672)



**indiebio** yesterday    Author

a discussion about a few drops of a crystal clear spring vs a muddy ocean... We need a muddy ocean to filter from. The agreed issues on github is the crystal clear spring. So where does the muddy ocean come from? People adding their passions, what they are interested in. Then the BabylonJS link was shared as example. Need people to bring their half baked ideas, to see where there is overlap, and we can help each other. That is the muddy ocean, and anyone and everyone can contribute to that.



**indiebio** yesterday    Author

Have more watchparties, like a hyperfy world that is a movie theatre, quick, doesn't need much planning. Has the added benefit over e.g. just watching a youtube because you can chat to people sitting in the theatre

↑ 1

2 replies



**mrmetaverse** yesterday Maintainer

<https://hyperfy.io/watchparty/> Meta Connect event today



**indiebio** yesterday Author

Once a week, like indie movies and stuff. Make a list and just have one showing every week. The biggest issue is what time zone, something that works OK for both US and Europe.



**indiebio** yesterday Author

TIL: OMI has a youtube channel! [https://www.youtube.com/@Open\\_Metaverse](https://www.youtube.com/@Open_Metaverse)

↑ 1

2 replies



**mrmetaverse** yesterday Maintainer

- we want to share your content! If you/company has youtube content about the open metaverse please share your links in omi-media to get added to our [playlist](#).



**mrmetaverse** yesterday Maintainer

- right now the process is simple, just ping [@mrmetaverse](#) in omi-media-links and they will coordinate getting your blog routed



**mrmetaverse** yesterday Maintainer

We also have a Blog where we can cross post content.

- make a process for submitting blogs that folks want to cross-post from OMI acct. OMI acct publishes an abstract of the original and a link.

↑ 1

2 replies



**mrmetaverse** yesterday Maintainer

- right now the process is simple, just ping [@mrmetaverse](#) and they will coordinate getting your blog routed



indiebio yesterday

Author

Update when working groups meet, update the event reminders in Discord. Add that page about when working groups meet somewhere obvious like the website



mrmaverse yesterday

Maintainer

edited ▾

## OMI Demo Day - Physics for the Open Metaverse

This Saturday September 30, 2023 @ 2PM EDT (18:00 UTC)

<https://omi-physics.uwu.ai/>

**OPEN METAVERSE INTEROPERABILITY**

THE OPEN METAVERSE INTEROPERABILITY GROUP 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. OMI AIMS TO CREATE A COMMUNITY OF ARTISTS, CREATORS, DEVELOPERS, AND OTHER INNOVATORS TO DISCUSS AND EXPLORE CONCEPTS SURROUNDING THE DESIGN AND DEVELOPMENT OF VIRTUAL WORLDS.

**PHYSICS FOR THE OPEN METAVERSE**

INTEROPERABILITY AND STANDARDS BETWEEN WORLDBUILDING PLATFORMS

OPEN HOUSE · WORKSHOPS · DISCUSSIONS  
LIVE DEMOS · LIGHTNING TALKS · CUPCAKES

OMIgroup

HYPERHYDROPHYSICS

2 PM EST | SAT 30 SEPT

**SATURDAY SEP 30**

**WORKSHOPS**

**PHYSICS INTEROPERABILITY**

A STRIKE UPDATE ON STANDARD BODY ACTIVITY FOR PHYSICS LIKE LEFT EXTENDING AND AWKWARD WEARABLES AS THEY ARE CURRENTLY EXPRESSED

**STANDARD SETTING ORGANIZATIONS**

WHO ARE THE PLAYERS AND WHO DO THEY CONTRIBUTE THE MOST? WHAT ARE THEIR UNIQUE SPECIALIZATIONS? HOW DO THEY OVERLAP AND CONTRIBUTE FROM A PERSPECTIVE OF BUSINESS

**SHOW AND TELL**

SEE SOME OF THE OMI DEVELOPERS AND WHAT THEY HAVE IMPLEMENTED USING INTEROPERABLE PHYSICS AND GET YOUR QUESTIONS ANSWERED BY EXPERTS

**OPEN CAMPFIRE**

JOIN OTHER METAVERSE IN A WARM CAMPFIRE OF COMRADES AND FREE FORM DISCUSSION SURROUNDING ALL THINGS PHYSICS IN SHARED 3D VIRTUAL SPACES

↑ 1

1 reply



mrmaverse yesterday

Maintainer

edited ▾

- ☐ update due to spelling mistake
- ☐ blast out on socials

☐ make a YT announcement (short)**mrmetaverse** yesterday

Maintainer

## Election (?)

Why have one?

- we are due for one soon
- its something we committed to doing when we started having elections
- Open Collective is ready to help us make the switch to 501c3 sponsorship, but they need point people.
- there are roles and responsibilities.
- W3C needs to be updated, we want to bridge the W3C list with our Discord community, spin up a proper newsletter to update the mass collective, and engage more effectively.

↑ 1

0 replies

**mrmetaverse** yesterday

Maintainer

## MetaTraversal Event tomorrow

- sign up here <https://www.linkedin.com/events/metatr-versal-portalcrawl7107931217995407361/about/>

↑ 1

0 replies

### Category



Weekly Meetings

### Labels

None yet

2 participants

