

 omigroup / omigroup Public

&lt;&gt; Code

Issues 40

Pull requests 1

 Discussions Projects 1

...

## 2024-01-10 Weekly Meeting 141 Notes/Agenda #435

indiebio started this conversation in **Weekly Meetings**



**indiebio** 2 weeks ago

1. What does OMI DO? We meet week after week, but these meetings are mostly about admin. If we invite more people, get more people to join, what are they joining? What do we actually do around here?
2. Is there space in OMI for people who care about the metaverse, but don't care about virtual worlds or standards?
3. Is OMI a support group for people with independent projects? (this is a good thing, IMO, but we need to agree on this, if true.)
4. "meet in the metaverse" what does that mean? Virtual worlds are not "the metaverse". It's great to meet in virtual worlds, but it's not "the metaverse"
5. Interop of social media? A promising project.

 1

7 comments · 5 replies

**Oldest**

Newest

Top



**indiebio** 2 weeks ago Author

metaverse sortof means "spatial computing", which may make more sense to people coming in - jimmy.  
One of several challenges for metaverse development is to create immersive content. - Gary  
We need a clear mission statement. Not going in circles for years.  
Have meetings on X - great idea, how?? On mobile, but don't need to pay.  
Working groups - are they active? Need to structure these to not be confusing to newcomers.  
Stagger ...  
Interoperability, in the metaverse.  
hype - better signal to noise ratio now.  
OMI more formalised - meetings, notes are archived, standards. e.g. M3 wrap science projects into art projects  
and that is how they fund themselves - nice! - jin  
OMI seeks implementers.

↑ 1

0 replies



**indiebio** 2 weeks ago Author

FYI: CES panel with Evo today:  
<https://www.ces.tech/sessions-events/avx/avx03.aspx>

↑ 1

0 replies



**indiebio** 2 weeks ago Author

2. Is there space in OMI for people who care about the metaverse, but don't care about virtual worlds or standards?

Yes, but prioritise the people who do care about virtual worlds, standards ... - jin.

Strengthen the links with other bodies - have more people attend MSF, for example.

↑ 1

4 replies



**indiebio** 2 weeks ago Author

More feedback on implementers - a OKR. Getting feedback on the proper channels.

Getting content.

e.g. MSF loads up their calls to youtube. - but this is long-form.

Tiktok style of compression. Less than a minute. "How can this benefit the end-user." What are we doing that the layperson can understand?



**indiebio** 2 weeks ago Author

So what ARE we working on? Individuals are working on really good stuff - be a trumpet for our members. - jin. YES - indiebio



**indiebio** 2 weeks ago Author

Knowledge sharing



**indiebio** 2 weeks ago Author

edited ▼

<https://www.oshwa.org/> might be a good organization for implementors to reach out to, if they're interested in supporting and being supported by open source hardware. - meticulous



**indiebio** 2 weeks ago Author

glTF working group update:

Work on non-fungible updates to specs, making things clearer.

Nearly done with godot implementation - have gone through entire implementation of specs. - Aaron

Three tooling pipelines: Needle (sp?), something, and godot.



1

0 replies



**indiebio** 2 weeks ago Author

Proposal: Put ~ 500 \$ into content initiatives for KHR audio - e.g. use cases, implementation, sharing individual projects. - jin

Make example assets with public domain audio, meshes, etc. - aaron

fireplace that make fire noises - good for a chill space too

water fountain

boombox, thumping in and out.

guns providing fire sounds.

an example app of an emitter, without audio...



1

0 replies



**indiebio** 2 weeks ago Author

How would you describe W3C? (for hosting metaverse wiki?)

W3C may need to be upgraded? - jin blog post...



1

1 reply



**indiebio** 2 weeks ago Author

Keyframe did research on wiki related stuff for Virtual worlds museum, will share end of week/ next week

**indiebio** 2 weeks ago Author

More feedback on implementers - a OKR. Getting feedback on the proper channels. Getting content. e.g. MSF loads up their calls to youtube. - but this is long-form. Tiktok style of compression. Less than a minute. "How can this benefit the end-user." What are we doing that the layperson can understand?

↑ 1

0 replies

### Category

**Weekly Meetings**

### Labels

None yet

### 1 participant

